

# Wing Commander Prophecy - Status Report

## For the week ending on: May 9, 1997

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### Project Overview

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#### This Week:

- 1) Did final pass of script.
- 2) Worked on postage stamp issues.
- 3) Went over schedules.
- 4) Spoke with several different hardware companies.
- 5) Went through sound effects approval process.
- 6) Worked on E3 schedule (working on prioritizing tasks)

#### Next Week:

- 1) Make sure things are getting done on E3 task list.

#### Goals for the Month of May:

- 1) Make E3 milestone.

#### Issues & Possible Roadblocks:

- 1) Ship date (we need to have a meeting with some of the components and discuss out people's anxieties).
- 2) Multi-player.
- 3) Alpha (see below)

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**Alpha requirements as listed on the internal Origin web page.**

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To Call Version a Alpha :

- First Alpha version needs to be playable from its medium of shipment. Every 3rd Alpha version or once a week, whichever comes first, should be submitted on its medium of shipment. (i.e.: If it's a PCCD product then the version must be playable off the CD instead of the network.)
- Sound System needs to be implemented.
- General music should be written. For example, in-flight and combat music should be written while music for specific movies and flics will be written during Alpha.
- General sound effects should be done and implemented. For example, walking, shooting and door opening sound fx should be written while sound fx for specific scenes will be written during Alpha.
- Cutsscenes:
  - Movies - Should be finished filming and have, at least, placeholders in the game.
  - Flics - Plot critical flics should be done.
- Plot critical artificial intelligence (AI) needs to be written and implemented. Examples of plot critical AI would be talking with characters that you need to talk to or being able to set flags



that need to be set. (AI will be fully implemented and tweaked in the first 3-4 weeks of Alpha, although QA will continue to suggest tweaking to the AI as the game comes together).

- Characters: All major (i.e. plot critical) characters need to be implemented into the game. All characters need to be determined and script should already be written for them.
- Puzzles: Plot critical puzzles should be written and implemented into the maps/rooms.
- Maps & Missions: All of the missions / maps need to be decided by this point. All plot critical maps/ missions need to be completed and implemented. Fleshing out will still be taking place during the Alpha process. The other maps / missions need to be in the game but will be under construction for objects, items, etc.
- Gameflow: All plot critical gameflow should be done and implemented while the remainder will be slipped in during Alpha.
- Art: All plot critical art for characters, objects, missions, maps, levels, rooms, etc... needs to be completed and implemented. This applies for all Graphic modes of the game. If there will be SVGA and VGA then all plot critical artwork should be completed.
- EOR objects should be 80% completed.
- Difficulty Level: Determination of difficulty levels should be made and the selections for each level should be implemented. QA will track the tweaking of the AI for each level during Alpha).
- Code Optimization: A target framerate that is acceptable to Marketing, QA, CS, and PD needs to be decided upon. Note: The target framerate decided upon should be no less than 10 FPS on the lowest SKU machine during combat. Product Development should be optimizing code, during Alpha, so that they will reach their target framerate by Beta. \*\*\* Note although we are not asking for the target framerate at Alpha, the game must be running at a frame rate that is playable.
- Demo date has been decided and Product Development knows what will be contained within the demo. The Demo date should coincide with the last two weeks of Alpha.
- Dynamics/Physics need to be 75% designed and implemented. The remaining 25% should be only special case/certain situation dynamics/physics.
- Interface: 100% designed for all usable interface (i.e. joysticks, mouse, keyboard) and 75% implemented for all modes of interface. (Tweaking of Interface will take place during Alpha)
- Footprints: The footprint size has previously been decided. If there will be more than one footprint option, that needs to be decided as well. (Options available under the recommended footprint size, must be playable, otherwise we shouldn't give the option).
- Avionics: 100% designed and 75% implemented.
- Origin Catalog: needs to be burned on the first Alpha CD and continue to be placed on all versions submitted to QA
- If all the worst parts are in the game- both visually and audibly. EX: Blood, guts gore, swearing etc... Then a video tape of these things needs to be made to send to the ratings board. (this box can be checked at anytime during the alpha process. It does not need to be checked to call the version alpha. It is merely a reminder to do this when the product has the content)
- Product Development is getting Translations what they need to start translating text and recording speech.
- All English speech has finished recording.
- First Alpha version cut to be numbered 1.00A. QA will work with PD team to determine and check all the criteria on the checklist. Once all the check boxes are checked off to the satisfaction of both QA and PD, QA will give the go ahead to burn the first Alpha copy.
- QA PL or APL gives 5 copies of first Alpha build to Supervisor to be sent overseas to the UK, Australian, and Japan
- Each Alpha version with significant changes has 5 copies duped for Supervisor to send to overseas offices.
- Checklists are created and saved in the Q\QASYS directory for access by EA Victor.



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## **Art**

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### **This Week:**

- 1) Artists and myself supplied monitor animations for video playback for our shoot
- 2) Lisa and Kerry setting up shots for CG backgrounds for shoot
- 3) Pictures of sets in current state on web page created by Weston
- 4) Box meeting with Patrick, waiting for final detailed mockup from Design Island to set up cover render. I supplied their people with more art to date.
- 5) E3 focus: action animations, interface art, HUD art What I really need is final PROPHECY logo from D.I. and a sit down with ATG to go over what is needed for them.
- 6) Brief explosion demonstration with Billy and Hugh. More work to be done by E3.

### **Next Week:**

- 1) I will be at the shoot Wed and Thurs. Back Friday afternoon.
- 2) animations continue for E3
- 3) screen shots provided for box art, I will have 4 or 5 images we can choose from later today.
- 4) render cameras for Flight Deck backgrounds
- 5) Complete review/evaluations for art staff
- 6) I will be out again the next week Tues through Sat.

