

# Wing Commander V Component Leaders Meeting (CLM)

June 26, 1996

## Agenda

- Issues from last week.
- Reports for this week.
- General discussion.

## Weekly Dilbert



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# Wing Commander V - Status Report

## For the week ending on: June 26, 1996

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### Project Overview

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#### This Week:

- 1) Rich Hilleman was in town all week.

#### Next Week:

- 1) Iteration #29 of the schedule.

#### 30 Day Outlook:

#### Issues:

#### Possible Roadblocks:

#### Summary:

The project is running smoothly as we start to finalize a lot of our designs.

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### Art

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#### Art Director:

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#### This Week:

- 1) Cinematic Fundamentals class
- 2) Origin logo animation complete

#### Next Week:

- 1) Conceptual team continues to conceptualize
- 2) More help with other teams
- 3) I hope to have some set designs at a state to show
- 4) Work should be done on having Cap ship poly model to test engine
- 5) I will be taking some time off to move

#### 30 Day Outlook:



Siggraph, aliens and more art concepts

**Issues:**

**Possible Roadblocks:**

**Summary:**

The predominate event of this week was Robert Foshko's Cinematic Fundamentals class. From all the feedback so far I believe that this was an excellent series of sessions and fulfilled and exceeded many expectations of the people attending. Soon we will have a break for Siggraph and then on to impassioned work for WC5.

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**Production Designer:**

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**This Week:**

- 1) Cinematic Training
- 2) Met w/ writers

**Next Week:**

- 1) Continue Confed fighter design
- 2) Begin Confed capship design
- 3) Begin alien design

**30 Day Outlook:**

**Issues:**

At least one member of the concept design team doesn't agree with what my role should be. I expect this to be an ongoing problem unless clarification isn't made.

**Possible Roadblocks:**

**Summary:**

Things slowed down for training and while writers were in town. Things should start moving more quickly again next week.

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**Programming**

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**This Week:**



- 1) Received render code from Jeff G.
- 2) Space ship rendering
- 3) Cinematic class
- 4) Cockpit discussions

### **Next Week:**

- 1) Dynamics coding
- 2) Further render system development
- 3) Further cockpit discussion

### **30 Day Outlook:**

- 1) Completed programming schedule
- 2) Game programming

### **Issues:**

- 1) Wing 5 PC programmers will need PSX development stations in order to pursue true simultaneous multi platform development.

### **Possible Roadblocks:**

### **Summary:**

Jeff Grills' render system has been separated from the Maniac code. Scheduling is still underway for programming tasks. Game development may now move forward.

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## **Design**

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### **This Week**

- 1) Went over Hilleman's branching scheme
- 2) Sharpend my tool (read:Argued incessantly with Hilleman over Story and Gameflow)
- 3) Met with successfully Writer's
- 4) Have promotions, squadrons.

### **Next Week**

- 1) Work on branching to structure.
- 2) Go to SM to meet with Rich?
- 3) Got to LA to meet with Writers?
- 4) Figure out Briefing and Debriefing plan.

### **30 Day Outlook**

- 1) Story, story, story
- 2) Meet with writers
- 3) Siggraph

4) Tug o' war with Hilly

**Summary:**

Discussed Gameflow and Story with Hilleman. Met with Script writers successfully. Sharpened my tool.

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**Audio**

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**Movie Production**

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**PSX**

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