

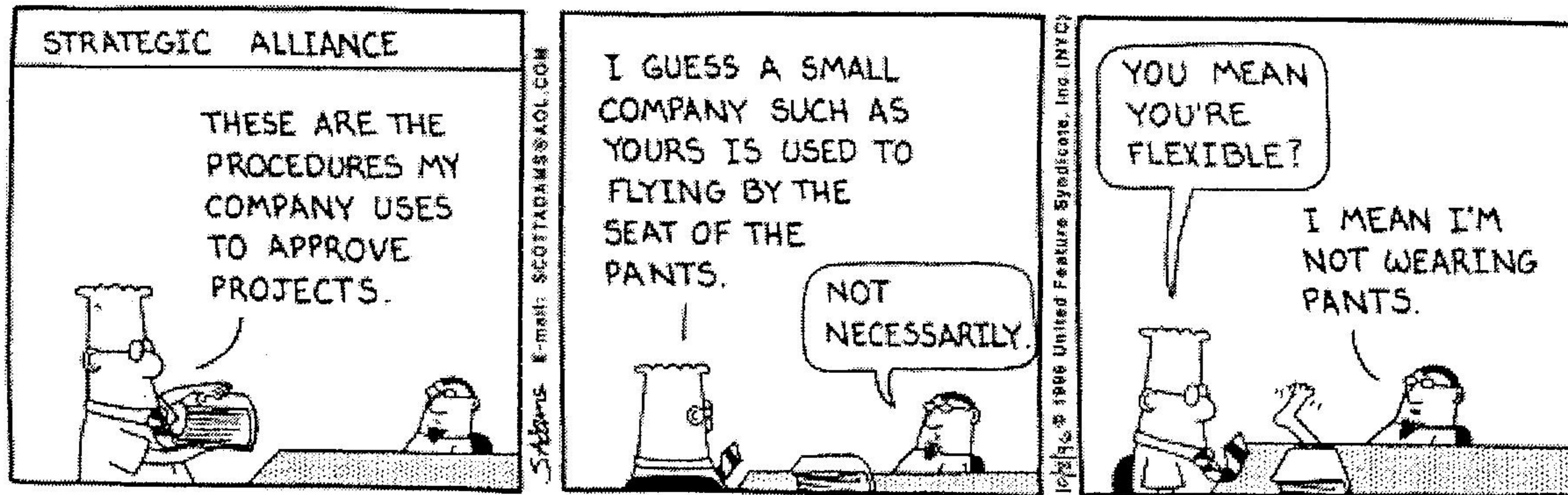
# Wing Commander V Component Leaders Meeting (CLM)

October 18, 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: October 18, 1996

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### Project Overview

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#### This Week:

- 1) Distributed first draft of October's task descriptions with technical descriptions and test list.
- 2) Assembled Technical Programming Specifications (TPS) and sent off to Rich.
- 3) DST is coming online and will be hanging in front of my office.
- 4) Lots of email and reports being readied for Rich's arrival on Monday.

#### Next Week:

- 1) Go over updated version of this month's task list.
- 2) Release newest update of the TPS.
- 3) Through the use of our DST, update schedule and try to get rid of over allocation problems.
- 4) Get with Tony and make sure ACE is working on WC5 needs (as per email last week).

#### 30 Day Outlook:

- 1) The goal, as per the October task list, is to have missions loading (done) that communicate with the A.I. and has the A.I. execute a small set of maneuvers. We would also like to see some rough HUD systems working and something out of gameflow. A more technical description will be posted outside my office for every month's milestones.

#### Issues:

- 1) Still trying to finalize procedure for dealing with scalability issues.

#### Possible Roadblocks:

#### Summary:

[To be composed later - Maddie, see me before sending out summarys please! ☺]

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### Art

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**Art Director:**  
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**Production Designer:**  
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### **This Week:**

- 1) Worked on Polygon starship test
- 2) Worked on early *Midway* concept
- 3) Attended Sean's pulse-pounding polygon class
- 4) Wrestled with nuances (i.e. bugs) of new Alias version
- 5) Worked with Mark L. on Confed Shuttle design (looks cool)
- 6) Pauline has a test for a new jump gate effect (looks cool)
- 7) Met with Michael Halley last Friday.

