

# Wing Commander Prophecy - Status Report

## For the week ending on: May 30, 1997

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### Project Overview

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#### This Week:

- 1) Worked on finalizing the cockpit HUDS – task list handed off.
- 2) Worked on main menu design with Hugh – this is in and looks awesome!
- 3) Worked on multi-player menus w/ Hugh, Trey, Rob – These are looking good.
- 4) Spent ½ a day with PC Games, this went really well – we are getting a cover, 6 page spread, and ten minutes of video on their CD.
- 5) Trying to get us signed off for Alpha. We are pretty much there, just finishing up a couple of tasks.

#### Next Week:

- 1) Dog and Pony show for the Brass -- Billy, let's practice the plan? 3Dfx card going?
- 2) Sign off on Alpha.
- 3) Start putting the game on the E3 machines in burner room and testing.
- 4) More polish – get more final stuff in game (I'll create a list: explosions, better shieldFX, debris, etc).

#### Goals for the Month of May:

- 1) Sign off Alpha.
- 2) Put together a kick-ass E3 demo.

#### Issues & Possible Roadblocks:

- 1) Music.
- 2) Sorting (Jeff has solutions. I'd like to get a software Z-buffer going).
- 3) Frame rate (not optimized yet. 32hz update helps. Cockpit sucking downing major cycles).
- 4) Video playback – playback speed (still being tweaked).

#### Summary:

I'll keep my summary brief: I am CONTINUOUSLY impressed with how well this game is coming together. It is looking really good.

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### Art

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#### This Week:

- 1) Spent some time last week at the shoot, making sure I did what I could to help along green screen production
- 2) SGI upgrades started for deficient machines, CPUs and disk drives



- 3) Lost half of today with Vulcan problems, Peter still fixing
- 4) Artists continue with renders for E3 trailer, fighting for render time and Accomp time
- 5) discussions with ATG over Vision Engine logo anim
- 6) Game object creation, clean-up continues with LC artists
- 7) Monitor and HUD art nearing final, to be passed off to LC artists
- 8) lots o E3 madness
- 9) Worked with Dave to set up model construction for Vampire and Manta
- 10) Art side complete for Alpha req.

### **Next Week:**

- 1) animations continue
- 2) camera matching to live action shoot begins, Alien set and preliminary flight deck, we need to set up time at 501 to get ND techs walking, standing, working on green for animation of flight deck
- 3) reviews finished
- 4) help with E3 trailer
- 5) prophecy logo animation
- 6) cover render for E3 box date?
- 7) cover render for German magazine date?
- 8) CGW cover art date? Other images?
- 9) need game object specs ( face count limit) to give accurate info to LC art staff
- 10) get game capships with turrets in for E3, midway, narwhal, fighters....
- 11) get final HUD, monitor ICIS art in game, ICIC specs, Billy?
- 12) Show and Tell for da boyz

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

- 1) Provide all needed E3 art
- 2) animation continues
- 3) get good work out of LC artists

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

- 1) Limited render power for animations, should get better, doing most of the hard glorious stuff now for E3 dates.
- 2) All tent stakes are buried below grade now??????

### **Summary:**

The art staff has been bravely fighting against crashing networks, limited processor time, short deadlines, and sleep deprived, hunger enhanced madness to get some good animations done for our E3 trailer. Game object clean-up and creation is underway with the help of the LC artists, under the watchful eye of Damon and Sean, (thanks for the classes). Trey and Mark have spent a good deal of time getting the HUD and Monitor art ready to hand off to LC staff, good stuff, the best thought out design and look in a WC game to date. We should soon have captured images from the shoot to start camera matching and other adjustments for our CG sets, looked great thanks to Lisa and Kerry. I continue to provide any assistance towards providing art for magazines and developing logo animations for ATG and Prophecy. Animations in full swing as we approach the wire on completion.

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## **Programming**

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### **This Week:**

- 1) More progress on HUD
- 2) AI now snaps to frame when appropriate
- 3) Comm data organization
- 4) 3D Main Menu underway
- 5) Xan movie player compiling in the game now
- 6) Panther object correctly places and move engine pod
- 7) Client / Server code started. Actually had about 6 or 7 clients talking to the server
- 8) Assessing current state of game and determining what still needs to be done of E3
- 9) Trying to learn how not to be a roadblock when I see decisions made that appear to me as having little thought given to them
- 10) Trying to get my %\$!#ing Pilot to do what I want

### **Next Week:**

- 1) Determine exactly what remains to be done for E3
- 2) Make sure that all programmers are focused on the task at hand, and not worried about the "big picture".
- 3) Make sure I keep track of the "big picture" so the other programmers don't have to.
- 4) Determine the definitive priority of Vampire and Wasp for E3 mission
- 5) Get E3 quality maneuvers in the game
- 6) Try to get movies playing in the game, pending completion by ATG
- 7) Briefings
- 8) Whatever else needs to be finished

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

- 1) E3 Demo

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

- 1) I realize that this is only my opinion, but some game design decisions have been made that I feel are very poorly thought out. It is very frustrating when valid concerns are not addressed, or are even ignored.

### **Summary:**

Everything is starting to come together into a cohesive unit. Placeholders have been added to the game for sections that have not been completed. It is possible to run through the entire E3 demo (although in a very rough form) from start to finish.

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## **Design**

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### **Last Week:**

- 1) Vacation
- 2) Talked with Frank extensively about HUD design. Allen Jackson is implementing what we've asked for.
- 3) John Guentzel did layouts for every ship's HUD.



