

Wing Commander V - Status Report

For the week ending on: July 19, 1996

Project Overview

This Week:

- 1) Finished Version 1.0 of TDD
- 2) About done with Version 1.0 of Schedule.
- 3) We continue to set new standards in Maverick's organization of game designing - ie. Cockpit meeting.
- 4) Came to further conclusions of what simultaneous development means and have added these findings to TDD and schedule.
- 5) Salary results discussed with individual team members.

Next Week:

- 1) Discuss what simultaneous development means with Rich H.
- 2) Will probably spend most of week discussing TDD, schedule, timeline.

30 Day Outlook:

- 1) Still shooting for July 25th as having stuff on screen.
- 2) Would like to have PSX development stations on all programmers desks.
- 3) Need to know if one programming team can deal with two executables (i.e. Skus).

Issues:

- 1) Can one team do two skus simultaneously?
- 2) We are continuing to break new ground in team organization and game production paradigms. We need to highlight this in our TDDs and schedules and make sure the people who pay our bills understand this and the benefits these new methods bring.

Possible Roadblocks:

- 1) Upper management not understanding one Sku taking a little longer but two Skus collectively taking less time.

Summary:

Version 1.0 of the TDD and schedule are done. We are continuing to break new ground in team organization and game production paradigms. There is no area of the game which is not being meticulously designed and no area of the development process which is not being extensively thought out. Wing V PC & PSX are quickly becoming a very cohesive and tight team.

Art

Art Director:

This Week:

- 1) I spent most of this week finalizing details for the cinematic class with Robert Foshko.
- 2) Those artists that have been working on other projects continue to do so.
- 3) The conceptual team has been bogged down with other commitments and unfortunately is slowing down. I expect that this will pick up very quickly after our class.
- 4) Spent some time with Dave and the art staff going over salary increases and other personnel issues.
- 5) More game poly objects for engine testing were created by Sean.

Next Week:

- 1) Cinematic class

30 Day Outlook:

- 1) More ship design, hopefully some alien designs

Issues:

Possible Roadblocks:

Summary:

Well, salary information finally was released and passed onto the artists. Next week everyone is invited to join us for a cinematic fundamentals class with Robert Foshko.

Production Designer:

This Week:

- 1) Worked on Panther and Vampire conceptual designs (Panther's done)
- 2) Met with designers on alien ships and HUDs

Next Week:

- 1) Finish the Vampire design, begin a new Confed fighter design
- 2) Focus more time on set designs
- 3) Begin general Alien fighter design

30 Day Outlook:

Alien fighter and set design will be well underway. I'd like to get some capship stuff rolling soon.

Issues:

I'll need some definitive answers about what we'll be doing with capships within the next 30 days, max. If we don't know for sure what we'll be able to do anything beyond what we did in WC4, then we won't have ship designs which evidence technology that's beyond WC4.

Possible Roadblocks:

I don't think anyone's begun thinking seriously about capships yet, and there's an opinion that it isn't something which needs to be resolved now (which, at least according to the current art schedule, it does).

Summary:

We're still cranking along with conceptual design. Some Confed fighters are nearing completion, and work on three gameflow sets is beginning. We should begin some alien fighter work this week.

Programming

This Week:

- 1) Cockpit design meeting
- 2) Scheduling
- 3) Defined what simultaneous development means

Next Week:

- 1) Scheduling
- 2) Further discussion of cockpit designs
- 3) Bring Jeff Grills' 3D engine into the WC5 executable
- 4) Cinematic class
- 5) Determine feasibility of proposed simultaneous development paradigm

30 Day Outlook:

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

Issues:

Possible Roadblocks:

Summary:

Through yet another productive design meeting, we have defined the cockpit interface and functionality for Wing 5. The proposed paradigm by which Wing 5 PC and PSX will be simultaneously developed has been formalized.

Design

In grimy New York (PTO)

Audio

In sunny San Mateo

Movie Production

In smoggy Los Angeles

PSX

This Week:

- 1) Brent made progress with PSX movie bug. Got testbed to compile and reproduced the bug.
- 2) Work on TDD and schedule presentation is nearing completion.
- 3) Tony worked on providing special movie TRE files for WC4 Korean <ugh>
- 4) Very useful cockpit display meeting. Tony and Pete will document the results.

Next Week:

- 1) Probably a lot of discussion with bosses about TDD and schedule.
- 2) Begin documenting implementation of language support.
- 3) Cinematics class.

30 Day Outlook:

- 1) PSX movie bug close to fixed.
- 2) More systems design meetings : communications, nav map, etc.
- 3) Final systems spec'd and game coding to begin.

Issues:

- 1) Two games for the price of 1 ½. Will the bosses appreciate and endorse this logic?

Possible Roadblocks:

- 1) The bosses might not fully understand the pros and cons of simultaneous development. Need to make sure this is mentioned in TDD.

Summary:

More revelations about the working dynamic between PSX and PC programmers. We are moving more toward a unified effort. Design continues to forge ahead. An unprecedented cockpit meeting produced an intuitive layout.