

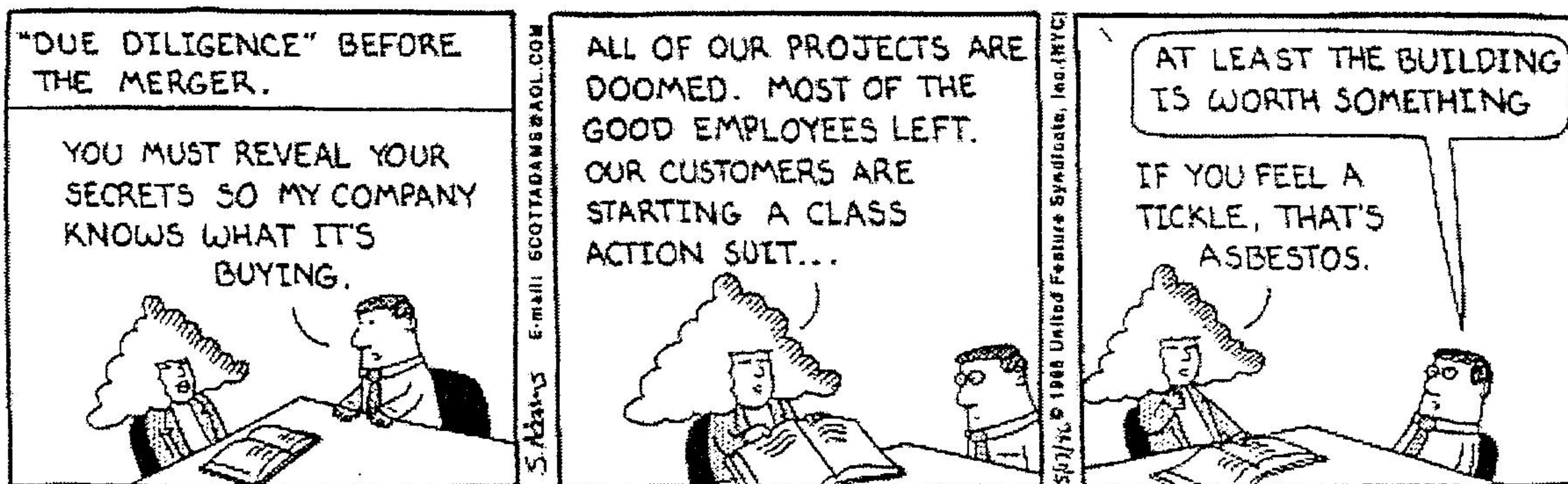
## Wing Commander V Component Leaders Meeting (CLM)

May 24, 1996

### Agenda

- Weekly reports are due on Thursday.
- Peopleware. Do people have copies and are they reading this?
- Go over issues from last week.
- Go over reports for this week.
- General discussion.
- Go over and discuss component milestones (and order lunch if necessary).

### Weekly Dilbert



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# Wing Commander V - Status Report

## For the week ending on: May 24, 1996

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### Project Overview

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#### This Week:

- 1) Programming task list has taken on a more global scope now that 4 projects are working towards WC 5 (projects are: WC5 PC, WC5 PSX, Maniac Missions, ACE group). This also introduces more complications but is for the overall good of the project.
- 2) We are still spending a fair amount of time working out the semantics of item #1.
- 3) Many long discussions on how to best proceed with our 3d engine development.

#### Next Week:

- 1) Make sure programming task list is in sync with all 4 groups involved.
- 2) Resolve 3d engine development issues.
- 3) Continue discussions of milestones until we ALL agree on an approximate date.

#### 30 Day Outlook:

- 1) June 7<sup>th</sup> is our next short term milestone for the TDD.

#### Issues:

- 1) ACE group was proposed as a library group and has become a tools group. Who has the short and long term technical vision for the group (as of last weeks lunch meeting, it is the programmers, which is not optimal as there can be a conflict of interest, and no clear technical and empowered leader; due to design by committee)?

#### Possible Roadblocks:

- 1) Issue #1 from above is complicating the roadblock of how our next generation of 3d technology will be developed both in the short term as well as in the long term.

#### Summary:

Things are proceeding well as all components discuss their milestones and work out our approximate ship date. The programming side is picking up steam and the design side is leading the way.

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### Art

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#### Art Director:

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### **This Week:**

- 1) I have been reviewing Alias Master Class notes in preparation of my own class for next week. All artists on U9 have been continuing to help out that project as have those working on Kilrathi Saga.
- 2) I have spent a little time helping out Weston put together our art milestones for wc5 as well as wrapping up some Siggraph details.

