

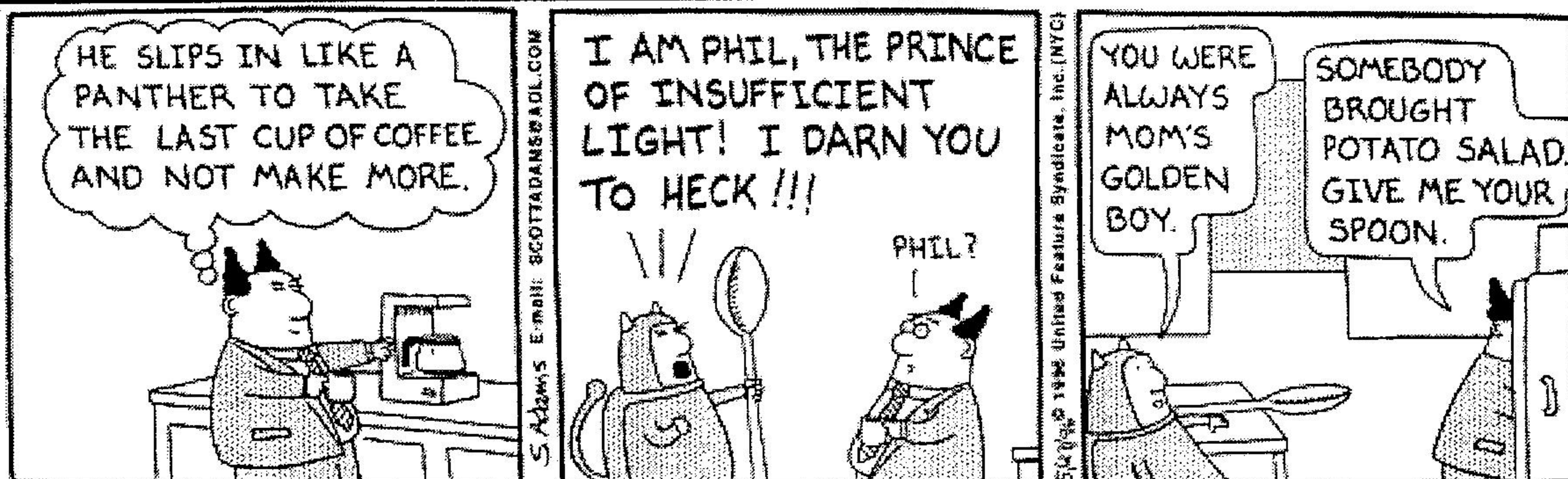
Wing Commander V Component Leaders Meeting (CLM)

May 31, 1996

Agenda

- Issues from last week.
- Reports for this week.
- General discussions.
- Schedules.

Weekly Dilbert



Copyright © 1996 United Feature Syndicate, Inc.
Redistribution in whole or in part prohibited

Wing Commander V - Status Report

For the week ending on: May 31, 1996

Project Overview

This Week:

- 1) Worked on group schedules.
- 2) Met with David Wu to discuss his involvement with WC5.
- 3) Much PTO was taken.

Next Week:

- 1) Come to some conclusions with the scheduling.
- 2) Work on the technical design for the TDD.

30 Day Outlook:

- 1) Have schedule resolved.
- 2) Get passed TDD and into full development swing (much development is being done already).

Issues:

Possible Roadblocks:

Summary:

The project schedule was thoroughly hammered on and this will continue until the group can all agree on our timeline. When this is done, the new schedule will be presented to the group as a whole.

Art

Art Director:

This Week:

- 1) I and several others have been teaching or are being taught Advanced Alias classes.
- 2) Other art staff currently helping out U9 are continuing to do so.
- 3) I worked with Weston on getting together a more comprehensive list of milestones for our grand scale timeline document.

Next Week:

- 1) I will be concentrating on working on Origins logo animation as well as helping out a little with Rodeny's training class.
- 2) Others will continue to teach, be taught or help out other projects.

