

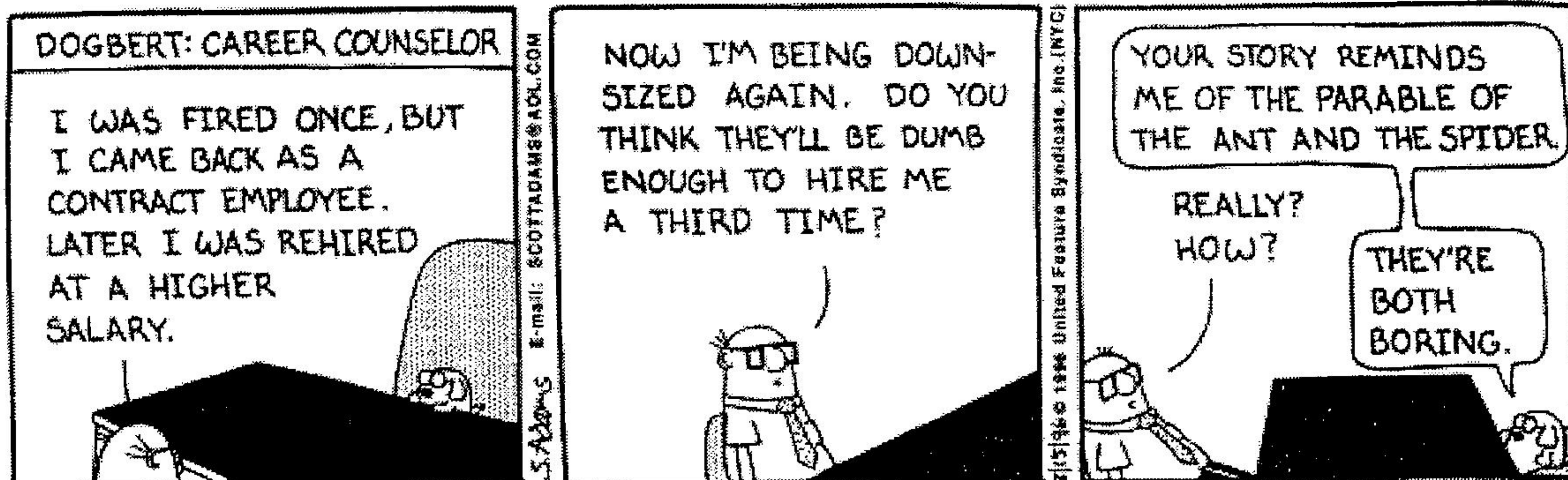
# Wing Commander V Component Leaders Meeting (CLM)

September 6, 1996

## Agenda

- Last week's issues.
- This weeks reports.
- General discussion.

## Weekly Dilbert



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## Wing Commander V - Status Report

For the week ending on: September 6, 1996

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### Project Overview

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#### This Week:

- 1) Trying to find ACE replacements.
- 2) Working on solid milestone list with Ana and MS Project (serious thoughts of writing my own).

#### Next Week:

- 1) Will start developing lists of project issues and/or areas that could use further research.

#### 30 Day Outlook:

- 1) Flawless project tracking.
- 2) New programmer on board and up and running.
- 3) All required PSX dev stations here and in use.

#### Issues:

- 1) ACE replacements.
- 2) Communication.

#### Possible Roadblocks:

- 1) ACE replacements.
- 2) Simultaneous development could turn out to be the wrong way to go in terms of time.

#### Summary:

All areas are running smoothly as we effortlessly meet and exceed our first milestone requirements. All components will make sure to keep the steam going as we start work towards the next milestone. If you haven't seen Wing 5's test bed yet, be sure to check out the most current version in Pete's office – it really looks good!