### **Next Week:**

- 1) All artists will continue with their altruistic endeavors while Sean and I teach our Alias class.

### **30 Day Outlook:**

- 1) A lot of my own time will be spent in training, working on the Origin logo or working with the conceptual art team.

### **Issues:**

- \* 1) Again, how are we handling annual A's and O's?

### **Possible Roadblocks:**

### **Summary:**

The majority of the art staff has been continuing their help on other projects as well as either teaching or attending Alias training.

### **Production Designer:**

### **This Week:**

- 1) Gave my conceptual design presentation
- 2) More-or-less finished my Alias Destroyer test
- 3) Met with designers on ships

### **Next Week:**

- 1) Will be moving, but I'll try to make the Friday meeting.

### **30 Day Outlook:**

I'm going to put together some documents describing what the Confed and Kilrathi looks have been about up to this point. We should be able to start doing some dedicated WC5 concept design work early in July.

### **Issues:**

Enjoy your meeting, suckers! HAAAA HA HA HA HA HA HA!!!!!!

### **Possible Roadblocks:**



- \* Delays in ship design work.

### **Summary:**

The conceptual design side seems to be shaping up. The design work we've been waiting on seems to finally be getting done, and we should be able to start doing some work early in July.

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## **Programming**

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### **This Week:**

- 1) Worked out shared directory structure for PC and PSX
- 2) Put together general milestone list for two year development
- 3) Designed object list
- 4) Jason H. getting familiar with Jeff G. code
- 5) Discussed render engine issues with Paul
- 6) Continued work on TDD

### **Next Week:**

- 1) Continue working on TDD
- 2) Start version controlling header files
- 3) Jason H. continue working on Win 95 abstraction

### **30 Day Outlook:**

- 1) Finish TDD
- 2) Schedule programming tasks based on TDD
- 3) Estimated timeline based on TDD
- 4) Programming

### **Issues:**

- 1) The render system issue needs to be resolved in the near future. The 3D engine should be implemented by a group not directly associated with a single product in order to ensure the long term value of the engine.
- 2) What is the relationship between Wing 5 PC/PSX and Maniac?

### **Possible Roadblocks:**

Lack of support from ACE team regarding 3D engine development.

### **Summary:**

Preliminary programming is getting started as detail is added to the TDD.

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## **Design**

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### **This Week**

- 1) E3 recovery
- 2) Mission editor discussion with ace group
- 3) Preparation for property review
- 4) Divided duties and responsibilities to design team
- 5) Ship design meeting with Chris Douglas
- 6) Develop design milestones
- 7) Set two week goals for design group (Missions, Missions, Missions)

### **Next Week**

- 1) PTO
- 2) Design folks will be working on designing ships, story, missions, and universe maps

### **30 Day Outlook**

- 1) Missions, missions, missions
- 2) Begin molding the game and story from bad ass mission-design
- 3) Mission design will beget ship design ,will beget MED design, will beget script, will beget rockin' WC5
- 4) Work with Chris Douglas to get initial design sketches (Confed Cap ships -including gameflow sketches for home-base carrier, spacebase design, ship design)
- 5) Continue work on mission editor
- 6) Continue as advisory role for Maniac Missions
- 7) Either find professional writer OR fuck professional writer, we're taking matters into our own hands

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## **Audio**

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### **This Week:**

- 1) Milestones, seminars, unrelated audio work, relocate offices.

### **Next Week:**

- 1) Finish setting up office, Research day in S.A., scheduling, PT IV/Dolby training out of house.

### **30 Day Outlook:**

- 1) No milestones to meet.

### **Issues:**

- 1) Last weeks office issue was resolved.

### **Possible Roadblocks:**

- 1) weeks ?



## Summary:

Unrelated Audio work for most of us, taking advantage of research and training opportunities, scheduling.

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## **Movie Production**

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### This Week:

