

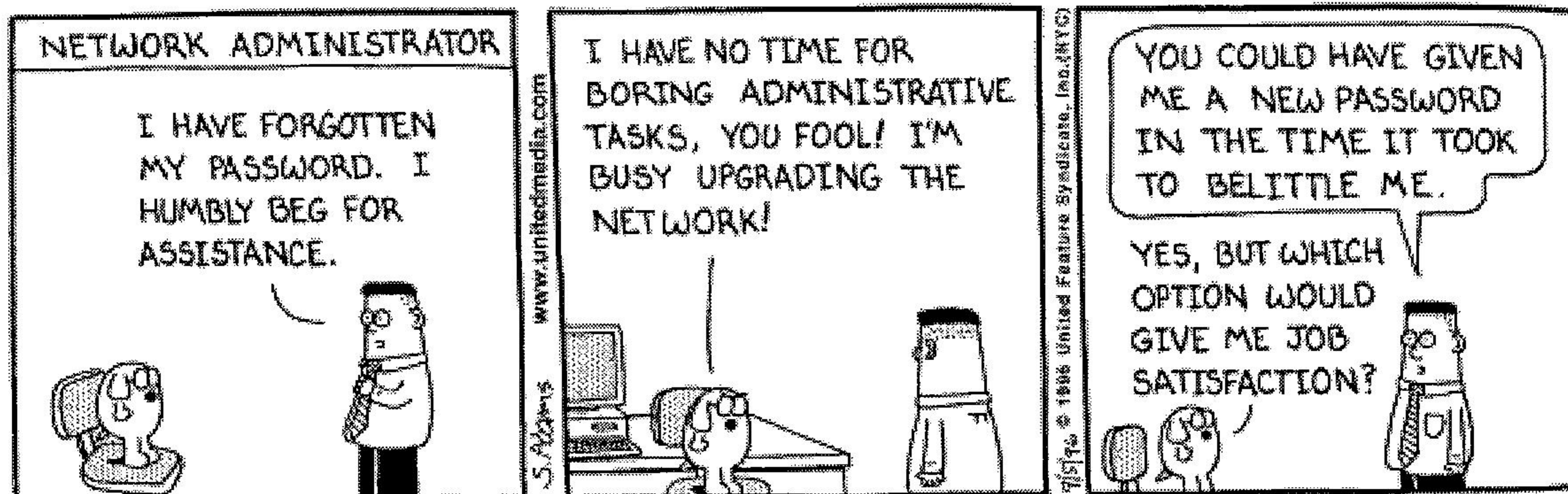
Wing Commander V Component Leaders Meeting (CLM)

September 13, 1996

Agenda

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

Weekly Dilbert



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Wing Commander V - Status Report

For the week ending on: September 13, 1996

Project Overview

This Week:

- 1) Much design discussion.
- 2) Talks with Rich
- 3) A lot of milestone work.

Next Week:

- 1) Talking to Rodney on Monday.
- 2) Going to EA San Mateo the following Monday.
- 3) Out for the rest of next week.

30 Day Outlook:

Issues:

- 1) E.P.
- 2) Talks with Rich.
- 3) ACE

Possible Roadblocks:

Summary:

Art

Art Director:

This Week:

- 1) Some time was spent getting final work done on our review doc.
- 2) More conceptual designs for ships was completed
- 3) Ran through beat outline and pulled out cg components
- 4) Alias instructor certification completed
- 5) Time off for fence stuff

Next Week:

- 1) I hope to finalize our agreement with Syd and get some firm dates from him.
- 2) More conceptual work done on other ships on growing list of objects
- 3) A couple of artists will help out on WC 4 PSX option screens to bring that project up to par

30 Day Outlook:

I certainly hope that by the end of this month we have all of our artists back and have them start building the ships we have designed so far.

Issues:

Some confused discussion when Rich was here about what aliens will be practical and what will be CG. Can we decide NOW what we are doing?

Possible Roadblocks:

Summary:

Beat outline is here, yeah! We are currently pulling out of it a preliminary list of locations and additional objects for art tasks. Conceptual design continues and I plan to cement our relationship with Syd Mead next week.

Production Designer:

This Week:

- 1) Met on story
- 2) Worked on refining existing Confed fighter designs, exploring a less literal look.
- 3) Dean finished the Confed transport design
- 4) Sean finished the Devastator design

Next Week:

- 1) Will focus full-time on refining the Confed look and finishing up some ships

30 Day Outlook:

Confed fighters done, Mead on board, CG set design started, other cinematic designs started, color studies underway. When Mark's gone on vacation I'll also be our main contact with Syd. I'd like to reiterate that I want to hear feedback on our existing work from anyone with an opinion.

Issues:

Everything looks good at the moment. I'm spending more time in meetings than I'd like.

