

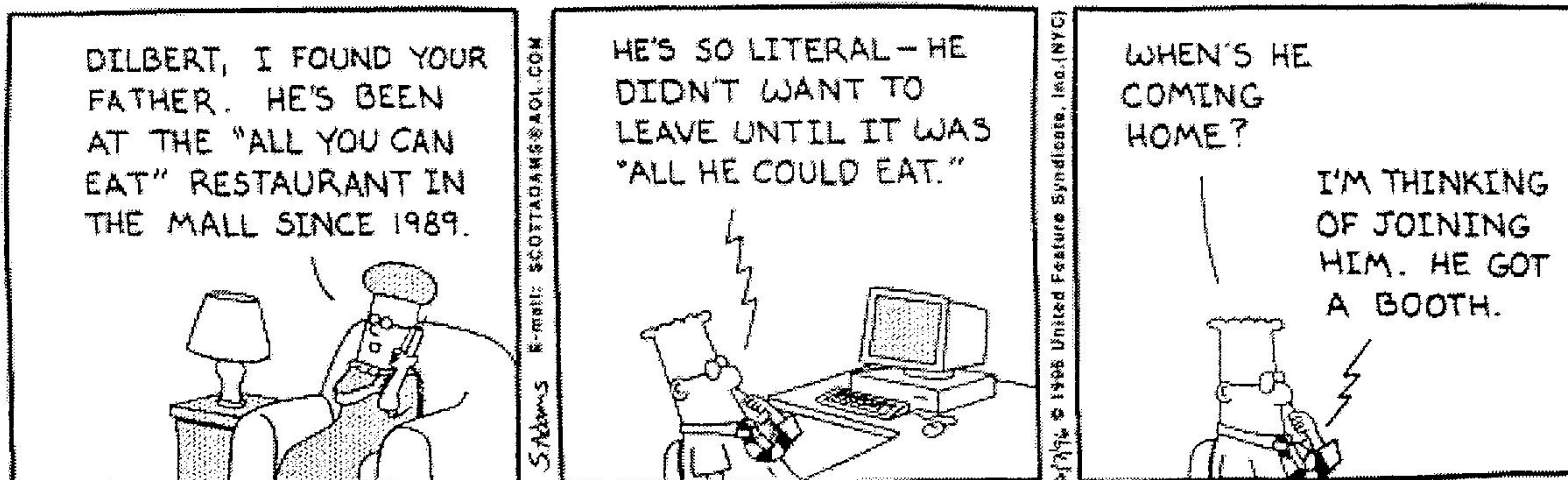
Wing Commander V Component Leaders Meeting (CLM)

June 14, 1996

Agenda

- Last week's issues.
- This week' reports.
- Have the translations issues been worked into the schedules yet?
- General A's & O's start next week.
- General discussion.

Weekly Dilbert



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Wing Commander V - Status Report

For the week ending on: June 14, 1996

Project Overview

This Week:

- 1) A's & O's for all component leads.
- 2) More task list maintenance in-between meetings.

Next Week:

- 1) A's & O's for all team members.
- 2) Task list stuff yet again.
- 3) Start reviewing design.

30 Day Outlook:

- 1) Schedule finalized.

Issues:

Possible Roadblocks:

Summary:

Two major things are going on for this period: Design and A's & O's.

Art

Art Director:

This Week:

- 1) I and several other MAVERICK artist attended Alias level III animation classes, this went very well, BTW
- 2) Other artists have continued to help out various other projects.
- 3) Kilrathi Saga anim is done.
- 4) The art staff has also spent time filling out cross-evals on each other and myself, as well as updating their career assessment documents.]
- 5) Weston has finished the Nth version of our projected art schedule for WC5, WC5+Maniac,.....

Next Week:

- 1) I plan on conducting year end review interviews with Frank on the art staff and somehow find time to go through my own review with Dave, maybe today.....
- 2) Some training spill over with Rodney instructing CMD and Steve P. With my help if needed.
- 3) I will contact Robert Foshko and attempt to find out what he can offer as far as a cinematic/animation class for the art staff.

30 Day Outlook:

- 1) Ship conceptualization should be well underway for either of these two fine products.
- 2) Possible cinematic classes for art staff

Issues:

- 1) How and when will our art schedule be presented and to whom.....

Possible Roadblocks:

- 1) Proposed art schedule will be laughed at and completely disregarded as fluff and we will be forced to beat feet and get this puppy out by next year. Yeah, right.

Summary:

Alias training has occupied the time of many artists for this last week, one more week of training for a few individuals is planed for next week. Everyone has been filling out cross-evaluation forms for the art staff as well as updated their career assessment documents. Next week, review interviews and then on to real production.

Production Designer:

This Week:

- 1) Did reviews: Got reviews
- 2) Finished Confed Destroyer
- 3) Did little Confed Destroyer anim
- 4) Wrote Confed look-and-feel document
- 5) Concluded story discussions w/ Adam and Phil

Next Week:

- 1) Meet with game designers
- 2) Meet with concept art team
- 3) Start conceptual work

30 Day Outlook:

We're just about ready to start cruising with art.

