

Wing Commander V - Status Report

For the week ending on: July 12, 1996

Project Overview

This Week:

- 1) Group meeting on July 2nd, went well.
- 2) Gameflow paradigm was rethought and much time was spent making sure it is well thought out.
- 3) Maverick organization was heavily discussed and debated.
- 4) Much TDD work and discussion of philosophy behind.
- 5) As usual, schedule updates and changes.

Next Week:

- 1) Presentation and discussion of TDD with Tony Bratton.
- 2) Spaceflight design meeting, similar to the super productive gameflow design meeting (actually, this is planned for later today).
- 3) The usual design and hard work.

30 Day Outlook:

- 1) July 25th is the day we are planning to have things on the screen and moving.

Issues:

Possible Roadblocks:

- 1) Jeff Grills: ACE or Maniac?

Summary:

Great progress was made in gameflow design and we hope to accomplish the same in the spaceflight design shortly. Things are going well all around as we hit the half way point to our first milestone.

Art

Art Director:

This Week:

- 1) This week and last week, most of the artists continued their help-out work with other projects.

- 2) I and the rest of the concept team have been finalizing several ship designs and working through our process.

Next Week:

- 1) We should be done with the first rounds of ship designs and be well into the first round of gameflow room designs.
- 2) I hope to find out if we can afford to take the cinematic/filmmaking fundamentals class.

30 Day Outlook:

- 1) More help-out work for other projects
- 2) More ships and rooms designed
- 3) Siggraph 96 in New Orleans

Issues:

- 1) Many of the artists are anxious to find out about salary increases.

Possible Roadblocks:

Summary:

We are continuing with our conceptualizations of ships and gameflow sets as well as work being done for other projects. I hope to have final word on the cinematic class soon.

Production Designer:

This Week:

- 1) Worked on Confed Concept sketches
- 2) Did a little preliminary Alien concept design work
- 3) Met on gameflow design
- 4) Met on alien ship design
- 5) Tried to understand needs of EP, but failed.
- 6) Started gameflow set design.

Next Week:

- 1) Continue working on Confed ship design
- 2) Begin alien ship design
- 3) Continue gameflow set design

30 Day Outlook:

- 1) All aspects of concept design underway (except possible feature design)

Issues:

- 1) We need to commit soon to what our capship technology will be.

- 2) Tried to understand needs of EP, but failed.

Possible Roadblocks:

- 1) I can't begin capship design without commitments on the technology side
- 2) Tried to understand needs of EP, but failed.

Summary:

Confed fighter design is going well. We should begin some alien fighter design shortly, and hopefully some capship design after that. Art will begin showing up in the War Room this week.

Programming

This Week:

- 1) Jason H. implemented digital music for Wing III Win95
- 2) Specified base functionality for cameras, objects, and scenes
- 3) Worked with Hugh and Jeff G. regarding 3D engine
- 4) Extremely productive Gameflow design meeting

Next Week:

- 1) Game programming begins
- 2) Jeff Grill's render system converted to new API

30 Day Outlook:

- 1) 3D API finalized
- 2) 3D object rendering in game loop
- 3) Game programming

Issues:

- 1) We need to nail down the Wing 5 / Maniac issue so we all know what is going on

Possible Roadblocks:

Summary:

The design, programming, and art leads got together and hammered out the Gameflow interface. Jeff Grills' render engine is being modified in order to use the new API. Game specific programming will soon be getting under way.

Design

Audio

This Week:

- 1) Met with Finance as a near-final step for facility approval
- 2) Finished up work on Crusader
- 3) Ironed out music details for Kilrathi Saga

Next Week:

- 1) Traveling to EASM to lobby for facility support
- 2) Working on completing audio needs for Kilrathi Saga

30 Day Outlook:

- 1) Will be working on getting physical/material plans complete for facility
- 2) Will plan trip to Audio training facility in Dallas

Issues:

Possible Roadblocks:

Summary:

- 1) Finished up work on Crusader.
- 2) Working on completing audio needs for Kilrathi Saga.
- 3) Met with Finance as a near-final step for facility approval.
- 4) Ironing out working relationship with EASM audio for upcoming projects.

Movie Production

PSX

I was too intent on putting the TDD together to get my report done.

Wing Commander V Component Leaders Meeting (CLM)

July 12, 1996

Agenda

- **Last week's issues:**

- Overview:

- 18 vs 24. Ugh.

- Production Designer:

- Designers getting to alien ship specs later than needed?
 - Uncertainties about cap. ship technology?

- Programming:

- Richard Lyle's proposed role in ACE; approval?

- Audio:

- When are we going to discuss the story?

- Movie Production:

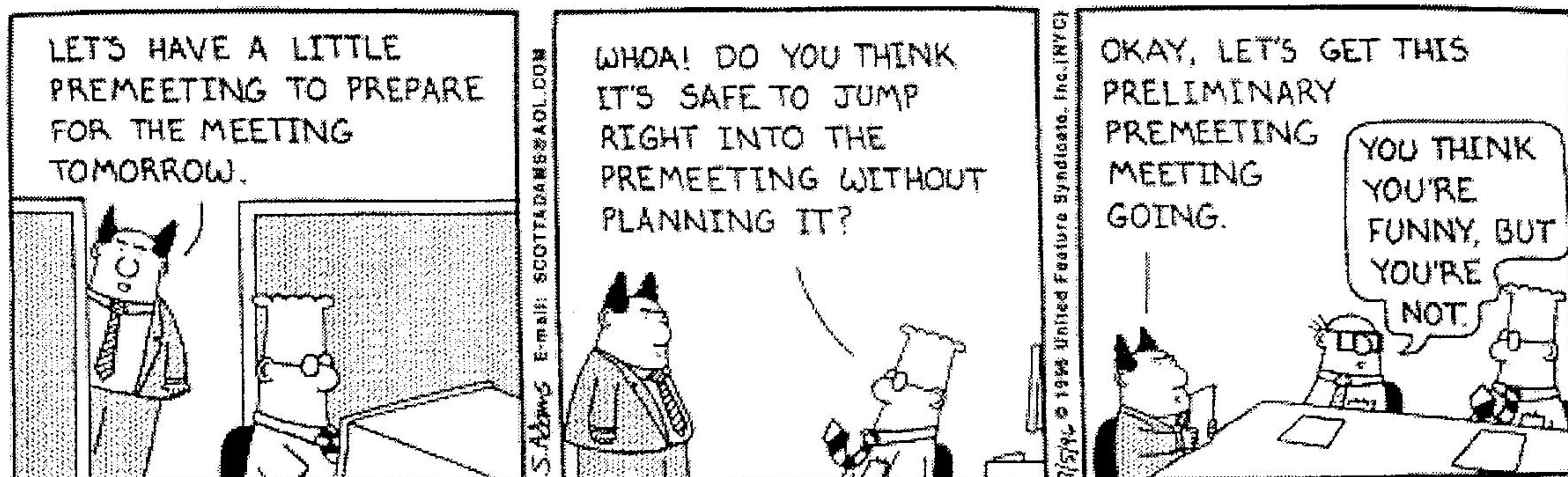
- WC5 schedule, Manaic/WC5 placement, legal affairs.

- PSX:

- Accelerated time line jeopardizes cool issues.

- **This week's reports.**
- **General discussion.**

Weekly Dilbert



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