

Wing Commander V - Status Report

For the week ending on: May 10, 1996

Project Overview

This Week:

- 1) Forged ahead with technical design and game design documents.
- 2) Resolved personnel issues, for now.

Next Week:

- 1) Polish rough draft of TDD for May 15 deadline.
- 2) Continue developing more refined TDD.

30 Day Outlook:

- 1) Programming should be well underway.
- 2) Much of the ship systems should be designed and refined.
- 3) Maybe have some missions designed on paper and played out with miniatures...

Issues:

- 1) Jeff Shelton would like to move to another office.

Possible Roadblocks:

- 1) We still have some long term personnel issues we need to resolve.

Summary:

The project continued its efforts on finalizing its rough draft of the technical design and game design doc for the May 15 deadline. We hope to be in implementation mode approximately two weeks after that date.

Art

Art Director:

Summary:

I have been in Advanced Alias training all this week with three other MAVERICK artists. Others are progressing as planned on U9 and Kilrathi Wars?.

Saga

Production Designer:

This Week:

- 1) Flew to LA to meet with the MCA animation team. Stayed in swank hotel and ate great free food.
- 2) Worked on improved Confed Destroyer prototype in Alias
- 3) Refined design visualization techniques

Next Week:

- 1) I'll be in Alias training almost all next week

30 Day Outlook:

- 1) Will give conceptual design overview presentation to the art team
- 2) Will meet with designers to finalize ship design plans
- 3) Will assemble 5 to 6 person core conceptual design team
- 4) Will work with team to begin developing the basic WC5 look-and-feel
- 5) I'm off the 24th-31st

Issues:

- 1) We put things like training off for so long it seems every fucking thing is piled into the same three-week period (why didn't we do this three months ago, when everyone was twiddling their thumbs?).
- 2) Between all these activities and my move, it will be very hard for us to begin any sort of focused concept design work before June 1.

Possible Roadblocks:

Summary:

Programming

This Week:

- 1) Finalized general task list
- 2) Provided template for TDD's
- 3) Talked with Axel and Marcus about TDD assignments
- 4) Jason H. provided TDD's for AI systems and conversation tracking
- 5) Wrote TDD's for dynamics, ship systems, user input, and movie player
- 6) Continued discussions with designers about mission system
- 7) Worked on milestone list

Next Week:

- 1) Finish preliminary milestone list
- 2) Provide completed preliminary TDD for May 15 deadline with extremely approximate timeline
- 3) Expand detail on individual systems in TDD
- 4) Talk with ACE team about 3D systems and mission system
- 5) Keep up to date with mission system designers

30 Day Outlook:

- 1) Talk with Frank to finalize version control issues for PC version
- 2) Schedule and assign programming tasks
- 3) Start programming
- 4) Continue contact with designers, ACE team, and PSX team

Issues:

- 1) The amount of time given to produce the TDD was inadequate to generate a timeline that I would consider accurate. Whatever timeline is presented for May 15 will most likely be incorrect.
- 2) As soon as all of the programming tasks have been sufficiently broken down into component parts, a more accurate timeline will be generated.

Possible Roadblocks:

Summary:

A comprehensive programming task list was generated. PC and PSX team members have been working together to further break these tasks down into component parts. Discussions between programming and design have continued regarding the mission system.

Design

This Week:

- 1) Mission Editor specs to Ace group
- 2) Developed big picture plan for gameflow
- 3) PSX design crew worked on Web Pages, PSX education doc, and PSX controls for WC4
- 4) Worked with Marketing to QA Privateer: The Darkening
- 5) Maniac Missions design meetings.

Next Week:

- 1) Make sure Web Page off to proper start
- 2) TDD (Game synopsis, system descriptions)
- 3) Trip to LA. Meet with Erin Roberts to discuss WC universe fiction

30 Day Outlook:

- 1) Flesh out Design Doc outline and assign tasks
- 2) Work with C Douglas to get initial design sketches (gameflow, aliens, maps)
- 3) Start working on design for Maniac Missions
- 4) Trip to see Rich in San Mateo??

Issues:

- 1) Still looking for replacement, until then, I'm the man for the job.

Possible Roadblocks:

Summary:

- 1) Submitted mission editor design specs. Web page design. Developed big picture for gameflow

Audio

This Week:

- 1) Resource scheduling for Production and Post Production

Next Week:

- 1) Resource scheduling for pre-production. Nailing down details on facility specs. Working on budget/headcount for Dave's meeting.

30 Day Outlook:

Hopefully finish project scheduling. Researching training opportunities for the team.

Issues:

Last weeks issue with facility deadline has been temporarily alleviated

Possible Roadblocks:

None seen at this time

Summary:

Ongoing research into task timelines and budget for wc5 audio. Ongoing research into facility upgrade costs.