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### Art

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#### Art Director:

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#### This Week:



- 1) Weston and I spent some time putting together a pre-emptive monthly milestone list for the review doc. This, I believe still needs tweaking.
- 2) DAT of Alias certification class went out Tuesday.
- 3) Concept art for alien and confed ships were reviewed and discussed.
- 4) Jen and Steve along with Rod have been helpful in finishing up our Longbow help, a few more days of this to come.
- 5) U9 help continues.

### **Next Week:**

- 1) I hope to talk again with Syd Mead and go over more specifically what he can do for us and finalize the costs.
- 2) Alias class will be on the 10<sup>th</sup> and 11<sup>th</sup>.
- 3) REVIEW

### **30 Day Outlook:**

Again I plan to keep the art momentum going before my leave.

I hope to have work enough to get all the Maverick artists back on our team by the end of September.

### **Issues:**

### **Possible Roadblocks:**

### **Summary:**

### **Production Designer:**

### **This Week:**

- 1) Worked on Wasp concept design
- 2) I'm obviously not in this meeting. I'll be out until Monday on personal business.

### **Next Week:**

- 1) Finish Wasp, begin something else

### **30 Day Outlook:**

Traveling to meet with Mead as he starts up, Mead hopefully visiting here, Confed color work underway

### **Issues:**

I'm not getting much feedback on artwork that's been done, and what little I've heard has come my way via Mark. This bothers me. Mark and I are co-leads on this project, and while he's certainly a part of the creative process comments on our creative direction (particularly from participants in this meeting) should be communicated directly to me. I am willing to explain at any time why the creative decisions that have been made at any point have been made, and to contemplate/discuss the overall direction that I am guiding



this art team. If you talk to me you enable me to do my job properly. Third party transmissions serve only to undermine my confidence and authority, and deprive me the opportunity to not only explain why the art team is doing what it's doing but potentially modify its direction based on your feedback.

### **Possible Roadblocks:**

Lack of story material to pass on to Mead should it not come in as scheduled.

### **Summary:**

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## **Programming**

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### **This Week:**

- 1) Jeff G. has integrated David Wu's rasterizer into Wing 5, more than doubling the frame rate in many instances.
- 2) Jason H. conceptualizing AI and burning Kilrathi Saga CD's.
- 3) Frank suggested scripted AI maneuvers.
- 4) Integrated power distribution with engines and dynamics.
- 5) Started writing gun system and integration with power distribution.
- 6) Discussed navigational map designs with Marcus.

### **Next Week:**

- 1) Finish implementing Gun system
- 2) Shield system
- 3) Any other systems that time permits
- 4) Integrate rasterizer updates from David
- 5) More AI design and discussion

### **30 Day Outlook:**

- 1) Ship systems operational
- 2) Start implementing HUD displays for systems
- 3) Look into implementation for collision detection

### **Issues:**

### **Possible Roadblocks:**

### **Summary:**

Jeff Grills has integrated David Wu's rasterizer into Wing 5, resulting in a doubling of our frame rate. Perspective corrected texture mapping and lighting 230% of the screen on a P90 resulted in around 4-5 FPS using Direct 3D's software rasterizer, and 8-9 FPS with David's rasterizer. Power systems have been added to the ships, and dynamics are tied into the power plant's energy output.

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## **Design**

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## Audio

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### This Week:

- 1) Finalized furniture design
- 2) Advanced the electrical schematic
- 3) Finished last mix for Wing4 D1 laybacks

*MILESTONES*

### Next Week:

- 1) Organize for spaceflight design
- 2) Delegate spaceflight tasks
- 3) Oversee facility progress

### 30 Day Outlook:

Schedule AES trip for audio staff  
Get facility ready for furniture

### Issues:

None

### Possible Roadblocks:

Product Review

### Summary:

Facility still on schedule.  
Getting ready for spaceflight design

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## Movie Production

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### This Week

1. More writer work
2. WCA packet and prep for promo
3. Talked to potential DP (Virgil Harper) and Cherie Baker more.
4. Incoming: writer packet (distribute) and color prints from WCA
5. Work with Phil on Step/Beat outline

### Next Week

1. Detailed notes on Wing Step/Beat outline-(Dave, Mark and Commanders).
2. Phil and the designers to apply greater focus towards detail on Outline.