### **Next Week:**

- 1) Continue *Midway* design
- 2) Continue Vampire construction

### **30 Day Outlook:**

First round of Confed fighters complete in Alias, alien concept design started, *Midway* designed.

### **Issues:**

Working with Grills on the capship test, I've gotten rather worried about our spaceflight light sourcing. At the moment it's pretty ugly, guys. It doesn't really look like light from a source at all, just random darkening and lightening of faces. Are there plans to work on this further? I don't think it's currently good enough to make this game look better than WC4, and considering the reduction in texture quality we're facing, it's the ONLY thing that can!

### **Possible Roadblocks:**

- 1) Some issues with reading Alias shaders into the engine. I'm working with Grills on this.
- 2) Halley takes another job.

### **Summary:**

We've finally had our polygon class. Concept design and ship building is proceeding apace. Get back to work.

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## **Programming**

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### **This Week:**

- 1) Major changes to source code to allow for DLL rasterizers
- 2) Mission script parser/compiler integrated with editor
- 3) Technical programming specifications document
- 4) Discussed the ideal of formalizing coding style for Wing 5
- 5) Ongoing ship systems development

*Part 6*

### **Next Week:**

- 1) Code database stabilized after massive changes for DLL rasterizers



- 2) Put together a document and discuss coding style for Wing 5
- 3) Simple collisions
- 4) Mission editor attaching programs to objects
- 5) Mission loading into game and AI controlled ships flying according to mission script
- 6) Ongoing ship systems development

### **30 Day Outlook:**

- 1) Very rough WC5

### **Issues:**

- 1) Core programmer hours

### **Possible Roadblocks:**

### **Summary:**

Wing 5 programmers have put together a comprehensive technical programming specifications document. This document will evolve over the course of development as new systems are added, and older systems are modified. The missions script parser/compiler has been integrated into the mission editor. We will have missions loading and AI piloted ships flying around according to mission scripts

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## **Design**

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### **This Week:**

- 1) Tried to get caught up on 3 weeks of documents and e-mail , met with moderate success.

### **Next Week:**

- 1) Go over 2nd beat outline
- 2) Travel to LA to meet with writers

### **Summary:**

Got caught up after vacation

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## **Audio**

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### **This Week:**

- 1) Continued detailing of time line
- 2) Discussed and prepared Database needs list

### **Next Week:**



- 1) Begin entering Mission Dx event in VSS
- 2) Begin intern training
- 3) Pick back up with Sound R&D
- 4) Work out needs for additional in-house work with Randy

### **30 Day Outlook:**

Continue with SPflt DX scripting, sound DX  
AES show in LA

### **Issues:**

### **Possible Roadblocks:**

### **Summary:**

Working on SPFLT script, Design sound and Honing the post process details

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## **Movie Production**

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### **This Week**

1. The writers and designers have worked closely to iron out details and mission/story dependencies.
2. Day was in town so that means more production talk.
3. Talked to Cherie Baker, Virgil Harper and Karen Mann.
4. Reviewed more editor candidates with Jay and more are on the way.
5. Met with Eric Gould, Interface designer, --May be a potential for our use here. Will schedule a Demo.

### **Next Week**

1. Expect new outline with missions Monday AM.
2. review, in detail and make notes on this new outline. Confer with writers.
3. New DP and Editor reels should arrive.
4. More meetings with potential department heads.
5. Upon approval, start dialogue version of WC5 Friday.

### **30 Day Outlook:**

1. Wing 5 screenplay
2. Casting Wish list.
3. Department heads assigned and deal making to proceed.

### **Issues:**

### **Possible Roadblocks:**



### **Summary:**

Story has taken the advantage of another week to solidify. This process should pay off in the screenplay version. We will review this yield early part if next week. Department heads are being reviewed for production.

