

Wing Commander Prophecy - Status Report

For the week ending on: May 2, 1997

Project Overview

This Week:

- 1) Attended "interesting" management seminar.
- 2) Made some friends at SGI/Alias - may be able to help us out with Converter and/or other plug-in issues...
- 3) Talked to Force Feedback joystick people. They are dying to send us some sticks.
- 4) 3Dfx has some new stuff out. They will send ASAP.
- 5) Got a good idea of what tech. other people are working on.
- 6) Picked up an award for WC4 - "Best Use of Video"
- 7) Met with OEM and got them pumped up and on the same page. This should be very profitable for us.
- 8) A **LOT** of people are pumped about this game. From my copious conversations with random industry types, it sounds like we have made all the right choices.
- 9) Worked out some postage stamp issues with Dave et al. out in LA
- 10) Took a lot of pictures of the sets.

Next Week:

- 1) Scheduling and E3 work.

Goals for the Month of May:

- 1) Get E3 demo 95%+ done.

Issues & Possible Roadblocks:

- 1) Win '95 sticker? EA says we've never gone for this before.
- 2) 2 meg video card? I've sent mail to a lot of people out in EA world, and everyone seems to support this decision.
- 3) We are now talking about supporting two 3d accelerator cards in WCP and not doing a separate "upgrade" sku at this time.

Summary:

Important dates coming up:

- May 12 - Video shoot starts. (10 days of taping)
- June 5 - We hit Alpha.
- June 19 - E3

A **LOT** of people are pumped about this game. From my copious conversations with random industry types, it sounds like we have made all the right choices. Good job everyone, we are going to blow people away with this thing!

Art

Programming

This Week:

- 1) Discussed polygonal extents with Jeff Grills
- 2) Allen Jackson implementing cockpit gauges
- 3) Andrew Sega has implemented the damage system
- 4) Missiles and launcher coding started
- 5) AI speed ups
- 6) AI maneuver selection
- 7) Optimization discussions
- 8) A's & O's
- 9) More asteroid field work
- 10) Schedule updates for end of April

Next Week:

- 1) Polygonal extents
- 2) More cockpit gauges
- 3) Missiles
- 4) AI catch up work
- 5) More AI maneuver selection
- 6) Prioritize rendering and multiplayer tasks
- 7) Finalize shield coding
- 8) Optimizations
- 9) Keep up pressure on getting Main Menu design finalized for coding

Goals for the Month of May:

- 1) Cockpits ready for E3
- 2) Ship systems ready for E3
- 3) Briefings and debriefings ready for E3
- 4) New explosion and shield effects for E3
- 5) Menus ready for E3
- 6) AI ready for E3
- 7) Collision ready for E3
- 8) Camera views ready for E3

Issues & Possible Roadblocks:

- 1) We have two pressing issues, each of which must be solved for E3. First of all, the GLs need to be reworked to allow child objects to properly sort with their parents, as well as properly render the new shield effect. The other issue is multiplayer. Jeff Grills is scheduled to implement both of these, and I'm not sure we have enough time to do both. I'm also not confident that we can hand one of the tasks off to someone else.
- 2) I'm still having to exert a pretty good bit of pressure on the AI development. It doesn't seem like this problem will reach a state where I don't have to constantly push development along.

- 3) I'm a little concerned about the state of menu design. For E3, I believe we're showing three menus. Of these, the main menu is the most important, and is not conceptually mocked up, so Hugh can't code it.

Summary:

Programmers are getting the game ready for the E3 demo

Design

Yes, I know this is a lot of stuff to go over. Deal with it.

Last Two Weeks:

- 1) Formations will be done. **Cinco has built formations for almost all ships. Currently we need to be able to destroy the leader of the formation and not have it crash the game.**
- 2) Objectives class. **Not yet.**
- 3) Figure out what tasks I can hand to the Cru Designers. They are now looking at Wing 4 and P2. **Done. Eric W is doing comm data; Bruce Adams is doing explosions; and Mark Vittek is waiting for instructions.**
- 4) Figure out how to hand off my missions to Ben, John and whoever comes on board, so I can administrate more. **Done. Cinco Barnes is doing my series, and the training missions.**
- 5) Take on the task of finalizing one mission for the game and E3. Every part. **Ongoing.**
- 6) Formations will be learned about. **Done**
- 7) Playthrough of entire solo game through MCP. **Done, checking on logic and adding placeholders for movies, etc.**
- 8) Add pilots to all missions. **Done.**
- 9) Add objectives to missions. This will take a while. **Not started.**
- 10) Add formations to the missions. This will take a while. **Started, but we have to put all ships in formations, not just the player.**
- 11) John created a VISIO series flow sheet for the game. **Cool.**
- 12) Tons of detail shit:

- Got Cinco, and Cru guys up and running
- HUD Feedback to Allen Jackson
- Comm Data Task - Eric on it
- Sent mail to Adam and Frank re: Gumps
 - Planning needs to be done
 - Looping animations
 - Ping Pong animations
 - Hover and Fidget animations
 - Bluescreen it all
 - Other gumps for rooms that are not clickable
- Find a way for Weston to view ship directions **DONE**
- Showed Trey 3D menu systems. **DONE**
- As and Os - John and Ben.
- Explosions Bruce Adams
 - One type per ship first, with multiple possibilities of debris
- Art list
- Plan for Formations in Data files
- Lots of more crap that filled the days

With E3 around the corner, we expect there to be a lot of big improvements that are noticeable for all members of the team.

The missions are slowly taking shape. With the addition of the Cru designers and Cinco Barnes, we're doing a lot better. If you haven't seen the Midway on the 3D accellerator, it'll blow you away.

Audio

Movie Production

Action Items

From 4/18/97 Meeting

Billy and Cindy to get the following items to Teresa Potts for the CGW article: Alias Rendering, Concept Art, Storyboard Art, Screen Graphs, Ace Fighter and Team Picture **No team picture - not enough time, scheduling future picture. All other stuff was sent.**

Billy to get a list of Art and Power-ups needed for Missions to Mark V.

Frank R. and Mark V. need to get Net Gain Schedules for Programming and Art to Rod.

Any data tasks to Billy to see if they can help out.