- 4) Vacation
- 5) Comm data is going in, so we should have comms going very soon.
- 6) Vacation. Can't say that enough.
- 7) Powerups list to Pete by end of week. **We have a pretty good list for everything.**
- 8) Objectives class. **Not yet.**
- 9) Add objectives to missions. This will take a while. **Not started.**
- 10) Take on the task of finalizing one mission for the game and E3. Every part. **Ongoing.**
- 11) Playthrough of entire solo game through MCP.
- 12) Correct backgrounds are in for gameflow. Should be higher res if possible, though. They don't look as good as they could in 16 bit.
- 13) Got Direct X 5.0 installed
- 14) Ben recorded maneuvers for the Panther
- 15) Ship data (speed, pitch/yaw/roll) was finalled by Ben.
- 16) Multi-player design was 'finalled' by Rob and Frank and handed to Jeff Grills.
- 17) Listened to a lot of Cobalt 60's music. I like it!

### Next Week:

- 1) John Guentzel will be off.
- 2) Mark Leon working on 'new' armor/shield Display for cockpit. Will finalize before he moves on to new task.
- 3) Rob to finalize comms.
- 4) Menus to be finalized soon for E3. Rob (or Hugh) will be implementing art from artists.
- 5) Tweaks to main menu.
- 6) Add any gameflow art available - gumps, movies, animations, etc.
- 7) Playthrough of entire solo game through MCP. **This is going to be 'one of those tasks' as the programmers are continually changing things, and eventually it'll even out. No prob for the long run.**
- 8) Take on the task of finalizing one mission for the game and E3. Every part. **Ongoing.**
- 9) Objectives class. **I will get Andy to show this to me today for the E3 mission.**
- 10) Powerups list to Pete by end of week. **Not yet. Oops! Other things pushed this out.**

### Goals for the Month of May:

- 1) Finalize HUD design. **Passed to Allen Jackson.**
- 2) Finalize ICIS (padd) design. **Done.**
- 3) Finalize menu design. **Rob and Frank worked this out, and I believe it's a matter of art and programming.**
- 4) One Multi-player scenario should be up and running for E3. **This will be an arena-type of scenario with limited powerups.**
- 5) All powerups will be signed off by prog/design/art.
- 6) Ship speed/tweaking will be final. **The numbers are in, and until further notice (or QA complains) - FINAL.**
- 7) Get a checklist on the wall of what's needed for E3. **Frank?**
- 8) Get a dates list on the wall for upcoming dates, demos, alpha, etc. **Done.**

### Issues & Possible Roadblocks:

- 1) Clear understanding of E3 goals, Alpha goals, Beta goals.
- 2) **We still have no multi-ship maneuvers.** We actually have one that will do for E3. But this is far from final.
- 3) **We still do not have a way to code AI maneuvers.**



- 4) Recording of maneuvers seems less difficult than originally expected. I think attack maneuvers may be difficult to record, but defensive maneuvers seem pretty cool.
- 5) We need to add hard points to ships.
- 6) We need to add armor to ship data files
- 7) All comms are not created (data-wise) yet. We're on it.
- 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 game is really shaping up. We have menus functioning (albeit limited), ship maneuvers are being recorded for playback in the game, ship speed rates, yaw/pitch/roll rates are finalised (until QA) and we're busy working on armor / weapon damage levels.

With the filming done, it's now a matter of replacing our placeholders with the 'real stuff'. Prediction: there will be a period of time (very soon) that the game makes some real strides in terms of looking and being complete.

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## **Audio**

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### **This Week:**

- 1) Music -
- 2) Sfx -
- 3) Dialog -
- 4) Facility -

### **Next Week:**

- 1) Music mix
- 2) Sfx ambiance
- 3) Movies - spot, dx

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

- 1) Finish game sound to date
- 2) Finish facility build out
- 3) Prepare for picture

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

- 1) NONE

### **Summary:**

Wrapping up game sound this month and preparing for picture. Facility build out is coming to conclusion.

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## Movie Production

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### Next Week:

- 1) Look at the box.
- 2) Talk of the music streaming next Monday. Guys from Edel will be here.
- 3) Objectives class.
- 4) Powerups list to Pete by end of week.
- 5) MED Class for Cinco
- 6) Add objectives to missions. This will take a while. **Not started.**
- 7) Finish adding formations to the objects laid down in the missions.
- 8) More tweaking of Playthrough of entire solo game through MCP.
- 9) Take on the task of finalizing one mission for the game and E3. Every part. **Ongoing.**
- 10) Talk with Jay M re: scene numbers, so we can put in placeholders for the entire game.

### Goals for the Month of May:

- 1) Playthrough of entire solo game through MCP. This should be a no brainer. MCP is basically written. We need to put in win/lose effects in the missions. **Done.**
- 2) Finalize HUD design. Rob is handling this one, too. Not yet. **May. Allen Jackson is working on the underlying system right now.**
- 3) Finalize ICIS (padd) design. Rob is handling this one, too. Not yet. **Design of the ICIS has been handed off to Trey.**
- 4) Finalize menu design. Rob is handling this one, too. Not yet. **Main menu has been handed off to Trey.**
- 5) One Multi-player scenario should be up and running for E3.
- 6) All powerups will be signed off by prog/design/art.
- 7) Ship speed/tweaking will be final.

### Issues & Possible Roadblocks:

- 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.**
- 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 MCP (solo game control system) has been written and a person can cheat through the entire series of the game. There are placeholders in gameflow for all the functions of the game. Movie player placeholders, simulator, etc. It's slowly beginning to materialize.