

Action Items

From 08/01/97 Meeting

Dave will confirm the number of CD's required for the game and let **Rod** know as soon as possible.

CL's will determine where multi-player will be set up

CL's will resolve intro credits by Friday (8/1)

Dave will determine what is the latest to have recordings to translations

Stretch will finalize Alien voice

Frank will need to supply a clear list of ECTS goals

Dave to have new screen grabs to **Billy** by Monday (8/4)

From 07/25/97 Meeting

Jeff to check space availability on uV2 for color comms. **We will make them fit.**

Pete to determine language we will use and space needed **Done**

From 07/18/97 Meeting

Frank to define "Done" for Beta **Done**

Everyone: Rough estimate of costs to **Rod** as soon as you suspect they will be incurred. **Ongoing**

Adam will get scene timings to **Weston** for CD count purposes **In process. Should be done by Monday (8/4)**

Wing Commander Prophecy - Status Report

For the week ending on: August 8, 1997

Project Overview

This Week:

- 1) Finalized Beta Checklist.
- 2) Looking into contract possibilities.
- 3) Resolved MS technical support issues.
- 4) First CD set to be burned today - on Philips burners.
- 5) We are now officially tracking bugs.

Next Week:

- 1) Work towards Beta.

Goals for the Month of August:

Beta - August 28th

Issues & Possible Roadblocks:

- 1) Frame rate.
- 2) Many people are over allocated.

Summary:

2 Weeks to Beta (10 work days)

Art

Programming

This Week:

- 1) Burned a set of 3 CDs complete with placeholders and treefiles
- 2) Capital ships can now have components targeted (code not up on net yet)
- 3) Worked with Billy and Frank regarding Physics and AI needs
- 4) Worked out new tasks priorities for Hugh
- 5) More Comm / AI integration
- 6) Put together a Comm testing function for Designers

- 7) Mission system bug fixes
- 8) Interactive music
- 9) Missile Camera

Next Week:

- 1) Transition Hugh to new tasks
- 2) AI as specified by Designers' needs
- 3) HUDs
- 4) Capital Ships
- 5) Special Effects
- 6) Physics tweaking
- 7) Anything else that comes up

Goals for the Month of August:

- 1) Beta
- 2) ECTS

Issues & Possible Roadblocks:

- 1) Waiting for the OK to talk with Andrew Tjew. I will be putting in some placeholder collisions for capital ships very soon.

Summary:

Programming is moving steadily ahead. All 3 CDs have been layed out and have been test burned onto CDs. Programmers should start being able to address more effort towards Designer input very soon.

Advanced Technology Group

This Week:

- 1) 4dos 6.00 upgrade is free! Great for Win95 OSR2.
 - 2) Integrated new uv2 library for gamma correction
 - 3) Continued work on Menu system
 - 4) Movie player can now play movies back-to-back
 - 5) Built standalone movie player
 - 6) Movie player successfully streaming off SCSI CD
 - 7) Animating textures properly
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- 1) Chuck: finishing up installer (working with Andy to install Prophecy files)
 - 2) Chuck: working with Rob on multiplayer menu screens
 - 3) Tony: working on subtitle tool

Next Week:

- 1) Dedicated to multiplayer

- 1) Chuck: work on multiplayer menu screens
- 2) Tony: finish subtitle tool

Goals for the Month of August:

- 1) Meet beta

Issues & Possible Roadblocks:

- 1) Tony's P3 time requirements
- 2) Rob doesn't seem to have enough time to work on comms and multiplayer menus
- 3) Spreading myself too thin
 - Nonscheduled emergency tasks taking too much time
 - Task list options
 - Not enough time to support rest of the team and do my work too

Summary:

A phenomenal amount of work has been done this week. The installer is ready to be integrated. The movie player is in and running well. The menu system is functional and ready to be put into rigorous use by the designers.

Design

Last Week:

- 1) Multiplayer menus and all multi-player scenarios. **Didn't happen like we wanted.**
- 2) Pass 3. QA is helping with daily lists of "What's Missing from Pass 3". **Waiting for report on Monday to see how we did. Designers will work over the weekend to reach this goal.**
- 3) QA should be able to go through the entire branching tree to the end, if they have the time. **Waiting for feedback.**
- 4) Go over ECTS goals. **Next week.**

Next Week:

- 1) More menu stuff with Rob, Jeff and Chuck.
- 2) Go over ECTS goals.
- 3) Recording all maneuvers yet again.
- 4) Changing all data for ship acceleration.

Goals for the Month of August:

- 1) Beta
- 2) Passes 3 and 4 through the missions.
- 3) Beta
- 4) Multiplayer menus and all multi-player scenarios
- 5) Beta

Issues & Possible Roadblocks:

- 1) Entire team should have a clear understanding of Beta goals, ECTS goals.
- 2) AI
- 3) Frame Rate
- 4) Multiplayer coding of the menu system (sending correct variables to the game)
- 5) Postage stamps?

Summary:

Designers should be finished with their third pass through their missions on Monday. This pass includes all objectives in the missions, and all mission specific comms.

Designers should begin their Pass 4 on Monday. This will include Capital Ships, replacing dummy objects with 'real' objects, and briefings.

Audio

This Week:

- 1) converted final mixes for reels 1-2 to 22028.aifs
- 2) music comp. and record reel 5
- 3) sound design reel 5
- 4) dialog edit reel 5

Next Week:

- 1) mix reel 5 sans foley
- 2) sound design reel 7 and 9
- 3) score reel 7 and 9
- 4) dialog edit reels 7 and 9
- 5) record processed dialog replacements
- 6) foley for reels 5 - 9 completed
- 7) convert final Lt-Rt mixes for reels 3-4 to 22028.aif's

Goals for the Month of August:

- 1) Complete BETA requirements

Issues & Possible Roadblocks:

- 1) Nuclear War, Natural Disasters, Cheese whizz!

Summary:

See above

Movie Production

This Week:

1. Locked live action for remaining reels. Last few animations going to tape.
2. Spotting for last reels.
3. Primary VDU VO evaluation: Further audio editing may be ticket. Possible pick ups during ADR.
4. Privateer 3 design consulting (Animation vs. Live action).

"RING❖RING❖" What's that sound❖It's coming from Frank's office❖

**Is that the BREAD PHONE?!

Next Week:

1. Music and sound.
2. (Steering committee on site❖)
3. Second On-Line session on Thursday and Friday in LA.

Goals for Month of August:

Complete second on-line session and process for Beta.
Record open with Stretch. Insert any animation touch ups.
(This process will continue thru Beta)

Road Blocks

None.

Summary

Looks like we got a show.