

Wing Commander V Component Managers Meeting (CMM)

April 26, 1996

Agenda

- Meeting time.
- Report format.
- Confidentiality.
- Final Org. structures.
- Reports.

~~Also Summary for Mission to Wing Team~~ ^{sup} - issues
E section

~~Team meeting~~

~~1. Summary~~
~~2. Confidentiality~~
~~3. Org. structures~~

~~12 copies~~
* - get Tony C. Baker

3 hours video - WCC
4 1/2 hours video - SEC
2 1/2 hours video - SEC

- Summary
- Issues
- Confidentiality

Time to go
- Still what VST
- VSTZC Mission #

* Generic Mission Briefing Report
- maybe tables output from
mission editor.

Wing Commander V - Status Report

For the week ending on: April 26, 1996

Project Overview

This Week:

- 1) The project is steadily building a strong foundation on which to grow.
- 2) We determined how the PSX team will fit in and work with the PC team.
- 3) All departments are on track and most of our efforts are going towards creating a strong game/story design as well as an extremely thorough technical design document (TDD).

Next Week:

- 1) We must have a team meeting and distribute all finalized org. notes, update everyone on our progress so far and discuss our long term gameplan.
- 2) Scheduling, scheduling, scheduling.
- 3) Type, type, type.

30 Day Outlook:

- 1) We hope to have the bulk of our TDD done.
- 2) The story/design should be coming together.

Art

Mark V. Reports:

This week:

- 1) The Maverick art staff has still been helping out various other project teams.
- 2) Rod and Dean have been working on WC Win95 collection intro. animation.
- 3) Steve has been helping out Crusader on some 3DS character stuff.
- 4) JC, Pauline, Mark, Damon, Jen, Bren and Beth have been working with Bruce on U9 endgame anims
- 5) We had a midpoint production meeting today with the U9 artists to go over their schedule.
- 6) Sean has continued working with Jeff and the other ACE members on refining the game engine poly model building procedures.
- 7) I have been keeping in contact with the project heads concerning our art resource sharing, touching base with all established contacts for Alias training and Advance demo software as well as contacting Alias user promotional reps for a short artists interview for their E3 display.
- 8) I am continuing to set-up a training schedule for our Alias classes.

- 9) I have also been working with Weston, Dave, Jay and JC in producing a art cost breakdown for WC4, this is done.
- 10) I have been going over artists salaries and positions, trying to come up with some sort of plan to bring some people onto a more level playing field, and suggest others for a second management team.
- 11) I have been cleaning up several small art tasks concerning wc4 patch art for Maddie, as well as getting small art tools ordered for our team.
- 12) And in my spare time I have been fooling around with some ideas for our Origin logo animation.

Next Week:

- 1) Next week I plan to get a final training schedule worked out and presented to the Origin art staff.
- 2) I am also going to plan a Origin Alias artists meeting to go over distributed rendering techniques we set up with Alex and Rick Bayless.
- 3) I also plan to spend a little more time with the Origin logo anim.
- 4) I would like to set up a small Composer demo with Rodney and Mark L. for the art team.
- 5) I am still getting more info back from VCE on a custom pyro shoot done.
- 6) I hope to help out the PSX team in continued information gathering.
- 7) All other art staff are scheduled to continue on their current course of action.

30 Day Outlook:

Weston G. Reports:

This week:

- 1) Still trying to get the database to predict tre file sizes for PSX.
- 2) Estimating artist hours on WC4 for dave.
- 3) Alex bashing... encrptions and creation of vol/mav and vol/wc5
- 4) Layouts for WC4 final dialogue.

Next week:

- 1) PSX estimates continued...
- 2) Import timecode from final inflight reel. Print out, prepare binders and documentation for EAV.

30 Day Outlook:

- 1) catalogue cd archives.
- 2) begin alias training

Chris D. Reports:

This week:

- 1) This week I met with Adam and Phil W. to talk about our rough plot proposal, which we all now seem happy with.

- 2) I did some more work researching how we can use Alias and Photoshop to minimize wasteful, archaic, doubleplusungood hand drawing during the conceptual design process.
- 3) I am now building a new Confed destroyer in Alias to look at how we can use better textures and modeling to enhance the appearance of the starships in cinematics without making them inordinately dissimilar to their spaceflight versions.

