

Wing Commander V Component Leaders Meeting (CLM)

June 28, 1996

Agenda

- Last week's issues:
 - Late reports: not a problem this week! ☺
 - Translations: worked into schedule.
 - Schedule: Master schedule paradigm?
 - Bonus issue: Dave D. & Rich H. say they are working on resolving this.
 - Movie production: The slow pace of EA legal.
 - PSX: Plan for investigating WC3 PSX movie player bug?
 - Access to complete WC3 PSX code?
- This week's reports.
- Story presentation/discussion by Phil & Adam.
- General discussion.

Weekly Dilbert



Wing Commander V - Status Report

For the week ending on: June 28, 1996

Project Overview

This Week:

- 1) Working on presenting Tony Bratton and Scott Cronic a TDD that would allow them to accurately judge the approximate required length of the project.
- 2) Meetings with Rich H.
- 3) Adam, Phil, and the rest of the design staff created a story and mission design that is absolutely AWESOME! Great job!
- 4) General design discussions amongst all components.
- 5) Rich H. brought to light that WC5 has precedence over other projects in Maverick, and thus allows us to "borrow" resources if it means getting the project done sooner. Because of this, Jeff Grills has agreed to be our dedicated 3d engine programmer for as long as we need him. I will speak with Jeff E., when he returns, about Jeff G. becoming an official A.C.E programmer for this duration.
- 6) We are making sure that 3d engine research and design is done simultaneously with game research and design by emphasizing the need for accurate layer APIs.

Next Week:

- 1) We need to have a group meeting, and I would like to see this happen on Tuesday (7/2) of next week.
- 2) Most of next week will be spent getting the TDD ready for Bratton & Cronic.
- 3) Reviews are still in the picture.

30 Day Outlook:

- 1) Move from the planning stage to the tracking stage.

Issues:

- 1) Meetings with Rich H. caused the 18 vs. 24 month debate to resurface.

Possible Roadblocks:

Summary:

Art

Art Director:

This Week:

- 1) WCV concept design team had its second meeting to go over design fundamentals and issues to consider in creation of ships.
- 2) This team had an informal impromptu gathering to discuss relevant game engine limitations that could effect design, (SORTING)
- 3) Pauline has finished with her first pass at the new Origin logo animation, and will be presenting it tomorrow to Creative Services.
- 4) A small few of the remaining artist continue to build up our favor credit with other teams.
- 5) I have assisted in getting new composting software for WCV production as well as setting up Alias instructor certification classes for those who completed level III.
- 6) I will meet with Robert Foshko today at 12:00 for lunch to discuss an accelerated film/cinematography course for the art staff and all others interested in attending. Our first choice of time slots for this will be the week of June 22 to accommodate several individuals PTO's. Our second choice must be for the week of July 12 because of the artists attending Siggraph.

Next Week:

- 1) I plan to run some test concerning our methodology of laying animation to tape through the Accomp.
- 2) Pin down final date for cinematography classes.
- 3) Continued WCV ship concepts.
- 4) Rod will be working on creation of an effects library for WCV SPFX.

30 Day Outlook:

Most if not all of our artists will be back in the flock and should have something to do.
Film making fundamentals classes.

Issues:

Possible Roadblocks:

Summary:

This last week, several artists have been in the initial stages of creating WCV concept art for fighter and bomber designs. A few are continuing to help out other teams and as this starts to wind down, they will be working on actual WCV art tasks. A lot of work was done on the Origin logo animation, thanks Pauline, and preparations are done for Alias instructor certification for a few individuals.

Production Designer:

This Week:

- 1) Met with Concept Design team to begin Confed fighter design
- 2) Met with Adam, Phil, and Dave on story
- 3) Sketching

Next Week:

- 1) Continue Confed fighter work w/ team
- 2) Begin work on Confed capital ship designs
- 3) Start putting some sketches up in the War Room

30 Day Outlook:

Confed concept design well underway, including cap ships. Alien concept design started. *Midway* set design started.

Issues:

- 1) It's time to nail down exactly what we'll be doing technologically with capital ships.

Possible Roadblocks:

- 1) Possibility that designers aren't planning on getting to the alien ship specs until later than I need them
- 2) Uncertainties about capital ship technology

Summary:

Early conceptual design is now underway. I plan to start posting some sketches in the War Room next week. For a while these will be works in progress, NOT final designs. We'd like to invite comments, but please route all of them through me.

As more design tasks crop up and more interested artists are freed from their current obligations, the design team will grow.

