

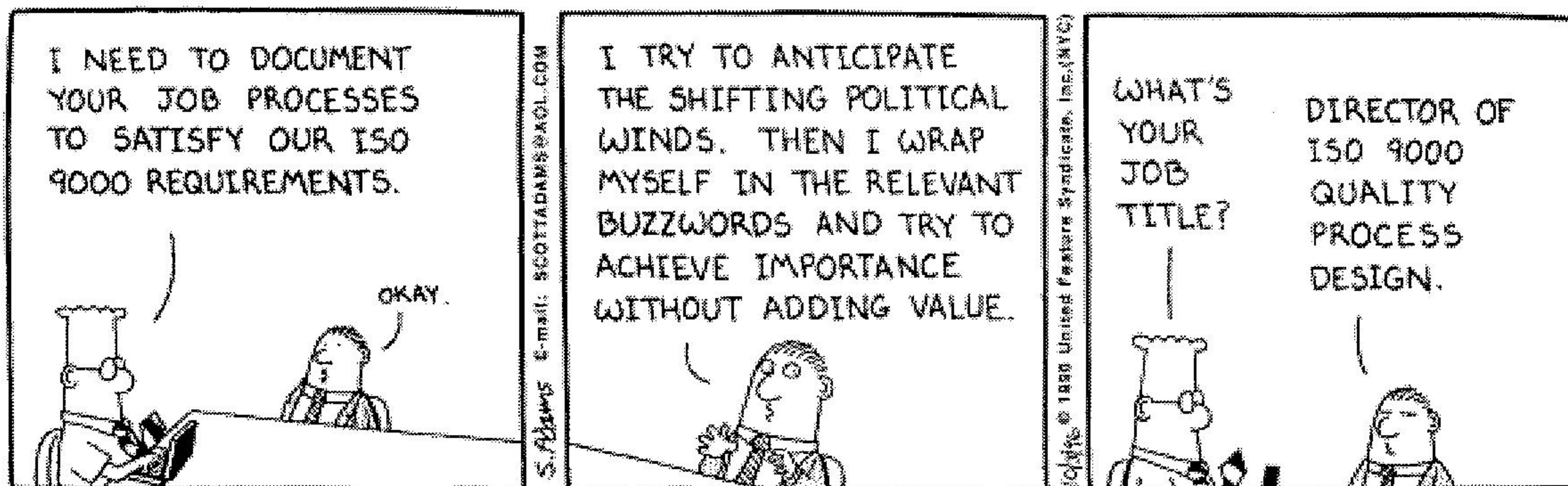
Wing Commander V Component Leaders Meeting (CLM)

October 11, 1996

Agenda

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

Weekly Dilbert



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Wing Commander V - Status Report

For the week ending on: October 11, 1996

Project Overview

This Week:

- 1) General discussions on all fronts (programming, design, art, etc.)
- 2) Started to assemble programming design document.
- 3) Living in e-mail...
- 4) Still awaiting arrival of our DST (Dynamic Scheduling Tool) ☺.

Next Week:

- 1) Even more possibility of a team meeting than this week...
- 2) Continued work on our technical specs.
- 3) Many lengthy conversations.

30 Day Outlook:

More things coming online as WC5 starts to look like WC5.

Issues:

- 1) Rodney's title.

Possible Roadblocks:

Summary:

The hard work and smart design of the ACE guys is starting to pay off as their tools are quickly being integrated into the extremely robust WC5 paradigm. If you haven't already done so, stop by Andy Sommers office for a quick demo of our mission editor in action. The design guys are impressing everyone with their organization, attention to detail, and ability to quickly design out complicated portions of the game. The art design looks like it is going extremely well and everyone has been impressed at how well art and programming have been communicating their needs.

Art

Art Director:

Production Designer:

This Week:

- 1) Had SGI problems
- 2) Worked on poly capship mock-up (low-texture)
- 3) Got Mark L. started on Confed Shuttle design
- 4) Talked with Syd about tasks and timeframes.
- 5) Some game design/technical meetings
- 6) Saigon. Shit.

Next Week:

- 1) Finish up poly capship test
- 2) Resume building/texturing Vampire
- 3) Hold brief texture-mapping demo/exhibition for Alias artists
- 4) Alias 7.5 installed on all artist's machines
- 5) Sean M. to give formal poly building/texturing class

30 Day Outlook:

We'll only have preliminary work from Syd by month's end. First round of Alias and poly fighter meshes should be finished and the second well underway. We'll be able to start some early alien ship design work in-house. Capital ship work underway (finally). Oh yeah, that Vearrier weasel will be back.

Issues:

I thought we would have final work from Syd by the end of October, not preliminary. November is late for final work from him, enough so that we're going to have to start designing some alien objects based on his preliminary sketches while he works on final stuff. This isn't really what I had in mind.

Possible Roadblocks:

Further delays in Syd's delivery time-table. It can't slip out of November!

Summary:

We've got some initial plans in place for getting art from Syd Mead. The final set of capital ship technical issues are getting resolved, so we can begin work on this soon in earnest. Alias ship building has been underway and despite annoying ATM problems early in the week is proceeding well.