Next Week:

- 1) I'll be continuing this next week.

30 Day Outlook:

- 1) I'm not sure there's much I can contribute from the art side.
- 2) I might have some neat renders to show anyone who's interested by then.
- 3) I'm of course available to help Weston and Mark with scheduling predictions as need.
- 4) Also, as forewarning I'll be taking May 24-31 off to move.

Programming

This Week:

- 1) Looked over preliminary PSX and Maniac task lists
- 2) Started generating Wing V PC task list
- 3) Assigned Jason Hughes task of enumerating gameflow tasks
- 4) Discussed gameflow ideas with Phil, Jason H, and Frank.
- 5) Discussed render engine issues with ACE team
- 6) Made clear the importance of putting together the mission system as soon as is possible

Next Week:

- 1) Complete a task list for Wing V PC
- 2) Go over task list with Frank
- 3) Work on generating preliminary timeline based on task list
- 4) Work with designers to get a better view of Wing V gameflow
- 5) Continue pressing for progress by ACE team of mission system

30 Day Outlook:

- 1) Since I'm not sure what we need to show by May 15, talk with Dave about exactly what is needed.
- 2) Realistically accurate task list enumerating all programming tasks for Wing V PC
- 3) Timeline estimate for programming of Wing V PC
- 4) Determine how many programming resources Wing V PC needs
- 5) Start assigning programming tasks
- 6) Start programming
- 7) Continue working with designers to maintain a clear vision of Wing V

Audio

This Week:

- 1) Still researching and setting up audio procedure manual

Next Week:

- 1) Working with MS Project to schedule audio facility creation

30 Day Outlook:

- 1) Should have first complete draft of audio manual and MSProject task/staff scheduling for the project.

Design

This Week:

- 1) Completed general fiction synopsis for Wing 5 and the Wing Universe (with CDouglas and AFoshko)
- 2) Design team is psyched. All designers will work together during pre-production. We will split into PC and PSX during production.
- 3) Wed Design Meeting - Discussed story ideas. Everyone buys into the fiction. Discussed spaceship design, Jeff Shelton will be incharge of that part of design. Discussed organizational structure - Everyone's cool with the Lead Designer's role. Jeff Shelton expressed interest in potentially assuming the Lead Designer role.
- 4) Developed a skeletal outline of game systems. Started to divide responsibilities. The plan is to develop one complete Design document. Each designer will be in charge of organizing and describing one section. i.e. Jeff Shelton will organize the section on Spaceflight. Dan and I will work on Tool Design. Sean and Marcus - Interface Design. We'll flesh out the roles at next Tuesday's meeting.
- 5) Worked with Mark Day on developing a game plan for maniac missions.
- 6) Maintained correspondence with Erin Roberts keeping him abreast of the Universe Fiction developments.

Next Week:

- 1) Flesh out the design outline document.
- 2) Assign roles and duties to designers. Give those fellas some real live tasks.
- 3) Develop 3 week (to May 15th) plan.
- 4) I'll be working with Origin marketing to make sure the Privateer:the Darkening demo is ready for E3

30 Day Outlook:

- 1) Have a general synopsis of the Story
- 2) General synopsis of gameplay
- 3) Brief description of all game systems

Administration

This Week:

- 1) Story refinement
 - Met with design again
 - Refined document for Wing 5 Tag Sheet (ETA: Friday w/Phil)
 - Gathered more samples of writing
 - Got secondary opinions
 - Am currently researching contacting potential writer
- 2) Continuing to add to the finance education project
 - Brown bag with Finance (The big questions)
 - Went over details of Wing 5 projections with Dave (This is a continuing process)
- 3) Schedule (Preliminary comparisons between Wing 3 and 4, projected to 5)

Next Week:

Main focus:

- 1) Need to contact writer and work out a :
 - logistics issue
 - deal
 - and if all is well: Story arc
 - Followed by: Wing 5 story --detail

30 Day Outlook:

- 1) I am sure finance will continue playing a role.
- 2) I suspect scheduling details will start to come into play.

PSX