30 Day Outlook:

- 1) I should have the Origin logo anim done and Chris's design team should be well underway thinking up new ships for WCV.

Issues:

- 1) Do we know yet when Maniac will happen, and how this will affect WCV timelines.

Possible Roadblocks:

Summary:

All Alias training this week has progressed roughly according to schedule, and all art staff helping out other projects have continued to do so.

Production Designer:

Out on PTO

Programming

This Week:

- 1) Win95 application skeleton written
- 2) Worked on main event loop structure
- 3) Added programming detail to game systems designs
- 4) Jason H. continuing to get used to Win95 programming

Next Week:

- 1) Compile all available programming design work into TDD
- 2) Jason H. up to speed and programming game systems
- 3) Version controlling

30 Day Outlook:

- 1) Detailed programming schedule and timeline
- 2) Programming

Issues:

Possible Roadblocks:

Summary:

Work on the programming TDD is progressing nicely. Header files and basic structures for game systems are being written as the systems are designed. Within the couple of weeks, game specific programming should be getting started.

Design

Out on PTO

Audio

Out on PTO

Movie Production

This Week:

- 1) Evaluation of Wing 5 writers yields two choices. Discussing.
- 2) Linear writers eval. for story arc continues, secondary position.
- 3) Worked towards detailed Job description.
- 4) Worked towards integration with Maniac team.
- 5) Worked to establish a model for story/mission development for Maniac.
- 6) Evaluation of Maniac writers yields 2 choices. Discussing.
- 7) Explored new contacts.
- 8) Schedule for production of WC5 and Maniac.
- 9) WC5 Director and DP (Maniac/WC5) continues. New contacts.
- 10) Production department heads search to slowly begin. Discussion.
- 11) Continued discussions with MCA for Wing Academy.
- 12) MCA-Matt Webster EAUk. Wing Academy Needs.
- 13) Darkening/WC Kilrathi Saga: Promos for marketing.--Jay/AVID/Last minute addition.

Next Week

- 1) Top Priority: Select and sign writer for Wing 5. This may move into part of next week.
- 2) Top Priority: WING 5 Story/Mission intense strike. Meetings to continue this week. Yield by Friday.
- 3) Meeting this week to establish WC5 Prepro schedule within the context of last weeks yield.
- 4) Maniac Story process continues.
- 5) MCA - Matt Webster EAUk. Wing Academy Needs continues.
- 6) MCA- Art (CMD) pow wow.
- 7) Job description and focus: More flesh.
- 8) Move.

30 Day Outlook:

- 1) Screenplay writer signed to Wing 5.

- 2) Screenplay writer/sit signed to Maniac.
- 3) DP (Maniac/WC5) search distilled.
- 4) WC5 Director search distilled.
- 5) Joint production plan and outlook fully defined and clear.
- 6) Begin to make the War Room into a real seat of information.
- 7) Ruling on Wing arc fiction writer.

Issues:

- 1) Locking down entire WC5 schedule.
- 2) Maniac/WC5 placement.
- 3) WC5 mission strike.

Possible Roadblocks:

- 1) Placement of WC 5 and Maniac.
- 2) WC5 Schedule.

Summary:

- 1) Writers search for Maniac and Wing 5 is locking in and closing.
- 2) Sign writers in the coming weeks.
- 3) Preproduction process meetings this week.
- 4) Amp up Story/Mission design. Yield: Friday. *next*

PSX

This Week:

- 1) Created a schedule file in MS Project which reflects the input from all Component Leaders.
- 2) Mission design proceeded.

Next Week:

- 1) Hugh will continue 3D engine research.
- 2) Axel will accumulate ideas for gameflow design. Designing gameflow on the PSX side might be useful due to strict memory constraints. He will speak with :
 - ACE for their ideas on a gameflow editor
 - Jason Hughes about past and present Crazy Gameflow systems
 - Frank about MELO as a basic gameflow editor
- 3) Begin thinking about TDD organization. Integration of existing design documents.

