

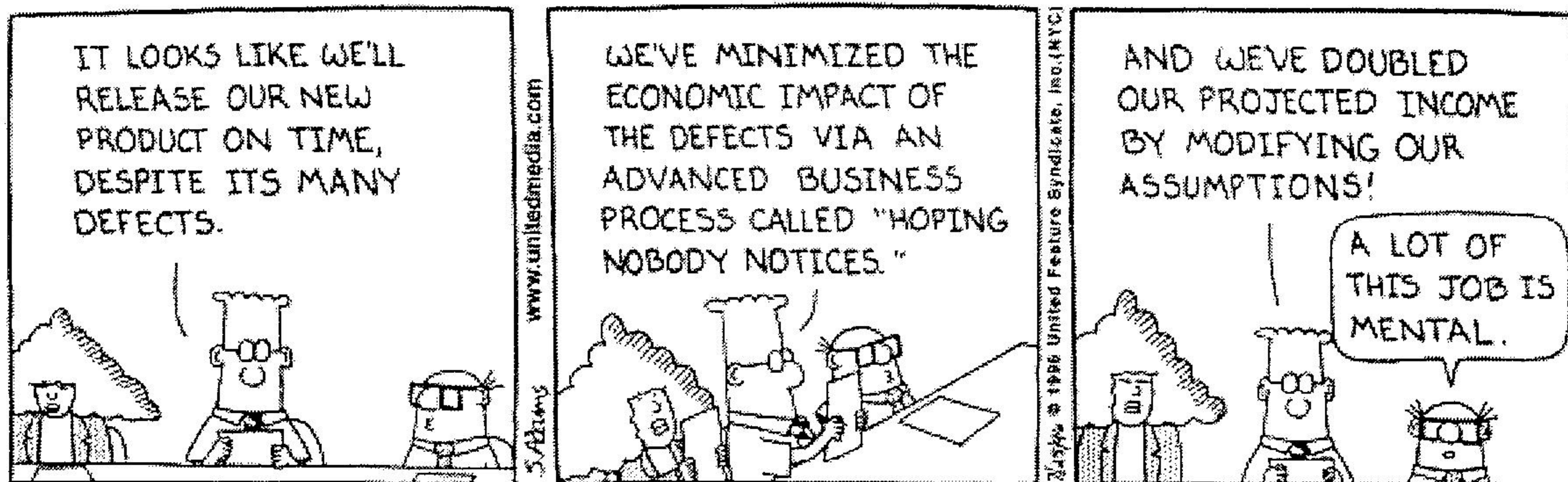
# Wing Commander V Component Leaders Meeting (CLM)

August 2, 1996

## Agenda

- Last week's issues.
- This weeks reports.
- Should we modify the report format?
- General discussion.

## Weekly Dilbert



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# Wing Commander V - Status Report

## For the week ending on: August 2, 1996

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### Project Overview

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#### This Week:

- 1) Finalized contract with David Wu.
- 2) Schedule.
- 3) General design.

#### Next Week:

- 1) Siggraph

#### 30 Day Outlook:

#### Issues:

#### Possible Roadblocks:

#### Summary:

Things are starting to show up on screen as each component continues to push forward with its design work.

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### Art

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#### Art Director:

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#### This Week:

- 1) I have spent several days off this week but work somehow has continued without my daily presence.....☺
- 2) Meetings were held for concept art for fighters and gameflow design as well as discussions concerning our HUD.
- 3) More spaceflight art was created for Jeff Grills to test detail levels and work is being done on capships.

#### Next Week:

- 1) Siggraph

#### 30 Day Outlook:



### **Issues:**

### **Possible Roadblocks:**

### **Summary:**

Some work continued on U9 as well as last minute firefighting for the Origin logo. Conceptual art for ships continues as does work towards gameflow set design. See you at Siggraph.

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### **Production Designer:**

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### **This Week:**

- 1) Finished Vampire & Panther designs
- 2) Began Tigershark design
- 3) Explored some alien tech directions
- 4) Ironed out what will be in the final concept design "package" for each ship

### **Next Week:**

- 1) Continue stunning Tigershark design
- 2) Phone conference with platinum-plated Syd Mead (?)
- 3) Unrepentantly on vacation Wednesday through Friday

### **30 Day Outlook:**

I swear we'll start on alien stuff soon.

### **Issues:**

I'm sick of my grungy old rickety uncomfortable office chair. How about something with a little lumbar support?

### **Possible Roadblocks:**

Headstones and the like. Other than that, everything seems to be cruising along at the moment.

### **Summary:**

Several Confed ship designs are now finished up. Drop by the War Room to see them. Alien stuff is still pending.

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## **Programming**

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### **This Week:**

- 1) Set up PSX development station
- 2) Discussed virtual keyboard systems with Jeff G. and Jason Y.
- 3) Control systems design

### **Next Week:**

- 1) Control systems modifications
- 2) Dynamics
- 3) Increase the separation of the render system from the game

### **30 Day Outlook:**

- 1) Control and dynamics systems in place
- 2) Render system development

### **Issues:**

- 1) The dongle for the PSX compiler is missing from my PSX development station

### **Possible Roadblocks:**

### **Summary:**

The system by which to allow players to customize their keyboard layout is being designed and implemented. We will be talking with the Origin Tech Group about their physics system in order to see if it can be used in Wing 5.