- 1) LP staff presentation
- 2) Writer search
  - Screenplay/Maniac and Wing 5
    - The list has been refined and several new names have been added:
      - Larry Dtilio
      - David Carrol And Larry Carin
      - Alex Smith
      - Sekoff and Stolzer
      - T.Shawn Shannon
      - David Yorkin
      - Peter Gallet
      - Christy Marx
    - New material has arrived this week to be evaluated.
    - New contacts have been made and several more are pending.
    - New material should arrive today for evaluation
- \* 1) Researching with EA business affairs our specific model to follow for writing talent deal making. Response from them has been positive, informative and direct. I am pleased. I think that we can expect immediate localized support and a good, proactive relationship that will work towards preventing problems rather than having to mop up later.
- 2) Brin and Drake are still being pursued , along with other new contacts.
- 3) Early stage of examining production model and post model.
- 4) Preproduction model is being discussed. I suggest that the net result should be in doc form in War Room and on web for team FYI.
- 5) Room and on web for team FYI.
- 6) Early stage of Director search
- 7) Early stage of DP search
- 8) In contact with MCA regarding "Wing Academy" episode story notes and potential additions for video.
- 9) release.
- 10) WC Bible update
  - Met yesterday. CMD, CS Team and John Geuntzel in attendance.
  - New software in the process of being evaluated for Bible display.
  - Data, such as; Art, Icons, Hierarchy, Script/Novel breakdown continue to be processed.
  - John elected as channel for Map data; CMD to follow up with art assistance and group to send Map data to him for use. Will develop physical map, eventually followed by a virtual one. (Same transition awaits entire Bible Project)
  - (Need Darkening material)
- 11) Maniac Story



- Defining process and relationship within Maniac team construct.
- Progress being made. Evaluating preliminary treatment of approx. act 1.
- Refinement and discussion to follow.

12) Milestone list developed Monday for Writing Component. Follows.

Objective	Date
Screenplay Writers on Line	June 15
Treatment	July 15
First Draft	Sept 15
Mission/Story Design	Sept 15
2nd Draft	Oct 1
Final	Oct 15/Nov 1
Preproduction Begins	Nov 1

### Next Week:

- 1) Finish evaluation of screenwriters. Discussion.
- 2) Follow up with linear writers.
- 3) Assemble a detailed Job description.
- 4) Assemble a detailed explanation departmental focus and definition.
- 5) Continue to work towards integration with Maniac team.
- 6) Explore new contacts.
- 7) Continue discussion with Art heads (hmmmmmm) to determine best use of time and resources in
- 8) preproduction process. Assemble model. Net result, perhaps by end of the week for presentation and
- 9) discussion. (I expect fairly legitimate prepro milestones, at this time.)
- 10) A separate action item: Discuss and evaluate the animatic process in terms of the above.
- 11) Continue discussions regarding Production and Post model.
- 12) Director and DP search will continue. New contacts.
- 13) Production department heads search to slowly begin. Discussion.

### 30 Day Outlook:

- 1) Screenplay writer signed to Wing 5.
- 2) Writer (or relationship) for Maniac in place.
- 3) DP search distilled.
- 4) Director search distilled.
- 5) Story writer in place to write the trilogy. (Reparations.)
- 6) Production plan and outlook fully defined and clear.
- 7) Begin to make the War Room into a real seat of information.
- 8) Ruling on Wing arc fiction writer.

### Issues:

- 1) Writers and above the line (--at least, those specific to our preproduction process) personnel need to be assigned first to this project. The specific tasks that concern me are finding a Director and DP who understand the issues, will mesh with our art team and who will work within our constraints and budget

~~2)~~

- 3) The model of production needs to be considered from both angles (Deliverable vs. Fiscal)



- 4) Overcoming friction and moving forward, not laterally.
- 5) Making sure the prepro model does what we want it to do, with the appropriate controls in place.

### **Possible Roadblocks:**

- 1) Shooting from the hip. Time and money. Forming new relationships; internal, external.

### **Summary:**

- 1) The story process continues. The pitch was delivered to LP staff. (Being a pitch, this represented the smallest fraction of the total in terms of detail).
- 2) Writers are being considered for both Maniac and Wing 5.
- 3) The list of writers is changing based on evaluation of work and availability.
- 4) Preproduction and production milestones are being evaluated--esp. with respect to Art.
- 5) In fact, the entire prepro process should be defined and published.
- 6) Additionally, post production needs are going to obviously become an issue linked to production and should be discussed and planned for.
- 7) The final outcome should be that a clear and concise plan should be in place, with all component elements informed so that they know what to expect, why and when.
- 8) With that, Director and DP slots are starting to be looked at, as well as the model for the production/integration process.
- 9) Lastly, am continuing to work to further tighten the design/story/live action relationship.

