

Stop access to Flight  
SECURITY

## Wing Commander V Component Leaders Meeting (CLM)

June 21, 1996

### Agenda

- Last week's issues.
- This week's reports.
- Core hours: 10 am - 4: pm (do we need to change this?)
  - An 8 hour day is preferred, for example: Come in at 10 am, leave at 7 pm (w/ 1 hour for lunch)
  - Why is this a problem?
    - We need to set an example.
    - 2 years is not a lot of time and we need to work towards avoiding crunch.
    - We need to show Origin/EA that we can do this without CR.
    - Is there a lack of enthusiasm?
    - If so, what can we do to increase it?
- Reports: Can we do something to make these easier to collect (simple reminders, involve Maddie, other ideas)?
- Feedback from reviews:
  - Requests for more knowledge (games out there, how games are done, general information sharing).
  - Game playing sessions (in training room? 1 night a month?)
  - Short seminar for team on what each component does to get their job done?
  - Should we demo new games to the group? (Again, once a month?)
  - Team meetings: once every two - three weeks?
- Component training: Going well for artists, shall we pursue more for other components (ex., graphics seminar for programmers or writing class for designers)?
- A lot of people are still confused as to how the bonus situation will work. We need to clear this up.
- Translations: has this been worked into the schedule yet?
- Schedule issues: Shall we attempt the master schedule paradigm?



# Wing Commander V - Status Report

## For the week ending on: June 21, 1996

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### Project Overview

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#### This Week:

- 1) Component groups are doing A's & O's.
- 2) The usual task list maintenance and updates.
- 3) Much MS Project learning was done by most of the components leads.
- 4) It looks like the design folks are bringing a lot of good stuff together.
- 5) Much Progress was made in making sure that the 3d engine R&D does not slow down other aspects of the game programming (i.e. API design).

#### Next Week:

- 1) Even more A's & O's.
- 2) Probably many discussions with Rich H. about progress and schedule.
- 3) We will start to get our documents into a presentable format.

#### 30 Day Outlook:

- 1) Hopefully much of the project documentation will be solid.
- 2) I would love to move from the planning stage to the tracking stage ASAP.

#### Issues:

- 1) We will go over these after this weeks reports.

#### Possible Roadblocks:

#### Summary:

A's & O's have been in progress for most of the week and will continue well into the next. A LOT of good feedback came out of these meetings so far and we will try our best to make those ideas and suggestions happen. The design guys have been making some awesome progress and we are all really excited to hear what they have to present.

Here is a list of some of the suggestions we would like to see happen:

- 1) Game playing/studying/discussion get-together 1 a month (after hours).
- 2) Component task descriptions presented to team on what it takes to get their job done.
- 3) Look into more training for all components.
- 4) Have a general team meeting every 2-3 weeks (maybe demo new games, etc. at this meeting)



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## **Art**

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### **Art Director:**

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#### **This Week:**

- 1) Annual review and career assessments dominated this last week of all the artists time.
- 2) Work is wrapping up for several artists loaned out to other teams, a small few are still helping out with little tasks here and there.
- 3) Project Class and an aborted excel class also occupied some of my time.
- 4) Started the ball rolling on continued Alias instruction for our top people, (level 4) This is contingent on us getting further funding for an extended stay at Siggraph where the instruction takes place.

#### **Next Week:**

- 1) I plan to set up a cinematic/lighting seminar-class with Robert Foshko for all of the art staff.
- 2) WCV ship design for a handful of the artists.

#### **30 Day Outlook:**

Continued ship design and perhaps some actual modeling may occur.

#### **Issues:**

#### **Possible Roadblocks:**

Mike Grajeda may not help fund extra time for Alias level 4.

#### **Summary:**

Annual reviews and career assessments dominated this last week for the art staff. Continued education for Alias level 4 and a cinematic seminar are in the works. Ship design and construction should soon become the focus of many of our artists.

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### **Production Designer:**

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#### **This Week:**

- 1) Engaged in fascinating Alias training
- 2) Had pulse-pounding meetings with designers and Adam
- 3) Will meet with scintillating Confed concept art team today

#### **Next Week:**

- 1) Will work extensively with art team, start generating some sketches
- 2) Meet with various folks as needed (particularly writers)

#### **30 Day Outlook:**



- 1) Confed concept design well underway (if not complete)
- 2) Alien concept design begun

### **Issues:**

### **Possible Roadblocks:**

- 1) Not a roadblock, but the next big art milestone will involve arriving at some conclusions with writers about aliens and other story details

### **Summary:**

Training is complete, preliminary story meetings are wrapped up, the concept design team is ready to start working, and we have ship stats and descriptions. We should be seeing some artwork before you know it.

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## **Programming**

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### **This Week:**

- 1) Two long days of Microsoft Project training
- 2) Jason H. porting Wing III Win95 to Visual C++
- 3) 3D engine meeting
- 4) 3D API design with Jeff G. and Hugh

### **Next Week:**

- 1) Continue with 3D API research and development
- 2) Continue developing 3D engine
- 3) Jason H. continue to work on Wing III Win95
- 4) Use my newly learned abilities in Microsoft Project to attract women

### **30 Day Outlook:**

- 1) Scheduling using all the advanced features of Microsoft Project!!!
- 2) Full development in progress

### **Issues:**

### **Possible Roadblocks:**

### **Summary:**

After attending the Microsoft Project training class, we are now ready to use the incredibly advanced features of Project to produce a programming schedule at a level of accuracy never before achieved! Jason Hughes is porting Wing III Win95 from Watcom to Visual C++. The framework and API for the Wing 5 render system is being hammered out.

