

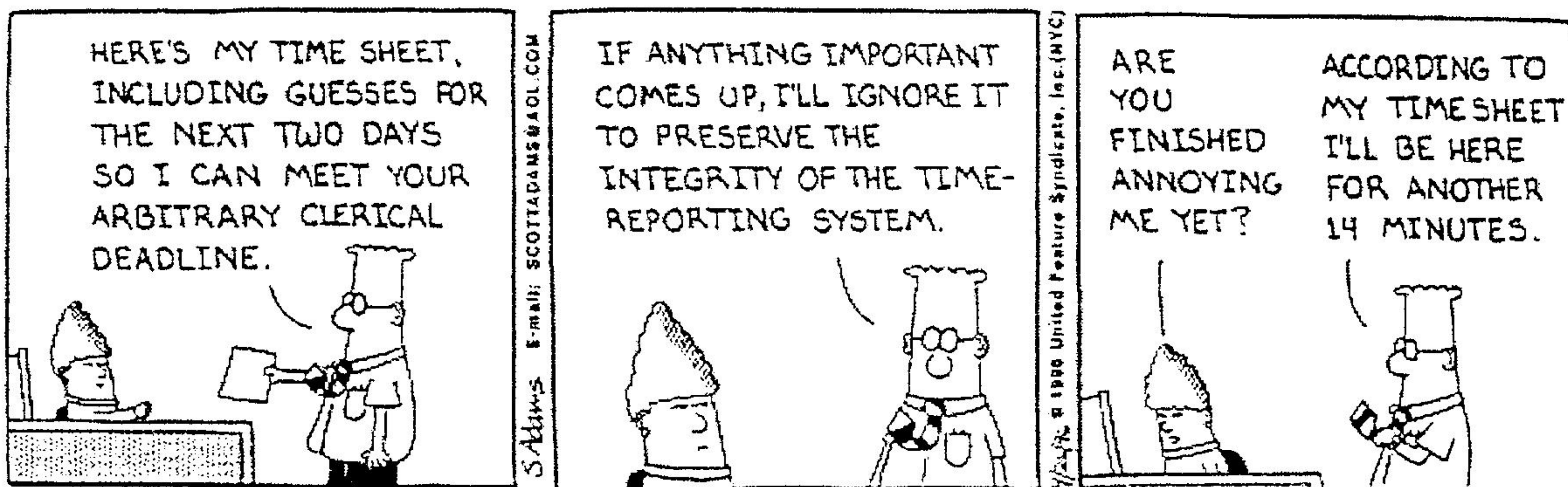
Wing Commander V Component Managers Meeting (CMM)

May 3, 1996

Agenda

- Take a couple of minutes to read over reports...
- Go over reports.
- Let the message be heard: "There continues to be no more them".
- Are the component groups having their own meetings?
- If you are waiting for something and aren't being productive because of it, tell me.
- If time permits, check out Star Wars on the Sega 32x

Weekly Dilbert



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Wing Commander V - Status Report

For the week ending on: May 3, 1996

Project Overview

This Week:

- 1) Met first significant milestone: finalized and presented organizational structure to entire team.
- 2) Continued optimization of project structure and communication lines.
- 3) A lot of progress was made on the design front.
- 4) The technical task list is shaping up well.
- 5) The project seems to be finding its "groove".
- 6) Personnel issues were feverishly worked on.

Next Week:

- 1) We hope to have most of our personnel issues resolved.
- 2) The TDD and design docs will continue to be hammered out.

30 Day Outlook:

- 1) I would like to have much of our TDD done. I hope working with the PSX team will speed up the process.
- 2) Many more design docs!

Issues:

- 1) Is it ok if we post meetings to the entire mailing list? Too much mail? Some other method?
- 2) Lead Designer: Jeff Shelton?

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Possible Roadblocks:

- 1) Dealing with the reality of how long this project may actually take.

Summary:

The project continues to forge ahead. The first major milestone of finalizing all organizational material and presenting it to the entire group was met. We are now concentrating on our technical and overall design documents.