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## **PSX**

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### **This Week:**

- 1) Began to resolve 3D engine issue
- 2) Company movie outing
- 3) Debriefing on E3 highlights
- 4) Missions being designed on paper
- 5) Reorganized directory structure to further promote concurrent development

wc5

\src

\gameflow

\pc

\psx

shared code files

\flight

\data

\audio

### **Next Week:**

- 1) TDD planning and organization
- 2) Organize all current design documents
- 3) TDD spec writing to proceed
- 4) More missions designed on paper
- 5) Billy is on vacation

### **30 Day Outlook:**



- 1) More than enough mission ideas available for creating structure of game
- 2) All programming tasks spec'd and scheduled
- 3) Commitment to a 3D engine

**Issues:**

- 1) Will all necessary groups agree on which 3D engine to use?
- \* 2) Mission designers would like more solid story details

**Possible Roadblocks:**

- \* 1) All groups are not communicating concerns regarding which 3D engine to use

**Summary:**

Mission design team continues to explore fun game ideas, however, they will soon require story details with which to develop coherent mission series. The PC and PSX programming teams continue to evolve their working relationship. Completion of the TDD will be a major milestone toward a common vision and development effort.



I	Task Name	Duration	1996								1997							
			May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug
1	General Design & Brainstorming	120d																
2	Ship Construction (15 ships)	92d																
3	Script Breakdown & Storyboarding	66d																
4	Storyboard Detailing & Animatics	80d																
5	Animation Production	174d																



## Wing Commander 5 Major Milestones

Sep. '96	Jan. '97	May '97	Sep. '97	Jan. '98
Mission Editor Object Editor ACE 3D  File System  Memory Issues Solved Basic Sound System  Final TDD Rough Object System Win '95 Framework Fatal System PSX Issues Solved	Lighting Model Network Libraries 3D System Integrated  Running Mission Script <ul style="list-style-type: none"> <li>• Read/Parse</li> <li>• Objects Loading</li> <li>• Objects Responding</li> </ul> Ship Systems Functional Physics Model <ul style="list-style-type: none"> <li>• Spherical Collisions</li> </ul> Rough Gameflow Rough Cockpits Virtual Keyboard Rough Menu System Camera System Space <ul style="list-style-type: none"> <li>• Dust</li> <li>• Stars</li> <li>• Backgrounds</li> </ul>	Detailed Collisions Communications Sound Effects  Detailed Cockpits  Rough Capships Rough AI  20% Missions Playable Camera Scripting System Explosions Detailed Gameflow Detailed Object System	Enhanced Cap Ships Enhanced AI VCR Playback  Movie System  Jump Effect Enhanced 3D System  Final Cockpits Final Gameflow Final Object System Advanced Sound System Object Destruction Briefing System  Nav Map	Data Integration 100% Missions Playable Cool Camera <ul style="list-style-type: none"> <li>• Death</li> <li>• Objects</li> </ul> Play Balance  Cap Ship Tweaks AI Tweaks  Debriefing System Demos

Feb. '98	Apr. '98	May '98
ALPHA 8 weeks Bugs Play Balance Cap Ship and AI Tweaks Credits Options Install	BETA 4 weeks Bugs	FINAL 1 week



## Wing 5 Audio Milestones

<b>SFX/AMB.</b>	<b>DX</b>	<b>MX</b>	<b>ADR/F</b>	<b>FINAL MIX</b>
<b>SPFLT Design</b> 2wks-mission spec,script	<b>SPFLT Design/test dx</b> 8wks-Script,mission spec.	<b>SPFLT Cmpstn</b> 4wks-Mission spec.	<b>Recording/Impl.</b> 1wk-Movie DX editing	<b>Stems (AC3 Compatible)</b> 1day/4min. film(12wks)- Most other elements
<b>SPFLT</b> 8wks-Mission spec. complete	<b>SPFLT Recording/English</b> 4wks-Production,casting,etc	<b>SPFLT Orchstrtn</b> 4wks-Cmpstn (2wks w/ help)	<b>Foley - out of house -</b> doesn't affect sched.	<b>Final Mix (AC3-6track)</b> 1day/8min.(6wks)-stems
<b>Movie Library</b> 8wks-Script	<b>SPFLT post-prod. and in game</b> 12wks-SPFLT recording/engl. (6wks/foreign lang.)	<b>Movie Cmpstn</b> 8wks(1hr.)-final pic.		<b>Game Mixes (Dig 2track)</b> 1day/15min (3wks)-final
<b>Sound Design for Film</b> 12wks-Locked, final picture	<b>Movie DX editing/processing</b> 10wks-rough and final picture, ADR	<b>Movie Orchstrtn</b> 8wks-Cmpstn (4wks w/ help)		
<b>SPFLT Archiving for PSX</b> 2wks-Inflight	<b>SPFLT Processing/Archiving</b> PSX	<b>Recording Sessions</b> 2wks-Orchstrtn		
		<b>Mx Submix</b> 8dys-Recording		
		<b>Mx Archiving-PSX</b>		

This will be revised when I receive a post-prod WC4 report. These milestone task duration's are padded.  
Stretch