Administration



Final paper for school due

PSX

Last Week:

- 1) Tony is learning the PSX team and its dynamics. DONE
- 2) Went over job descriptions with team. Steve Pietzsch wrote one for Jeff Wand. Excellent! DONE
- 3) Found and passed TDD from Darklight to main people. DONE
- 4) Received copy of The Darkening (DEMO) and made comments, invited people to check it out, etc. DONE (STILL HAVE IT)
- 5) Came to some amazing conclusions about gameflow at lunch w/ Frank, Phil and Pete. DONE
- 6) Lion and Pat Bradshaw should have WC III postmortems (one from DEV and one from QA) in his hot little hands DONE
- 7) Present gameflow idea to relevant team members. Phil will handle this, I'm sure... DONE
- 8) PSX Designers have worked on changing the controls on WC IV PSX. Will supply doc to Lion Friday. DONE, WITH ONE POSSIBLE ADDITION
- 9) ACE Team should have EDITOR DOC in their hot little hands DONE (STILL GOING OVER MISSION LANGUAGE)
- 10) Hugh and Axel have ported Jeff Grills' code to PSX and have wire-frame ship on screen. Evaluating possible use of code. ONGOING
- 11) ACE team mission editor specs being created by designers. ONGOING
- 12) Lion should have CONTROL DOC in their hot little hands STILL MAKING CHANGES
- 13) Follow up with Pat Bradshaw (product manager) about demographics of expected PSX customer for WC IV and V. ONGOING
- 14) TDD should be progressing. ONGOING
- 15) I am researching numbers for all previous versions of WC on all platforms, so I will know how much we will crush them. ONGOING

This Week:

We have our weekly meetings on Tuesdays, since that's the best time for us. Most info will be updated on Tuesdays - so CLMs will be getting a little late reports from our side.

EVERYONE

- 1) should be running WIN 95, Exchange, VSS and Schedule MOSTLY DONE
- 2) should have a PUBLIC (or PUB) directory on their machine that everyone in ML MAVERICK should have access to MOSTLY DONE
- 3) create 'relative' links, not file specific, on the web ONGOING
- 4) Check on Richard Lyle doing on his audio stuff. Should have something for Axel by MONDAY

RICHARD HILLEMANN

- 1) Why can't EASM's web people be contactable (by US) on weekends, when the web links go down? - He's looking into this.
- 2) Get Analog joystick - He's looking into this.

ALBERT

- 1) Got cost estimates for additional hard drive space for Sean M. and John G. DONE
- 2) Steve Pietzsch got multi-boot WIN 95 and 3DS that can run with it. DONE
- 3) Fix Marcus' VSS DONE
- 4) Steve P. got VSS DONE
- 5) Fix Ana Moreno's VSS ONGOING
- 6) Make sure all PLAYSTATION team has: WIN 95, EXCHANGE, SCHEDULE +, MS PROJECT, VSS ONGOING
- 7) Make sure everyone has a PUBLIC directory on their machine. (Teach people how to create and set access rights, etc. so they can do it themselves next time) ONGOING
- 8) Everyone needs Netscape 2.0 gold ONGOING
- 9) Jeff W's PC needs Netscape 2.0 gold fixed on it. ONGOING

AXEL

- 1) Get Sony BBS #s ONGOING
- 2) TDD stuff ONGOING
- 3) Plan trip to Lion, possibly bring Marcus to exp. control stuff ONGOING

JOHN

- 1) Needs more hard drive space ONGOING
- 2) earlier status reports ONGOING
- 3) AI ideas document ONGOING
- 4) ship designs to Jeff ONGOING
- 5) mission debriefing doc DONE

BILLY

- 1) More copies of PEOPLEWARE ONGOING
- 2) Make sure Albert does his stuff ONGOING
- 3) Find out if everyone needs VSS in Maverick - create list of users. ONGOING
- 4) Help find Analog joystick ONGOING
- 5) Help find that Monitor for Hugh ONGOING - POSSIBLE LEAD TODAY
- 6) Check on RLyle's progress ONGOING
- 7) get a modem for Jeff Wand? ONGOING
- 8) get Tony's CD burning machine to someone (Hugh or Axel) ONGOING
- 9) Prepare to move Tony into the office next to Axel. (Apologies to Sean - perhaps we can get Adam to move and Sean can have that one?) ONGOING
- 10) Find out why EASM's web people can't be contactable (by US) on weekends when the web links go down? ONGOING

HUGH

- 1) PSX timings doc ONGOING
- 2) more work on 3d engine ONGOING

SEAN

- 1) "Our thoughts" web page ONGOING
- 2) language for editor due Wednesday!?! ONGOING
- 3) get Phil and DanO talking to PSX designers esp. about new language ONGOING

STEVE P

- 1) filing stuff and keeping track of docs ONGOING
- 2) Get WIN95, Exchange, Schedule, VSS ONGOING

MARCUS

- 1) New Joystick doc ONGOING
- 2) Alternative controls (with D-Pad) to Lion ONGOING

- 3) create mission in new language ONGOING

JEFF

- 1) earlier status reports ONGOING
- 2) get with pci about RAMMER(tm) ONGOING
- 3) put together doc to explain what you're doing at Lion ONGOING
- 4) Alias tutorials ONGOING
- 5) get a modem ONGOING
- 6) Milestone 3 by Friday ONGOING

BRIAN

- 1) status report? ONGOING
- 2) Milestone 3 by Friday? Jeff said so!!! ONGOING

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.
- 3) Lion should be past Milestone 3

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. NO RESUMES RECEIVED YET
- 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! SHOULD HAND IT IN TODAY - SINCE AXEL'S OUT, I EXPECT MONDAY.
- 3) Sega is lowering the price of Saturns to 250 pounds in England, and possibly to \$199.00 here in the states. STILL AN ISSUE
- 4) I'm concerned about the Lead Designer position.

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 didn't do this one, since he's on vacation.