### **Goals for the Month of May:**

- 1) Provide as many cool anims as possible for E3
- 2) Readjust and polish any changes to rendered backgrounds from the shoot in time for Post Production.
- 3) Create all other elements required for E3, logos, special additions for trailer.....
- 4) Sucker punch Anthony Stabley in the solar plexus.

### **Issues & Possible Roadblocks:**

- 1) Gameflow plates from practical sets
- 2) EA surprises, E3 requirements
- 3) I am kind of left in the dark over what to tell people during reviews about money, titles....I would like to find out what the new artists are making to get an idea of the big picture.

### **Summary:**

We are well into animations now. Spending a good deal of time providing LA with monitor animations and CG backgrounds for the shoot. Wrapped up Staff As and Os. Evaluations to start soon.



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## Programming

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### This Week:

- 1) Completing review forms
- 2) Finalizing financials and inspection for the house I'm looking to buy
- 3) Added friction to the physics for Asteroid Fields
- 4) Preliminary multi-ship maneuver implemented
- 5) Context sensitive help for menus
- 6) Modify data format for ships to simplify for designers
- 7) Dumb Fire and Image Rec missiles
- 8) First pass object viewer
- 9) Major GL changes to facilitate proper sorting

### Next Week:

- 1) Maneuver evaluation and selection
- 2) Cockpits
- 3) More Missiles
- 4) Collision work
- 5) Main Menu
- 6) Finalize GL changes
- 7) Optimizations

### Goals for the Month of May:

- 1) Same as last report

### Issues & Possible Roadblocks:

- 1) Main Menu
- 2) Multi-Player
- 3) I'd like to see a minimum acceptable feature list for the E3 demo

### Summary:

The programming team is working hard to get the demo ready for E3.

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## Design

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### Last Week:

- 1) Take on the task of finalizing one mission for the game and E3. Every part. **Ongoing.**
- 2) Playthrough of entire solo game through MCP. **Done, checking on logic and adding placeholders for movies, etc.**
- 3) Add objectives to missions. This will take a while. **Not started.**
- 4) Add formations to the missions. This will take a while. **Started, but we have to put all ships in formations, not just the player.**
- 5) Look at the box. **DONE**
- 6) Talk of the music streaming next Monday. Guys from Edel will be here. **DONE**



- 7) Objectives class. **Not yet**
- 8) Powerups list to Pete by end of week. **Not yet.**
- 9) MED Class for Cinco **DONE**
- 10) Add objectives to missions. This will take a while. **Not started.**
- 11) More tweaking of Playthrough of entire solo game through MCP.
- 12) Take on the task of finalizing one mission for the game and E3. Every part. **Ongoing.**
- 13) Talk with Jay M re:scene numbers, so we can put in placeholders for the entire game. **DONE.**  
**Some of the placeholders are in, and Vittek will be finishing this up.**

### Next Week:

- 1) Powerups list to Pete by end of week. **Not yet. Oops! Other things pushed this out.**
- 2) Objectives class. **Not yet. Will report when we gets this.**
- 3) Add objectives to missions. This will take a while. **Not started.**
- 4) Take on the task of finalizing one mission for the game and E3. Every part. **Ongoing.**  
**Begun the mission, and working with Andy and Jason on Finalizing parts. HUD stuff is ongoing, etc.**
- 5) Playthrough of entire solo game through MCP. **Done, checking on logic and adding placeholders for movies, etc. Vittek will be on it.**
- 6) Add formations to the missions. This will take a while. **Started, but we have to put all ships in formations, not just the player.**

*Reviews*

### Goals for the Month of May:

- 1) Finalize HUD design. **Allen Jackson is working on the underlying system right now.**
- 2) Finalize ICIS (padd) design. **Design of the ICIS has been handed off to Trey.**
- 3) Finalize menu design. **Main menu has been handed off to Trey. Frank will attempt to complete this one.**
- 4) One Multi-player scenario should be up and running for E3. **Design has begun for the menus, and the mission will be a kill the other guy kind of thing.**
- 5) All powerups will be signed off by prog/design/art.
- 6) Ship speed/tweaking will be final. **Ben is working on this, pending Pete's modifications to the data files.**
- 7) Get a checklist on the wall of what's needed for E3
- 8) Get a dates list on the wall for upcoming dates, demos, alpha, etc. Scare me. Scare us.
- 9) Annoy Neil Young.
- 10) Have Rod around more.
- 11) Calm those Cru dudes down.
- 12) Get Frank (the new Producer) calmed down so he doesn't spook the troops.

### Issues & Possible Roadblocks:

- 1-8 Same as last time, except for #3.
- 1) Clear understanding of E3 goals, Alpha goals, Beta goals.
  - 2) Design of Menu screens and multi-player is behind schedule.
  - 3) **We still have no multi-ship maneuvers.** We actually have one that will do for E3. But this is far from final.
  - 4) **We still do not have a way to code AI maneuvers.**
  - 5) We need to add hard points to ships.
  - 6) We need to add armor to ship data files
  - 7) There are no comms yet from Jeff Everett
  - 8) We need a plan for Child Object Debris:  
 Plan for Debris objects in data files



3 specific pieces per ship  
5 generic confed pieces  
5 generic alien pieces  
Data for Position, vector, ypr speed

### **Summary:**

The missions are slowly taking shape, multi-player low-level design is taking shape with Rob back from vacation, and the MP menus are becoming 'done'.

E3 still scares the shit out of me.

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### **Audio**

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### **Movie Production**

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