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## **Design**

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## **Audio**

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### **This Week:**

- 1) Facility research
- 2) wing4psx

### **Next Week:**

- 1) facility research
- 2) wing4psx

### **30 Day Outlook:**

- 1) facility research
- 2) wing4psx until complete



### **Issues:**

- 1) facility research
- 2) wing4psx

### **Possible Roadblocks:**

- 1) facility research
- 2) wing4psx
- 3) MARTIN

### **Summary:**

- 1) Getting ready for construction to begin on facility.
- 2) Looking at training opportunities
- 3) Evaluating equip. for facility
- 4) working on wing4psx until finished.

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## **Movie Production**

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### **This Week**

- 1) More information to the WC5 writers. Smoothing over last weeks edges. Status: Good.
- 2) Wing Academy materials from Universal to EAUk. More work continues for them.
- 3) Meeting with Richard Garriott to discuss Ultima as a cartoon series with Film Roman.
- 4) Overhauling Maniac story concept.
- 5) More material to one of the proposed Maniac writers.
- 6) Met with Dave, Stretch, (Mark Day) regarding very preliminary analysis of WC production budget.
- 7) Post mortem on WC4 post.
- 8) Follow up package to Syd Mead with letter. Expect more contact next week.
- 9) Continued to discuss the unique issues of finding a Director for Wing. Back up plan?
- 10) Search for DP candidates continued.
- 11) Met unofficially with Alex Carloss for WC feedback and Marketing data.
- 12) Cherie Baker's schedule. General discussion. Finishing "Arli\$\$" for HBO.
- 13) Met with PR to get a post mortem on outside PR firm used for WC4. Value vs. Time and Dollars.
- 14) Met with more good local writers. Lot's of good talent here.
- 15) Considerations for WC5 inflights.

### **Next Week**

- 1) (Most of staff at Siggraph)
- 2) Maniac Overhaul comes to a fine point.
- 3) 3x5 breakdown of Maniac story.
- 4) Finer details with WC5 writers.
- 5) Planning for trip to LA following week to break out the story. (Phil and myself)
- 6) Deeper discussion with Syd Mead. Put Art Director and staff in touch with him upon return from Siggraph.
- 7) Seriously consider Alien attributes and fiction for WC5.
- 8) Meeting with Film Roman Re: Ultima.
- 9) Deeper discussion with proposed writer for Maniac.



- 10) Mark Day in town.. Deeper discussion regarding production. Cost, logistics, time, format.
- 11) Search and consider: Potential attachment of indie Production Manager for Break down and Budget.
- 12) Director search and reels.
- 13) DP search and reels.
- 14) Contract College.
- 15) Contact Mark Baird for November availability.

### **30 Day Outlook:**

- 1) Full on outline with corrections for WC5. Screenplay underweigh.
- 2) Story for Maniac set up and fleshed out.
- 3) Mission structure and design determined for Maniac.
- 4) Changes locked out and deal struck for Tom and writer(s) for Maniac.
- 5) Temp Production schedule in place. (Will not lock until breakdown in November/December)
- 6) Meet with Mark Hamill. Nature of his deal.
- 7) Short list: Director and DP for WC5.
- 8) Syd Mead issue evaluated and resolved.
- 9) WCA color tests and first episodes back.

### **Issues:**

- 1) Scheduling of WC5.
- 2) Hilleman's involvement and gene splicing.
- 3) EA legal. Solution: Make the deals ourselves and establish counsel to finalize contracts ONLY
- 4) I am concerned how WCA the series is being handled by EAUK as a game.
- 5) Marketing's desires and agendas.

### **Possible Roadblocks:**

- 1) Placement of WC 5 and Maniac in the market place.
- 2) WC5 Schedule.
- 3) Director relationship WC5.
- 4) Dew claw.

### **Summary:**

- 1) WC5 Writers signed and working and doing well.
- 2) Considerations for a DP and Director for WC5 are being made.
- 3) Legal issue being considered. Placement is key.
- 4) Logistics and Budget of WC5 and Maniac shoot being considered.
- 5) Story concept and Writers for Maniac continuing. Working on schedule. Addressing design with Phil.
- 6) WC4 post: Post Mortem
- 7) Syd Mead being considered for Conceptual development for WC5.
- 8) Work for Wing Commander Academy continues.
- 9) Locking Tom and Hamill in place.
- 10) Scheduling and deal with Cherie Baker.

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**PSX**

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### **This Week:**

- 1) Played Mario 64
- 2) Worked on cockpit look and feel with Steve and Mark
- 3) Got Pete setup with PSX dev station
- 4) Axel working on integrating iX with Wing 5 setup code. Requires Richard's assistance; will proceed next week.

### **Next Week:**

- 1) Hugh is back in the office
- 2) iX kernel should be integrated, and main loop running
- 3) Test update and build procedures with several systems

### **30 Day Outlook:**

- 1) Begin implementing basic cockpit file formats and draw functions
- 2) Begin implementing basic gameflow file formats and functionality
- 3) Rough 3D system integrated into game

### **Issues:**

- 1) What's up with the mission system?
- 2) Design meetings to be scheduled : Communications, NavMap, Option screens

### **Possible Roadblocks:**

- 1) Do we know enough about the mission system to begin making assumptions? Does everyone think the mission editor will be done soon enough? Should we begin setting up a safety net to give us something to work with (i.e. strip down Wing 4 mission system).

### **Summary:**

We are very close to having a solid base from which the real game coding will begin. We should soon begin seeing exponential tangible gains compared to our current status.