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## **Design**

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## Audio

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## PTO

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## Movie Production

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### This week:

- 1) Writer negotiations. It continues with Business affairs
- 2) Story/Mission integration with design team
- 3) Trip to LA postponed.
- 4) More thought into Maniac story process. No monkeys.

### Next week:

- 1) Rich in town for polish
- 2) Milestone meeting on wed.
- 3) Recover schedule from meeting with Rich.
- 4) Close the deal with the writers. Bring them out the following week.
- 5) LA
- 6) Another level of detail to Missions/Branching.
- 7) Update story and missions via Web.
- 8) Meet with Mark Day. Overall Production and Maniac issues.

### 30 Day Outlook:

- 1) Happy Writers working on treatment.
- 2) Some clue towards the schedule.

### Roadblocks/Issues: Same thing

- 1) Sudden Wildfires.
- 2) The slow pace of EA legal.
- 3) No use crying over spilled bong water.

### Summary

Still closing the deal with the writers. Refining schedule: Maniac/WC5, Production. Updating web pages via Maddie with data from meetings in the last three weeks between WC5 story and design.

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## PSX

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### This Week:

- 1) More performance reviews.



- 2) MS Project class attended by Billy, Tony, Axel.
- 3) Began to flesh out 3D API. (Hugh, Pete, Jeff G.)
- 4) Sean was pleased with the progress of the design team in nailing down mission and story elements.

### Next Week:

- 1) Collect and clarify ideas on gameflow design.
- 2) Axel on vacation (for several weeks).
- 3) Implement "proper" master schedule?
- 4) 3D API work to continue.

### 30 Day Outlook:

- 1) 3D API fleshed out.
- 2) Gameflow design agreed upon.
- 3) Main game loop structure agreed upon.
- 4) Compilable game loop setup for use as test bed.

### Issues:

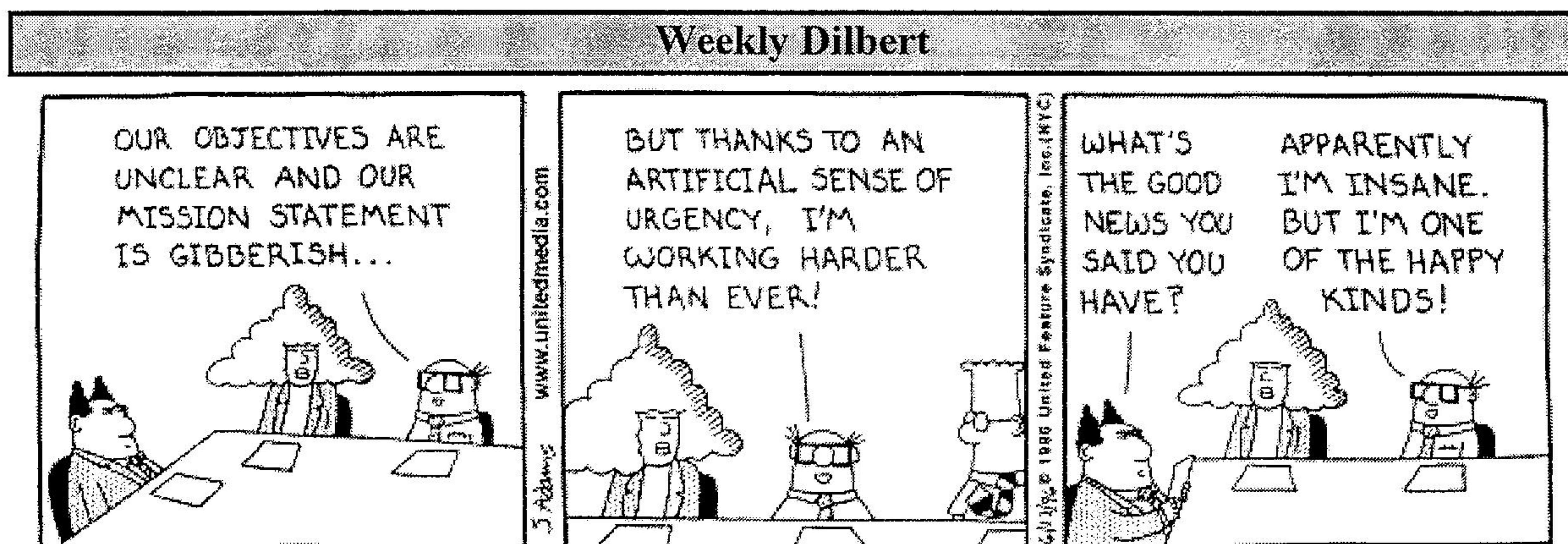
- 1) Should we use the master schedule paradigm with one file for each component?
- 2) Need a plan for investigating the PSX movie player bug which shipped with Wing 3.

### Possible Roadblocks:

- 1) Need access to complete Wing 3 PSX code to address movie player bug.

### Summary:

- 1) An agreement was made to pursue a common 3D API. This will allow further game development to proceed regardless of the 3D engine. This is being worked on by Hugh, Pete, and Jeff G.
- 2) John and Marcus arrived safely in England.
- 3) Sean is pleased with the progress of the design effort to develop the main mission structure and story elements.
- 4) Billy is a WINNER.
- 5) Stretch helped Tony transport his dining room table. Big Thank You!



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