3. Work with writers
4. Review
5. Firm up dates with Cherie (Mark V.)

### **30 Day Outlook:**

1. First draft under weigh ETA: Oct. 15<sup>th</sup>.
2. Key slots locked
3. Story board artist locked
4. Prepro scheduled
5. WCA plan in place

### **Issues:**

#### **Not an issue, more like key focus:**

1. Making the script as complete, dynamic and as kick ass as possible. Need good input and communication from all sources.

### **Possible Roadblocks:**

Forget it. It's old.

### **Summary:**

1. Writer outline and packet incoming.
2. Team notes on outline and packet.
3. Move into 1<sup>st</sup>. draft. Pass mission designer details onto writers for dialogue.
4. Making further prepro plans
5. Working on WCA promo

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## **PSX**

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### **This Week:**

1. Worked on rough draft of what Option Screens should be and look like. Already reprimanded for not informing enough people. Will not repeat mistake.
2. John Guentzel got the Nav Map done.
3. Gave feedback to Privateer 2 team
4. Gave feedback to WC IV PSX team
5. Metrowerks demo on Wednesday
6. Did demo of WC IV for Sales meeting
7. Tony fractured his shoulder blade.
8. Madden 97 came out. Cool, but not mind-boggling.

### **Next Week:**

1. Sean Mustakas is creating a flowchart of Option Screens. Will go through Phil for any updates.



2. Preparing for review... next Wednesday
3. Script should come in, and we should be able to help with specific design tasks.
4. Metrowerks is leaving a Mac with a version of their tools on it. Hugh will attempt to get WC V to run.
5. Tony will be back.

### **30 Day Outlook:**

1. What's up with Andy Sommers?
2. What's up with Cinco Barnes?
3. What's up with the rest of the designers?
4. Ana should be up and running with the scheduling.

### **Issues:**

1. Who is leaving to go work with Chris??
2. Concerns that there are meetings that are a waste of time.

### **Possible Roadblocks:**

1. It appears that there are a couple of people leaving in Maverick. How will this affect WC V?
2. Getting approval for additional ISA cards. \$18k each. Ouch. Let me know who else needs them.
3. Getting Metrowerks software for everyone.
4. Getting Japanese 'hobbyist' stations for designers??

### **Summary:**

It appears that all is well on the PSX side. We are looking into the Metrowerks software and starting as a Beta site.

WC IV PSX is shaping up, but needs a lot of work to get finished. Looks to miss Christmas, and get the polish that it desperately needs.

Tony fractured his shoulder blade; he'll be back next week.

Most programmers have both PC and PSX dev kits on their machines. Review will be painless.



## **Fox, Madeleine**

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**From:** Wattenbarger, Phil  
**Sent:** Friday, September 06, 1996 9:52 AM  
**To:** Fox, Madeleine  
**Subject:** September 5 Weekly

### **This Week:**

- 1) Disseminated info on writer's meeting.
- 2) Added content to Design Bible
- 3) Designer's working on option screens

### **Next Week:**

- 1) Mission design with Designers
- 2) Plot branching / conv. interaction for script
- 3) Prepare task list for designers (busy during my vacation)
- 4) Hand off option screen elements to Art Dudes for look and feel design of **Confed OS 2500**
- 5) Return feedback to writers
- 6) Milestone list for Dave

### **30 Day Outlook:**

- 1) Writers working on first draft
- 2) Designer's working on details of missions
- 3) Phil on vacation for rest of month

### **Issues:**

- 1) Too many chiefs

### **Possible Roadblocks:**

- 1) vacation

### **Summary:**

Writers start first draft, designers flesh out mission, branching added to plot outline, Artists start consistent look and feel for option/info screens, Phil on vacation.