Art

Art Director:

This Week:

- 1) I did indeed finish all I planned to do this week.
- 2) Training is tracking along nicely.
- 3) Our distributed render meeting will, I hope, get others here at Origin thinking about how we can help each other as far as machine time management.
- 4) I sent along a video package to VCE to show what we had and how we are using our pyrotechnics library.
- 5) Note: I believe that after reviewing what we currently have I see no real need to spend more to get another shoot done, there are several explosions that have not been digitized yet from our current sources.
- 6) I have communicated with Nancy Harriston and she plans on being here May 16 and 17 to go over new plugins for Alias v7.01 that may improve how our current poly engine textures.
- 7) I also am gathering info concerning our plans to attend Siggraph and EAC hosted World Wide Graphics Conference.

Next Week:

- 1) as well as several other Maverick artists will begin our Alias training. This will take most of my time next week.

30 Day Outlook:

- 1) I may have suggested software and hardware purchases.

Issues:

- 1) Siggraph attendees (who goes, who decides, who cares?)

Possible Roadblocks:

Summary:

I finalized plans and scheduled our Alias training for all Origin Alias users, as well as keeping tabs on related art production concerns. I also created this cool fancy binder cover.

Production Designer:

This Week:

- 1) Worked on enhanced Confed destroyer in Alias
- 2) Worked on future design presentation
- 3) Was shamed by the superior organizational skill of Mr. Frank Roan

Next Week:

- 1) Meeting with MCA in LA on Tuesday

- 2) Continue Work on destroyer and design presentation
- 3) Hopefully will meet with designers to discuss ship design issues

30 Day Outlook:

- 1) I plan on giving the design presentation to the larger art group, then assembling a max. 5 or 6 artist "core" design team to begin resolving fundamental look and feel issues.
- 2) I will be taking the 24th through the 31st off to move.

Issues:

- 1) I'd like \$500 ASAP to put together an art reference library before we begin designing objects.

Possible Roadblocks:

- 1) Inability to give input and receive information regarding ship stats due to the current confusion with the designers.
- 2) Also, inadequate resolution of the engine's capabilities insofar as such will have profound ramifications on what we can make our objects look like.
- 3) And while we're fine for Confed and Kilrathi, I'll need some more fleshed-out story details before we can start designing alien spacecraft.

Summary:

Programming

This Week:

- 1) Presented Frank, Tony, and Axel my WC5 PC programming task list for review
- 2) Began writing TDD's for systems in order to make an estimate of time to completion
- 3) Created framework for Gameflow design with Frank, Phil, and Billy
- 4) Talked with Paul about mission system issues
- 5) Met with Frank, Tony, and Axel about coordinating PC and PSX development
- 6) Jason H. provided suggestions for Gameflow programming task list
- 7) Discussed systems design with Jason H.

Next Week:

- 1) Meet with Axel to verify programming task list
- 2) Present document template for systems TDD's
- 3) Assign Jason H. systems for which to write TDD's
- 4) Begin assembling programming bible
- 5) Provide Paul with whatever else he needs to help with mission system

30 Day Outlook:

- 1) Attempt to have development timeline estimate for WC5 PC by May 15
- 2) Work with Frank to set up version control software
- 3) Schedule and assign programming tasks

- 4) Start programming
- 5) Continue contact with designers
- 6) Increase communications with ACE and PSX teams

Issues:

- 1) Choice of Gameflow implementation may have a significant impact on programming as well as art timeline.

Possible Roadblocks:

Summary:

The PC and PSX teams discussed ways of coordinating programming efforts on the two platforms (i.e. common task list). It was decided that each programming task would be accompanied by a technical design document describing that particular system. These TDD's will be placed in the programming bible. Short term goal is to provide development timeline estimate for May 15.

Audio



No report received

Design

This Week:

- 1) Developed initial design for Mission Editor with DanO
- 2) Worked out gameflow general plan
- 3) Dealt with personnel drama
- 4) PSX design crew working on Web Pages, PSX education doc, and PSX controls for WC4
- 5) Worked with Marketing to QA Privateer: The Darkening

Next Week:

- 1) Finish Mission Editor design doc with Dan
- 2) Flesh out Design Doc outline and assign tasks
- 3) Make sure Web Page off to proper start
- 4) Game synopsis (Done in my head, now just have to write it)

- 5) Hand off Lead Design baton?

