

Wing Commander V Component Leaders Meeting (CLM)
October 4, 1996
Agenda

- Last weeks issues.
- This weeks reports.
- General discussion



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Wing Commander V - Status Report
For the week ending on: October 4, 1996

Project Overview

This Week

- 1) R.H.
- 2) Tony Morone is no longer director of WC5 PSX, he will be helping out as the Maverick Lib/Tools director/coordinator.
- 3) Rodney Nakamoto starts October 28, 1996 AD (Christian calendar).
- 4) ACE group issues worked on.

Next Week

- 1) Team technical design (programming) document will be written and/or assembled.
- 2) Dynamic scheduling tool should be close to complete and up in war room (Ana).
- 3) Maybe a team meeting.

30 Day Outlook:

- 1) 4-5 months of design and pre-production will start to pay off as pieces begin to come together on the technical side and people can witness the true power of our tools and game engine. ☺

Issues:

- 1) Formal announcement of Rodney's arrival? (Dave?)
- 2) Formal announcement of Tony M.'s transition (Tony?)

Possible Roadblocks:

- 1) Clashes with Rich are at times difficult to take...

Summary:

[To be composed later for team consumption]

Art

Art Director:



Design -

ALL MISSIONS - SQUADRON POWERS

DIPLOMACY EVENTS

Audio -

for
missions

Movie Production

This Week

1. Mission details to writers
2. Production detail discussion

Next Week

1. Return material from Writers.
2. Phil and I to cover New Step/Beat outline.
3. Distribute and approve..
4. Move into screenplay.

30 Day Outlook:

1. Looks great, less filling...
2. Wing 5 screenplay

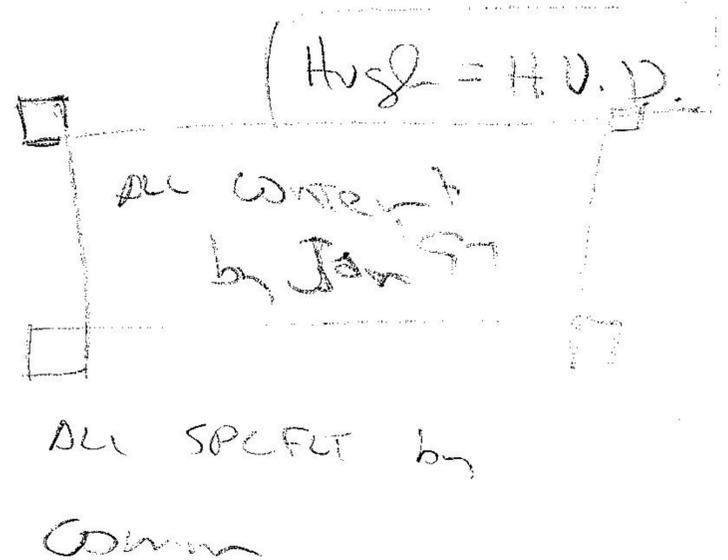
Issues:**Possible Roadblocks:**

3 out of 4 people..never mind....

Summary:

Mission details from designers went to writers. Writers digesting it well. Expect packet back next week. Phil and I to cover Step/Beat outline and conference with them. Upon approval, move into screenplay stage. Concurrently, refine missions.

PSX



This Week:

- 1) Texture studies for Alias ships
- 2) Worked on Vampire
- 3) Started art team building
- 4) Reviewed demo tapes
- 5) Discussed some design issues with design team

Next Week:

- 1) Phone conference with Syd Mead
- 2) Meet with Lead Animator candidate
- 3) Continue Vindicator
- 4) Start artists texturing final models
- 5) Design Squadron emblems
- 6) Get Dean and Mark L. to work designing some new ships

30 Day Outlook:

Initial Alien visualization work from Syd in hand, Mark V. back on board, first round of Confed fighters complete (Alias and poly). Drink frequently and excessively.

Issues:

I've got a lot to do with Mark out, though Dave and Weston are taking on enough of the load that it seems possible I can continue to function as Production Designer.

Not an issue at all, but Mark Leon has expressed strong interest in doing some interface design for the option screens. If anybody needs anything or would like to start some R&D discussions with him, let me know.

Possible Roadblocks:

Billy already knows it, but I could use those squadron names soon...

Summary:

Ship building is proceeding quickly. I think I've got some final texture mapping procedures worked out, so we'll have pretty much everything in place that we'll need for the short term. Sean will be conducting his polygon-building/texturing class next week. It's beginning to smell like an actual project.

Production Designer:

Programming

This Week:

- 1) Andy S. getting familiar with Wing 5 and Mission Editor code
- 2) Mission system discussion with Andy S.
- 3) Jason H. preliminary flowchart of AI system
- 4) Jason H. working on AI scheduler
- 5) Data/File format meeting
- 6) Programmer meeting
- 7) Wrote cockpit HUD displays for testing ship systems
- 8) Hugh making progress with font system for PC and PSX
- 9) Axel completed VRAM memory manager for PSX

Next Week:

- 1) Ship system testing
- 2) Andy S. flowcharting preliminary mission system implementation
- 3) Andy S. loading current mission editor output into the game
- 4) Jason H. continue testing of AI scheduler
- 5) Further detail on AI flowchart
- 6) Hugh continuing work on font system (True Type rendering)
- 7) Axel moving onto gameflow system and helping Lion
- 8) Jeff G. working to resolve sorting issues
- 9) Start collision detection and resolution

30 Day Outlook:

- 1) Rough HUD displays
- 2) Rough gameflow
- 3) Rough mission system
- 4) Rough AI
- 5) Rough collisions

Issues:

Possible Roadblocks:

Summary:

A great deal of progress has been made lately. Andy Sommers is now onboard programming for Wing 5 and will be working on both the mission editor and the mission system. Design and implementation of the AI system is underway. Ship systems have been implemented and are currently being tested. The font system is about 50% completed. VRAM memory management for the PSX is complete.