Programming

This Week:

- 1) Ship system testing
- 2) Andy working on Mission System flowchart
- 3) Loading MED output files
- 4) AI/Mission design

- 5) Discussed benefits/deficits of constant model update system
- 6) Jeff G. implemented native 3Dfx support. It's FAST.
- 7) Discussion of scalability issues

Next Week:

- 1) AI / Mission system discussion and implementation
- 2) Systems testing and modification
- 3) Sorting issues
- 4) MED development
- 5) Continue debate of constant model update system

30 Day Outlook:

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

Issues:

Possible Roadblocks:

Summary:

Wing 5 programming moving steadily forward. Check out the 3Dfx support Jeff Grills has added to the game. It's amazingly fast.

Design

This Week

1. All missions are rough and VSSed
2. Designers are adding secondary objectives to missions.
3. Lots of meetings
4. Figured out (sort of) what the Shrike's joke is
5. Saw Academy cartoon. Why aren't our chaff pods cool like the ones on the cartoon?
6. Saw Academy cartoon. Why aren't our engine fires cool like the ones on the cartoon?
7. Out Friday - Hey I'm in Baton Rouge right now playing golf and drinking beer! Enjoy!

Next Week

1. Second pass through missions on Tuesday
2. Ship / weapons pass
3. Gameflow pass w/ hotspots
4. Second Step beat outline

5. Phil will be back.

30 Day Outlook

1. Missions, missions, missions
2. Story, story, story
3. Ships, ships, ships
4. Virtual Keyboard command list rough
5. Go over second step beat outline with all designers.
6. Will Phil stay?

Issues:

1. There is an awful lot of work being done by the designers. I hope that things aren't falling in the cracks, and that Andy's MCP will be able to give the designers plenty to do as soon as possible. I like keeping those guys busy!!
2. Just a lot of work to be done.
3. Will Phil stay?

Possible Roadblocks:

1. If Phil leaves.
2. Hilleman coming back.
3. Hilleman coming back.
4. Hilleman coming back.

Summary:

Design is full speed ahead damn the torpedoes. Next week the second step-beat outline will be here and much work will go into assuring that designers and writers are in crystal clear communication and on the same page.

Audio

This Week:

- 1) Detailed tasks and assigned dates
- 2) Met with Dave, Rich, Murray, and Mark about A/V
- 3) Started sound R&D
- 4) Interviewed for A/V Intern

Next Week:

- 1) Eagerly waiting fresh beat outline
- 2) Continuing sound design
- 3) Finalize A/V design

30 Day Outlook:

Furniture will arrive first week in November
Mission script eval will be complete

Issues:

Possible Roadblocks:

Summary:

Finalized detailed Spaceflight task dates and assignments. Interviewed for A/V intern position. Discussed our A/V facility and WC5's needs/arrangements with EASM folks. Sound R&D started. Waiting for new beat outline to finish mission script analysis.

Movie Production

This Week

1. Went over details and schedule with the writers.
2. More Director and DP reels for comparison requested.
3. Jay's editor search continues.
4. Started alien white paper.
5. Production issues.

Next Week

1. Monday--new beat outline with missions.
2. Notes on revised outline.
3. Review.
4. Production issues.

30 Day Outlook:

1. Wing 5 screenplay
2. Cherie Baker on board.
3. Syd Mead on board.

Issues:

Production budget.—But with good planning, we can at least use all that we spend to the fullest.

Possible Roadblocks:

Laywers and Agents.

Summary:

We are to review the new Step-Beat outline with the new missions. Upon approval, move into screenplay stage. Concurrently, refine missions. Production is getting closer.

PSX

This Week

1. Axel and Hugh out to EASM for PSX conference
2. Out Friday - Hey I'm in Baton Rouge right now playing golf and drinking beer! Enjoy! Didn't think I'd put this in twice, did you? HAH! I love golf carts!

Next Week

1. Much PSX specific stuff has been put on hold in the design dept.
2. Programmers are currently doing PC type tasks. But you could ask Pete to elaborate if you want.
3. Hilleman wants to attend the PSX meeting by video conference.

30 Day Outlook

1. After November, I expect to break a few designers over to PSX-ize the missons we have, while keeping the primary objectives and story similar.
2. Much work will be done in keeping up with the PC team.
3. I expect to have a firm idea as to what will make the PSX version different from the PC.
4. Rod the Bod.
5. I'm ready for Mark V. to be back. No offense, Chris!
6. When do we get Syd?

Issues:

1. Possible need to resolve the Lead Programmer PC / Lead Programmer PSX issue. Who is ultimately responsible? Is it a non-issue?
2. Hilleman wants to attend the PSX meeting by video conference.
3. Dave and Frank need to communicate better and more often.

Possible Roadblocks:

1. Can the engine do the number of ships needed to do the missions justice?
2. Hilleman coming back.
3. Hilleman coming back.
4. Hilleman coming back.

Summary WC5 PSX:

Hugh and Axel return next week to enlighten us all with their notes from the PSX conference. PSX mission design will begin in earnest in November/December.

Summary WC4 PSX:

Currently implementing all the new screens that Steve P. came up with. Right now the biggest issue is tweaking the controls so that it 'feels good' on the D-Pad.

Summary P2: TD

Still hunting for bugs. The QA guys are coming up with a list of "What is needed to make this an Origin game?" for Alex Carloss, who now is the only person that can approve the Origin name WORLDWIDE. This is a good thing. Now to give someone responsibility for the Wing Commander name.