

## **Action Items**

### **From 08/08/97 Meeting**

**Adam** will get a list of all movies to **Billy** today.

**Frank** to get copies of Beta and ECTS goals to **Programmers** and **Designers**.

### **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. **In Process**

**CL's** will resolve intro credits by Friday (8/1). **On going.**

**Frank** will need to supply a clear list of ECTS goals. **In process.**

**Dave** to have new screen grabs to **Billy** by Monday (8/4). **In process - Dave will have background and clean plates of door openings, sim openings, postage stamps to Billy by Thursday (14<sup>th</sup>)**

### **From 07/18/97 Meeting**

**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 (8/11)**

# Wing Commander Prophecy - Status Report

## For the week ending on: August 15, 1997

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### Project Overview

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#### This Week:

- 1) Put together ECTS checklist and got some questions answered. Went over list with Patrick. ECTS is a little less demanding than originally planned.
- 2) Worked with Frank L. to get tasks handed off to them. They will dedicate two programmers for two weeks to our project.
- 3) Worked with QA on Beta checklist. This is going well.

#### Next Week:

- 1) More of the same – work towards Beta.

#### Goals for the Month of August:

**BETA - August 28th**

#### Issues & Possible Roadblocks:

- 1) Everyone should be creating lists of what specifically needs to be done for Beta and no more.
- 2) If there is anything I can do for you to help us make Beta, please let me know.

#### Summary:

**1+ Weeks to Beta (8 work days) – August 28th**

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### Art

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#### This Week:

- 1) Delivered animations to post
- 2) Touch up replacements nearly done
- 3) game art fully staffed
- 4) two final marketing ad renders underway
- 5) meeting with Frank, Pete, Billy over art / programmer communication

#### Next Week:

- 1) game FX, polygons objects continue
- 2) mad rush towards beta fulfillment

#### Goals for the Month of August:

- 1) beta and ect

### **Issues & Possible Roadblocks:**

- 1) beta becoming increasingly fuzzy in definition, this could be a good thing.....

### **Summary:**

The artists have somehow survived our insane pace to deliver animations to post on time and are now making headway on game object creation / modification. More work to be done on FX as we rush towards Beta.

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## **Programming**

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### **This Week:**

- 1) More capital ship features
- 2) Work on translucency effect for 3Dfx (translucent AB cones)
- 3) Last (hopefully) large data change
- 4) Final capital ship design hammered out with Billy and Mark V.
- 5) Talks with Mark V. and Weston on how to optimize artist/programmer communications
- 6) Work on capital ship AI
- 7) Load time optimizations
- 8) CD burn optimizations
- 9) Command line tools
- 10) Prioritized "check lists" for ECTS demo and Beta built

### **Next Week:**

- 1) AI
- 2) Capital Ships
- 3) Cockpits
- 4) Mission System
- 5) Effects
- 6) Plowing through the check lists (which include frame rate optimizations)

### **Goals for the Month of August:**

- 1) ECTS Demo
- 2) Beta

### **Issues & Possible Roadblocks:**

- 1) Company meeting. I personally did not perceive all of the problems that had been mentioned, but we should really discuss this. The way we are perceived by others is more important than what we actually did.

### **Summary:**

The Beta date is getting closer, and the programming team (as well as other components) are really working well together to get things done. Major features are being finished up, and polishing and special effects are starting to move to the front burner.

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## **Advanced Technology Group**

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### **This Week:**

- 1) I was sick Monday and Tuesday, effectively only worked ¼ days
  - 2) Movie player can now play movies with the audio and video in separate files for comms
  - 3) Movie player can now run without limiting the frame rate of the game for comms
  - 4) Movie player can now play at 14.985fps with real 22050hz audio
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- 1) Chuck: working with Rob on multiplayer menu screens
  - 2) Chuck: added list boxes to menu system
  - 3) Chuck & Hugh: add text justification
  - 4) Hugh: completed showmats util
  - 5) Hugh: complete showhard util
  - 6) Tony: finished subtitle tool

### **Today**

- 1) Finish super detail level support in converter and game
- 2) Intersecting polygon splitting code in converter

### **Next Week:**

- 1) Multiplayer
  - 2) Add collision polyhedra to convertor
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- 1) Chuck: work on multiplayer menu screens
  - 2) Tony & Ala: taking over some of my tasks

### **Goals for the Month of August:**

- 1) Meet beta

### **Issues & Possible Roadblocks:**

- 1) Rob trying to make menus pretty instead of just functional
- 2) Would like to offload the collision polyhedra task, but need a unix programmer (Alex North-keys may be available)
- 3) Spreading myself too thin

### **Summary:**

The movie player issues have been completely resolved. We can now proceed compressing, weaving, and subtitling all the movies.

The menu system has seen considerable progress.

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## Design

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### Last Week:

- 1) Multiplayer menus and all multi-player scenarios. **Still didn't happen like we wanted.**
- 2) Pass 3 completed. **Just started getting lists.**
- 3) QA should be able to go through the entire branching tree to the end, if they have the time.  
**Still waiting for feedback.**
- 4) Went over ECTS goals.
- 5) Changed all data for ship acceleration.
- 6) Rob recorded all ICIS lines
- 7) The Big Change II happened
- 8) Big company meeting

### Next Week:

- 1) More menu stuff with Rob, Jeff and Chuck.
- 2) Recording all maneuvers yet again.
- 3) Adding all ICIS lines
- 4) Adding CapShips to all missions.

### 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 - differences between pilots.
- 3) Frame Rate on my machine.
- 4) Multiplayer coding of the menu system (sending correct variables to the game)
- 5) Postage stamps? Still an issue.

### Summary:

Designers have begun on Pass 4 this includes Capital Ships, replacing dummy objects with 'real' objects, and ICIS briefing voiceovers.

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## Audio

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## Movie Production

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