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## **PSX**

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### **This Week:**

1. BJC - get phil w. up-to-date with design - done
2. BJC - meet with sean & jeff about capships - done, it's with Phil now
3. BJC - make sure wing academy videos are archived and are available to maverick - Adam?
4. JG - some cockpit designs.
5. JG - taken ownership of spaceflight document in vss database, called : "\$/wc5/doc/design/WC 5 spaceflight.doc"
6. JG - update spaceflight document
7. JG - define VDU functions and HUD system locations
8. HD - flowcharts for frank roan
9. HD - Still waiting for info. from MS about TrueType fonts: have name of engineer at microsoft who i will email when TrueType again becomes an issue...
10. MM - simulator mission design, e.g.: "king of the hill" & "capture the flag"
11. MM - flight simulator missions having complete tutorials to guide even a novice player through the control of a wc5 ship
12. MM - nav-map design with steve pietzsch
13. MM - description of "virtual keyboard" for both designers and programmers, see input document in vss called : "\$/wc5/doc/design/WC 5 input.doc"

### **Next Week:**

1. BJC - Ensure this week's tasks all get done
2. BJC - Talk with an interface designer
3. BJC - Get second step beat outline
4. BJC - pc / psx mission differences - current, still
5. BJC - find out how & where to add secondary objectives to missions - current
6. JG - continue work on WC universe map - current
7. HD - report on psx conference - current
8. HD - cockpit: look at wc4 pc stuff, learn, meet with bjc, jg & pw about cockpit design - current
9. AB - report on psx conference
10. AB - make sure vss database is "shadowed" and that a complete backup to cd or other archive medium happens regularly
11. AB - flowcharts required by frank roan
12. AB - talk with andy summers about gameflow
13. SP - complete troop transport in alias
14. SP - mockup of nav-map for wc5
15. SP - talk with programmers about texture mapping and polygonal-ship building
16. SP - awaiting version 7.5 of alias
17. SM - briefing room monitor design with phil w.
18. SM - finalize options & preliminary mockups
19. SM - add more objectives to missions & finalize by 31st
20. JW - avoid doing any work on texture distortion / sub-division problem ... it's a code thing that the programmer(s) should work on



21. MM - flight simulator missions having complete tutorials to guide even a novice player through the control of a wc5 ship
22. MM - combat manoeuver training missions having complete tutorials
23. MM - some more description of "virtual keyboard" for both designers and programmers, specifically addressing the "bjc" comments.
24. MM - act as wc4 "input-device consultant" when required
25. AM - wc4: continued improvement, with emphasis on flight dynamics (settled by end of month)

### **30 Day Outlook:**

1. .

### **Issues:**

1. .

### **Possible Roadblocks:**

1. ?

### **Summary:**

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## **ACE**

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### **This Week:**

1. Invented Libraries and Tools document for the Technical Specifications book.
2. Contacted MultiGen. They are sending me a technical information packet and video. They also mentioned an Austin company which is licensed to sell the product, give demos, provide support, etc. We can arrange a demo if it looks promising.
3. Ordered one copy of PVCS for Windows. Will test it with a copy of the Wing 5 stuff. This might prove to be a safer system, since it does not keep everything in a secret database.

### **Next Week:**

1. If PVCS arrives, install and test it.
2. Review MultiGen literature when it arrives.
3. Get familiar with IX and work on getting it to compile.
4. Rich has brought up several excellent points regarding ACE vs. Wing 5 responsibilities. Frank, myself, and others should discuss these.

### **30 Day Outlook:**

1. Better understanding of hiring needs for ACE.
2. Strategy for providing object editor.
3. Specs for Language Freedom and proposed translator tool.

### **Issues:**

1. Frank and I have informally discussed using XAN for Wing 5 movies. Seems like a good idea, but want to get official line on this. Assumption is that current PSX movie player will also work. Possible agenda item for Monday programmer's meeting.

**Possible Roadblocks:**

1. A PVCS sight license for Maverick might be expensive. Will this be a problem?

**Summary:**

Began top priority research. Will soon make recommendations for source control system and object editor. Have some details to work out regarding ACE ownership of certain systems. Overall, moving in a positive direction.