

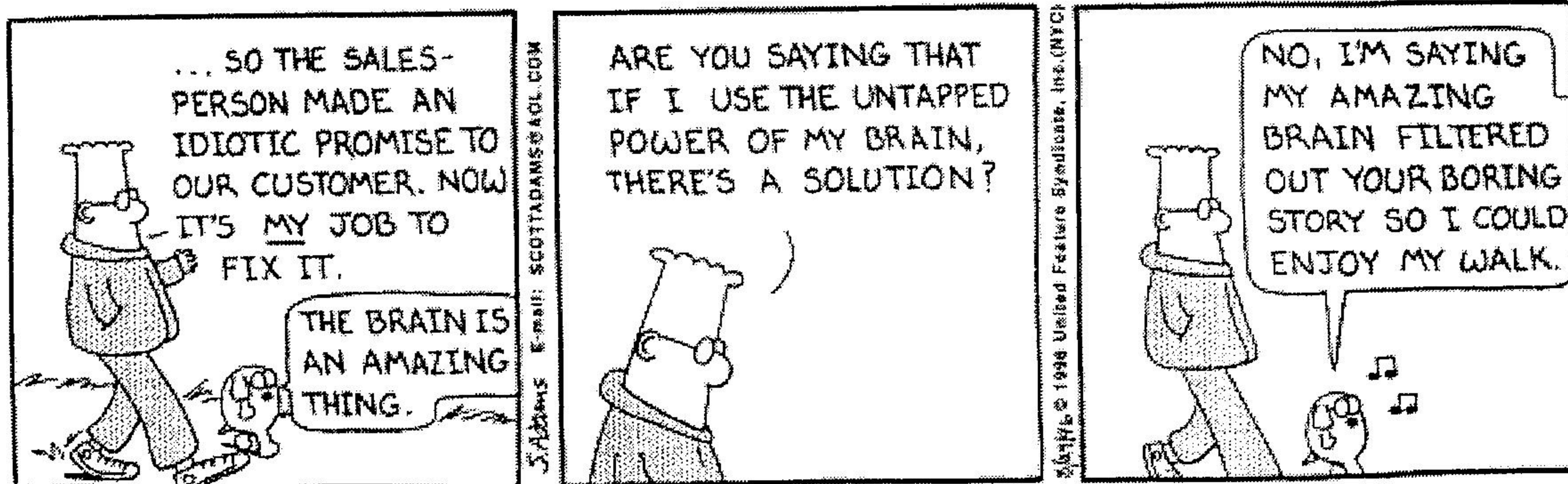
Wing Commander V Component Leaders Meeting (CLM)

August 30, 1996

Agenda

- Go over old reports.
- Discuss new reports.
- General topics.

Weekly Dilbert



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Wing Commander V - Status Report

For the week ending on: August 30, 1996

Project Overview

This Week:

- 1) Lots of project issues discussed after long vacation.
- 2) Programming got significant frame rate increase from new rasterizer.
- 3) Adam & Phil are out in L.A. working on script with writers.
- 4) Art is on track with Confed and Alien design.
- 5) From all the hammering and paint fumes, it appears that Maverick's audio project is well under way.

Next Week:

- 1) Listen to exciting script and L.A. stories from Adam and Phil.
- 2) Continue getting stuff done during the 4-day work week.

30 Day Outlook:

- 1) Solid, well-defined milestone list posted in war room.

Issues:

Possible Roadblocks:

Summary:

- 1) Lots of project issues discussed after long vacation.
- 2) Game got significant frame rate increase from new rasterizer.
- 3) Adam & Phil are out in L.A. working on script with writers.
- 4) Art is on track with Confed and Alien design.
- 5) From all the hammering and paint fumes, it appears that Maverick's audio project is well under way.

Art

Art Director:

This Week:

- 1) Major work done towards Alien concept art and gameflow set design
- 2) Finally re-contacted Syd Mead and will discuss further issues with him today
- 3) A small handful of us are completing our Alias instructor certification projects for early next week

- 4) Went over preliminary milestone list with Weston and further progress on the media flow diagram of CGA data with him as well as Jay
- 5) A precious few are still helping out other teams

Next Week:

- 1) Final art package for review doc will be completed
- 2) Alias class projects will be completed
- 3) More concept design work
- 4) I plan to contact Sheri Baker and start a list of what we need to go over with her. Script?

30 Day Outlook:

In exactly one month I will be leaving for three weeks to go to Oregon, I plan to have all art shit running well enough to sustain my extended absence.

Issues:

Possible Roadblocks:

Summary:

As always a precious few of the artists continue to help out on other projects. Much work was done on alien concept design as well as some solid work on gameflow sets. A few of us will be soon going through an Alias instructor certification course and are preparing personal projects for that. We are all busy getting things ready for our review next month and I am trying to solidify some contract work from Mead for some help on the art.

Production Designer:

This Week:

- 1) Sketched Ships
- 2) Sketched Aliens
- 3) Met with Concept Art team

Next Week:

- 1) Sketch Ships
- 2) Sketch Aliens
- 3) Find out the latest from the writers
- 4) Color and texture experiments(?)

30 Day Outlook:

We're actually starting to run out of Confed stuff to design. I'm going to start doing some color development for the Confed ships, and continue playing with Alien stuff. Hopefully the writers will have produced something else we can start work on.

Issues:

If Mead is coming on in October, and Confed is getting wrapped up already, September might be a pretty dead month. It would be nice to know for certain if Mead will be involved, so we can plan around his entrance. I'd hate to tread water all September only to find he's fallen through. When will we know?

Possible Roadblocks:

Everything seems smooth at the moment (apparently I'm out of touch).

Summary:

Some of the artwork starting to come from the designers is spectacular. Not only are set and ship designs coming along, we're starting to get a good sense of some things we want to try technologically. Some alien brainstorming and Confed ship designs are up in the hallway now. Rodney and Beth have done some fantastic gameflow set sketches that should be up soon, too. If anyone has any feedback on any of what they're seeing, please send it my way. We'd like the input.

Programming

This Week:

- 1) Received rasterizer from David Wu
- 2) Jeff G. working to integrate rasterizer
- 3) Wrote power distribution system
- 4) Wrote powered systems class
- 5) Started work on specific ship systems

Next Week:

- 1) Continue work on specific ship systems
- 2) Continue work with David Wu's rasterizer
- 3) Jason H. working on AI

30 Day Outlook:

- 1) Ship systems operational
- 2) Start implementing HUD displays for systems

Issues:

- 1)

Possible Roadblocks:

Summary:

Jeff G. has received David Wu’s rasterizer and is working to integrate it with the Wing 5 code. Work on ship power distribution as well as other ship systems has begun.

Design

Audio

Movie Production

PSX