Possible Roadblocks:

More week-long meeting fests. Necessary evils, but I still don't get much artwork done.

Summary:

We've got our first script outline, and I've been sucked up in meetings about it most of the week. There are refinements and improvements emerging that will make everyone happier. In terms of art, we're beginning a round of refinements on the current Confed designs which should make them generally more interesting than what we've got now. The few design team artists that aren't involved in training or loaned out to other projects are still churning out work.

Programming

This Week:

- 1) Updated Jason H's software to compile Wing 5
- 2) Started to look into True Type fonts for multi-resolution support
- 3) Wrote preliminary gun system for fighters
- 4) Checked in power plant, engines, and dynamics code for fighters
- 5) Started work on shields
- 6) AI discussion

Next Week:

- 1) Jason H. implementing AI designs
- 2) Continue work on ship systems
- 3) AI discussion
- 4) Discuss data file layout

30 Day Outlook:

- 1) Ship systems operational
- 2) Start implementing HUD displays
- 3) Preliminary collision detection

Issues:

Possible Roadblocks:

Summary:

This week has been spent researching True Type fonts, and implementation of ship systems.

Design

Audio

Movie Production

PSX

This Week:

1. Working now on design of object viewer. Look at Tie-Fighter this week.
2. Find out what Bing thought of P2.
3. Met with Hilleman on WC IV.
4. Met w/Chuck L. on WC 4 PSX
5. PC guys may not be using Metrowerks.
6. Had meeting on Nav map/object viewer.
7. Made Script notes, passed them off to Adam. Tons of meetings.
8. Get with Lion and provide mockup of how password screen should look upon return from vac.
9. Vacation, injuries and sickness taking a lot of time away from team.
10. Hugh's Hurt Foot.
11. Tony's Hurt Back.
12. John G. working on design of Simulator screens. Will make doc that explains verbally.
13. Give John G's map stuff to Phil and Rich H.
14. Steve Finished jet for LONGBOW.
15. Steve PTO remainder of week.

Next Week:

1. All notes on script passed to writers and our designers for their perusal and additional comments.
2. Tony will be back.
3. Working on training missions with notes from Mech II, Longbow.
4. Sean working on Option screen flow charts.
5. Nav map is ready as it's gonna get. Steve will do mockups next week.
6. Sony Black Hobbyist stations?
7. 512X256 resolution for PSX will be explored as the optimal display. As you know, the final game will not allow for resolution swapping on the PSX. We will pick the best and go with it.
8. Correct textures on PSX, but there is a floating point error causing a display error in 512x256 mode.
9. Font manager up and running. Apparently the PC side wish to use truetype? (Also an Issue.)
10. Fixing a floating point mistake in radar system on PSX.
11. VRAM manager in the works for PSX.
12. Palette manager in the works for PSX.
13. Creating a PSX specific timeline for later breakaway - Sean.
14. Find out who's doing Scott's design stuff. (Also an Issue.)
15. Assign Marcus training missions
16. Assign John Simulator missions
17. Tony's Hurt Back should be not so bad, but I don't expect him to be too functional.
18. John examining 3DO/Tie F/Mech II stuff for training missions. Mission builder notes for simulator. Using ATF/other games for examples.
19. Everyone back in force.

30 Day Outlook:

1. Ana and Frank should be up and running with the scheduling.

Issues:

1. Sickness and injuries.
2. Font manager up and running on PSX. Apparently the PC side wish to use truetype?
3. Find out who's doing Scott's design stuff

Possible Roadblocks:

1. Getting approval for additional ISA cards. \$18k each. Ouch. Let me know who else needs them.
2. Getting Metrowerks software for everyone. Apparently the PC team doesn't wish to get it, perhaps due to bugs, perhaps due to personal debugging 'taste'. Perhaps we can decide on a standard.
3. Getting Japanese 'hobbyist' stations for designers?? Still haven't found this one out yet.
4. Paul and Ed aren't finished with their stuff, and Frank needs to take the reins and find a solution. Even if he needs to program it himself.

Summary WC5 PSX:

Tony still out this week, but we expect him back soon.

Review went very smoothly. We are on track to getting the ball moving.

Receiving the script was the shot in the arm that we were expecting.

Summary WC4 PSX:

Comments and suggestions on WC IV PSX indicate that Hilleman is willing to fix the problems of the translation of the PC game to the Playstation. Polish is not all that is needed. A few screens need to be redesigned. This will take time and money. We are assessing the situation. Needless to say, it will be the best it can be on the console. And without the pressure to ship at Christmas at any cost, as previous games have.

Summary P2: TD

The game is shaping up, although there is not as much communication between Manchester and Origin as we would like. Origin is doing a fantastic job of hunting for the bugs. Origin and Maverick recognize the importance of this game in the grand scheme of things.