Programming

This Week:

- 1) Worked out initial framework for user level 3D API with Hugh and Jeff G.
- 2) Discussed the need for a sprite class with Tony
- 3) Jeff G. has agreed to assume the role of Wing 5 3D engine programmer.
- 4) Discussed possible rendering limitations with art staff

Next Week:

- 1) Continue work on user level 3D API
- 2) Begin work on implementation level of 3D system
- 3) Look into the feasibility of movie sprites for Gameflow
- 4) Jason H. working with Jason Y. on Wing III Win95

30 Day Outlook:

- 1) 3D API finalized
- 2) Temporary render system hooked up through API
- 3) Game programming underway

Issues:

- 1) Richard Lyle has proposed that he organize, document, and formalize a multiplatform API for current and future game development. Is this a role that needs to be filled? Is Richard the person to do this? How will this affect Wing 5 development?

Possible Roadblocks:

Summary:

Development of a user level API for 3D rendering is well underway. This API will allow Wing 5 to easily change rendering systems if need be. Possible render limitations have been discussed with the art staff.

Design

This Week

- 1) Mission and story design
- 2) Generated Series overview of the game.
- 3) Met with Hilleman to present story/mission.

Next Week

- 1) Mission and story refinement. Add interactivity to structure.

30 Day Outlook

- 1) Missions, missions, missions
- 2) Story, story, story
- 3) Ships, ships, ships
- 4) Meet with writers

Summary:

Presented story/missions to Hilleman with Foshko.

Audio

This Week:

- 1) Met with designer, equipment supplier, acoustician, engineer, Building supervisor - to discuss the layout for the new facility.
- 2) Received estimates for the buildout and sound proofing of the post-facility.
- 3) Worked on Kilrathi Saga

Next Week:

- 1) Get full budget to Ross for the facility
- 2) Work on KS and WC4psx

- 3) begin to test IX for use with WC5
- 4) schedule meeting with Mark Day and DD

30 Day Outlook:

- 1) Hope to get approval of facility budget
- 2) Set up travel plans for the year
- 3) Speak with Murray about WC5

Issues:

- 1) When are we going to discuss the story

Possible Roadblocks:

- 1) 18 month plan with no early budget

Summary:

Movie Production

This Week

- 1) Story line development. Handout to Commanders.
- 2) Rich in town. 'nuff said.
- 3) Meeting with EA Legal to finally put faces to names and to solidify writer/deal position.
- 4) Agent -o-rama. Talked more with agents
- 5) LA put off again, but in contact with writers themselves. Looking to bring them out week after 4th.

Next Week

- 1) Short week.
- 2) Priority: Coalesce story/mission document with Phil.
- 3) Writer maintenance.
- 4) Post refined story/mission doc. to web

30 Day Outlook:

Hasn't changed much...

- 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:

This shit doesn't change....

- 1) Locking down entire WC5 schedule.
- 2) Maniac/WC5 placement.
- 3) I think that legal affairs is an issue, but if the deal works out, for now, they are not a problem.

Possible Roadblocks:

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

Summary:

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

PSX

This Week:

- 1) Finished performance reviews.
- 2) Billy is OOO Thursday and Friday.
- 3) Axel still on vacation.
- 4) More work towards common 3D API.
- 5) Got Wing 3 PSX code from Lion for movie bug research. Will probably hand the problem off to BAT.
- 6) Met with translations to talk about schedule and general issues which we should be aware of (see Issues section).

Next Week:

- 1) Holiday Thursday and Friday.
- 2) Axel and Steve P. on vacation all week.
- 3) See if Frank needs help assembling a TDD package for Tony B and Scott C.

30 Day Outlook:

- 1) 3D API finalized and hooked up to the game.
- 2) Working main loop with ship on screen.
- 3) Story idea submitted. Designers working on other game aspects.

Issues:

- 1) Translations wants us to keep the following in mind :
 - opening credits should be translated (requires additional animation and post time)

- text in CG backgrounds should be translated (additional post time); better to avoid text
- keyboard mapping (should be easy with Virtual Keyboard; need to provide default layouts for each language)
- workarounds for violent content (like we did for Wing 4)
- in order to schedule sessions for inflights, they would need the number of voice actors a couple months ahead of time
- specify any returning characters (Mark, Malcolm) so they can book the correct voice

2) Schedule. I can't believe we're still worried about this.

Possible Roadblocks:

1) Accelerated time line would jeopardize cool features which will distinguish Wing 5 as new.

Summary:

Designers are kicking buttocks with a story outline which is gaining acceptance. Hugh, Pete, and Jeff G are making progress on the 3D API which will streamline our efforts, allowing more people to concentrate on game programming. It was a pretty good week.