30 Day Outlook:

If I were king:

- 1) Work with C Douglas to get initial design sketches (gameflow, aliens, maps)
- 2) Find Professional writer
- 3) Continue work on mission editor
- 4) Start working on design for Maniac Missions
- 5) E3 ???
- 6) Trip to see Rich in San Mateo??

Issues:

- 1) Management starting too many fires, driving the design
- 2) Too many damn meetings

Possible Roadblocks:

- 1) Personnel drama

Summary:

Big Picture for game flow completed, Big picture for mission editor completed

Administration

This Week:

- 1) My primary objective this week and for the next few weeks will be story related and finding a writer.
- 2) One writer contacted, need yet another

Next Week:

- 1) LA for MCA work to ensure that they are not fucking up the property
- 2) Story
- 3) Want writer in mind by end of next week.
- 4) Need to address the deal

30 Day Outlook:

1. Need a writer signed and working.
2. Need a screenwriter in hand.

Issues:

- 1) Definition of role spanning PD and production.
- 2) Where Maniac fits into the schedule.

Possible Roadblocks:

- 1) John McLean (Don't print this)

Summary:

My primary objectives include getting the story element of this project operational within the next few weeks with a writer in place. Things like my job description are also of importance, but clearly secondary.

PSX

This Week:

- 1) Tony is learning the PSX team and its dynamics.
- 2) Hugh and Axel have ported Jeff Grills' code to PSX and have wire-frame ship on screen. Evaluating possible use of code.
- 3) PSX Designers have worked on changing the controls on WC IV PSX. Will supply doc to Lion Friday.
- 4) Went over job descriptions with team. Steve Pietzsch wrote one for Jeff Wand. Excellent!
- 5) ACE team mission editor specs being created by designers.
- 6) Found and passed TDD from Darklight to main people.
- 7) Received copy of The Darkening (DEMO) and made comments, invited people to check it out, etc.
- 8) Came to some amazing conclusions about gameflow at lunch w/ Frank, Phil and Pete.

Next Week:

- 1) ACE Team should have EDITOR DOC in their hot little hands
- 2) Lion should have CONTROL DOC in their hot little hands
- 3) Lion and Pat Bradshaw should have WC III postmortems (one from DEV and one from QA) in his hot little hands
- 4) Follow up with Pat Bradshaw (product manager) about demographics of expected PSX customer for WC IV and V.
- 5) TDD should be progressing.
- 6) I am researching numbers for all previous versions of WC on all platforms, so I will know how much we will crush them.
- 7) Present gameflow idea to relevant team members. Phil will handle this, I'm sure...

30 Day Outlook:

- 1) Designers should have missions sketched by May 15th.
- 2) TDD should be done by May 15, for presentation on May 21st.

Issues:

- 1) Eric Hyman called and said that Northstar had two PSX projects killed. This means they have spare programmers. They are getting resumes together. They will submit them to Origin, and we will evaluate them.

- 2) Richard Lyle's streaming audio code needs to be put together and sent to Lion. This will make an impact on Lion's schedule (hopefully good), and raise the overall quality of the end product. This is necessary to maintain customer loyalty to WC on the Playstation. Duh!
- 3) Sega is lowering the price of Saturns to 250 pounds in England, and possibly to \$199.00 here in the states.

Possible Roadblocks:

- 1) ACE team may not like EDITOR DOC.
- 2) TDD may be more difficult than expected.

Summary:

No serious issues to report, other than the fact that Tony will be doing these from now on.

Audio

This Week:

- 1) Attended seminar on sound
- 2) Worked on Facility schedule
- 3) Planning meeting with audio staff

Next Week:

- 1) Continue to research facility equipping/building
- 2) Begin Audio master plan/schedule

30 Day Outlook:

Have working master schedule for audio
Nail down/ get approval for audio facility schedule

Issues:

Participate in script/design/psx meetings

Possible Roadblocks:

Facility schedule doesn't meet shoot schedule as it stands

Summary:

Continuing scheduling tasks and researching facility upgrades.