30 Day Outlook:

- 1) Marcus and John will travel to Manchester to meet the Privateer team. They will then work as Privateer designers until Erin is satisfied with the progress OR we need them back for Wing 5.
- 2) TDD should be complete in June.
- 3) Rough mission outline should come together.

Issues:

1) When will the schedule wars end?

Possible Roadblocks:

Summary:

Status quo. Last week was short. PTO was popular.

Name	Scheduled	Duration	1, 1997		Qtr 2, 1997			Qtr 3, 1997			Qtr 4, 1997			Qtr 1, 1998			Qtr 2, 1998			Qtr 3, 1998			Qtr 4, 1998			Qtr 1, 1999															
			May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun													
Art	5/15/96	350d																																							
Conceptualization	5/15/96	40d																																							
Ship design	7/10/96	80d																																							
Ship construction	9/4/96	70d																																							
Animatics	11/13/96	60d																																							
Animation production	1/31/97	120d																																							
Game art	4/11/97	120d																																							
Audio	5/15/96	388d																																							
Conceptualization	5/15/96	40d																																							
Spaceflight audio design	11/13/96	40d																																							
Spaceflight audio production	1/17/97	30d																																							
Comms audio recording	2/14/97	20d																																							
Comms audio processing	3/14/97	40d																																							
Sound design	6/20/97	60d																																							
Music composition	6/20/97	60d																																							
Foley/ADR	8/1/97	40d																																							
Music orchestration	9/12/97	20d																																							
Final stem mix	9/12/97	40d																																							
Final AC3 mix	9/18/97	40d																																							
Digi 2 track game mix	9/24/97	40d																																							
Music recorded	10/10/97	10d																																							
Music mixed	10/24/97	10d																																							
Design	5/15/96	420d																																							
Rough missions	5/15/96	20d																																							
Raw story w/ series	6/12/96	20d																																							
First pass mission design	7/10/96	30d																																							
Refined mission design	8/21/96	20d																																							
Test Mission Editor	9/4/96	80d																																							
Inflight dialog design	11/13/96	30d																																							
Mission implementation	1/3/97	140d																																							

Name	Scheduled	Duration	1, 1997		Qtr 2, 1997			Qtr 3, 1997			Qtr 4, 1997			Qtr 1, 1998			Qtr 2, 1998			Qtr 3, 1998			Qtr 4, 1998			Qtr 1, 1999		
			May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun
Comm integration	4/11/97	40d																										
Mission refinement	7/18/97	120d																										
Production	5/15/96	320d																										
Script writer on-line	5/15/96	20d																										
Story treatment	6/12/96	30d																										
Story first draft	7/24/96	40d																										
Final script	9/18/96	40d																										
Pre-production	11/13/96	100d																										
Casting	1/31/97	20d																										
2nd unit (inflight)	2/14/97	10d																										
2nd unit post	2/28/97	10d																										
Production	4/11/97	30d																										
Rough cut	4/18/97	40d																										
Fine cut	5/23/97	40d																										
Online post	6/6/97	40d																										
Capture/Compression	6/20/97	40d																										
Programming	5/15/96	505d																										
Mission Editor development	5/15/96	80d																										
Object Editor development	5/15/96	80d																										
TDD	5/15/96	40d																										
Systems development	7/10/96	40d																										
Technology integration	9/4/96	40d																										
Tool refinement	10/2/96	60d																										
Game coding	10/30/96	295d																										
Milestone 1	10/30/96	60d																										
Milestone 2	1/31/97	70d																										
Milestone 3	5/9/97	80d																										
DEMO	8/29/97	15d																										
Milestone 4	9/19/97	70d																										
Movie integration	8/1/97	80d																										

Name	Scheduled	Duration	1, 1997		Qtr 2, 1997			Qtr 3, 1997			Qtr 4, 1997			Qtr 1, 1998			Qtr 2, 1998			Qtr 3, 1998			Qtr 4, 1998			Qtr 1, 1999		
			May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun
Alpha test	1/6/98	40d																										
Beta test	3/3/98	40d																										
Final test	4/28/98	10d																										