Issues:

None in particular

Possible Roadblocks:

Not getting design info or confirmation on spaceflight features.

Summary:

I'll be meeting with the design team next week, and we should have what we need to start conceptual work. The core conceptual design team should have its first meeting.

Programming

Out on Thursday

Design

This Week

- 1) Series Design
- 2) Wing 5 Story design w/Chris and Adam
- 3) Weapon design by Sean Mustakas
- 4) Ship design by Jeff Shelton

Next Week

- 1) Integrate story, weapons, ship, and mission design from initial pass on story

30 Day Outlook

- 1) Integrate story and series design
- 2) Lose two thirds of TDAs

Summary:

Finished initial pass on three Act story, ship, series, and weapon design.

Audio

Crunching for Today's Show & Tell

Movie Production

This Week

- 1) **Top Priority:** Signing writers for Wing 5. Will meet with them in LA, depending on deal status.
- 2) Next order of business: Plans to bring them out and meet with team. (See 30 day outlook)
- 3) **Top Priority:** Net result of Mission/Story for Wing 5. Precursor to writers treatment. Met with Chris and Phil all week. Also other sources.
- 4) Continuing to build contacts for Director, DP's and other essential personnel.
- 5) Production planning was discussed further.
- 6) Review process.

Next Week

- 1) Go to LA. Meet with Wing 5 writers. Meet with Maniac writers. Make sure all is on line.
- 2) Meet with potential key personnel.
- 3) Make plans to bring writers out to Austin for intensive meetings with team.
- 4) Continue to explore production/pre-pro efforts and problems. This continues to evolve.

30 Day Outlook:

- 1) Screenplay writer signed to Wing 5.
- 2) Writers to meet with team and interactive/mission ramp up to be devised and hammered out.
- 3) Screenplay writer/sit signed to Maniac.
- 4) DP (Maniac/WC5) search distilled.
- 5) WC5 Director search distilled.
- 6) Joint production plan and outlook fully defined and clear.

Issues:

1. Locking down entire WC5 schedule.
2. Maniac/WC5 placement.

Possible Roadblocks:

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

Summary:

- 1) Deal for WC5 writers being worked out by Legal.
- 2) Maniac next.
- 3) Preproduction process discussion this week--esp. in relation to co-prod situation between Maniac/WC5—still continues.
- 4) Production schedule for both Wing 5 and Maniac.
- 5) Story and Mission document to be further refined in terms of specific mission details.

PSX

This Week:

- 1) Reviews, A's and O's

- 2) Some SourceSafe research. No major breakthroughs, but did find some information.
- 3) PSX analog joystick arrived. It rocks!
- 4) Translations into schedule - 50%. Still need to consult with someone from translations team (probably Dan or Kai).
- 5) Jeff Grills' 3D system running on PSX with fixed point support. More cleaning up to do.
- 6) Lion's milestone 3 CD (Wing 4 PSX) was passed around. New control scheme was implemented. Looks promising.

Next Week:

- 1) Begin reviewing all current mission design ideas.
- 2) John and Marcus will be off to England.
- 3) More gameflow research.
- 4) Finish reviews for rest of team.

30 Day Outlook:

- 1) SourceSafe issues hopefully addressed, and comfort level will be acceptable.
- 2) Documents prepared for Customer Service on Wing 3 mapping of analog joystick.
- 3) Figure out implementation of analog joystick for Wing 4 and Wing 5.
- 4) John and Marcus will be back, but will be working on The Darkening.
- 5) 3D research will be complete enough to decide on direction of technology development.

Issues:

- 1) Need more analog joysticks.

Possible Roadblocks:

- 1) O'Clock Road Block

Summary:

Much effort went into A's and O's, and peer reviews. Marcus and John are ready for their England excursion. Lion's Wing 4 PSX milestone 3 disc was passed around. The new control scheme looks promising.

Programming

This Week:

- 1) Scheduling
- 2) Discussed main loop structure with Paul, Axel, Hugh, and Jeff G.
- 3) Jason H. working on Kilrathi Saga
- 4) Performance review
- 5) Programming

Next Week:

- 1) Scheduling
- 2) Jason H. still working on Kilrathi Saga
- 3) More main loop design
- 4) Programming

30 Day Outlook:

- 1) Schedule resolved
- 2) Full development in progress

Issues:

Possible Roadblocks:

Summary:

A large amount of time was spent this week on performance reviews. Jason Hughes is toiling away at old Wing 2 code. Discussions are in progress regarding the game's main loop, fixed point classes vs. fixed point typedefs. Scheduling is still being worked out.

Public. Prog. Teaching

- Not M. M. Co.

- Opl. Dr. S. Co.

- Low + high level

- Grouping in the
J.E. Co.

BRUNCS = V.A.A.B. THE SCMP

System Selected / Revision
Not good - Commission

Two main elements of policy