

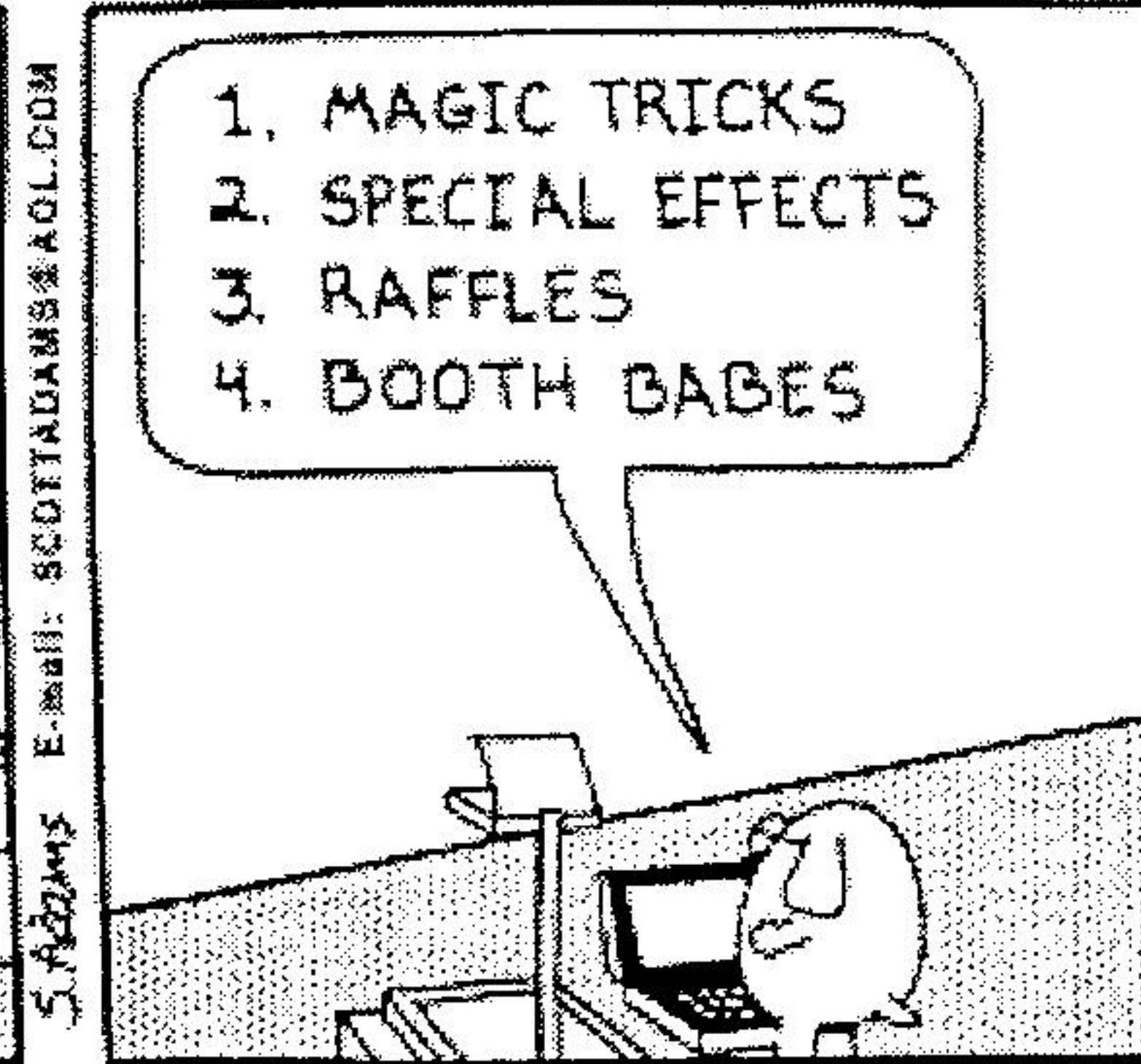
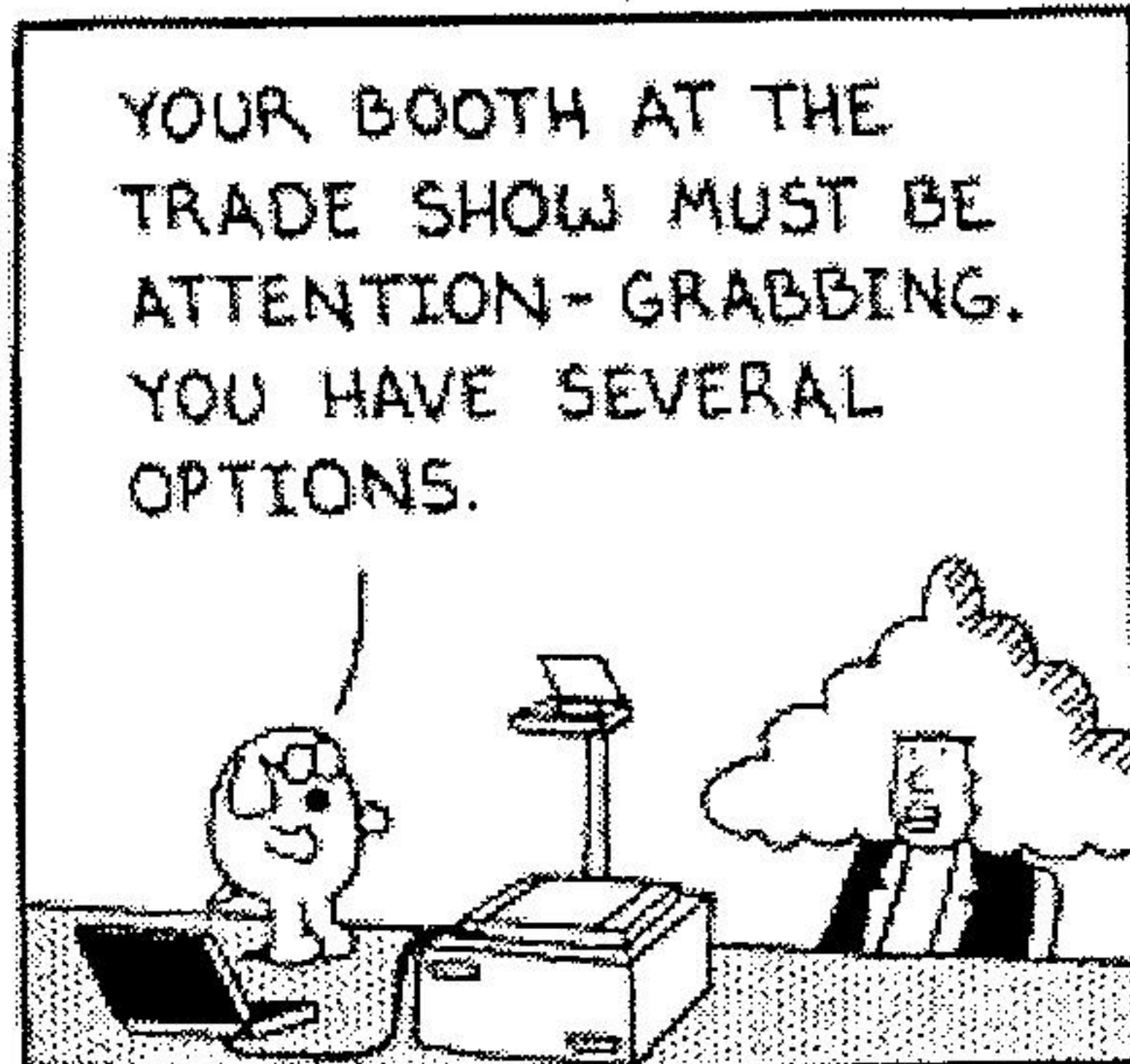
# Wing Commander V Component Leaders Meeting (CLM)

October 25, 1996

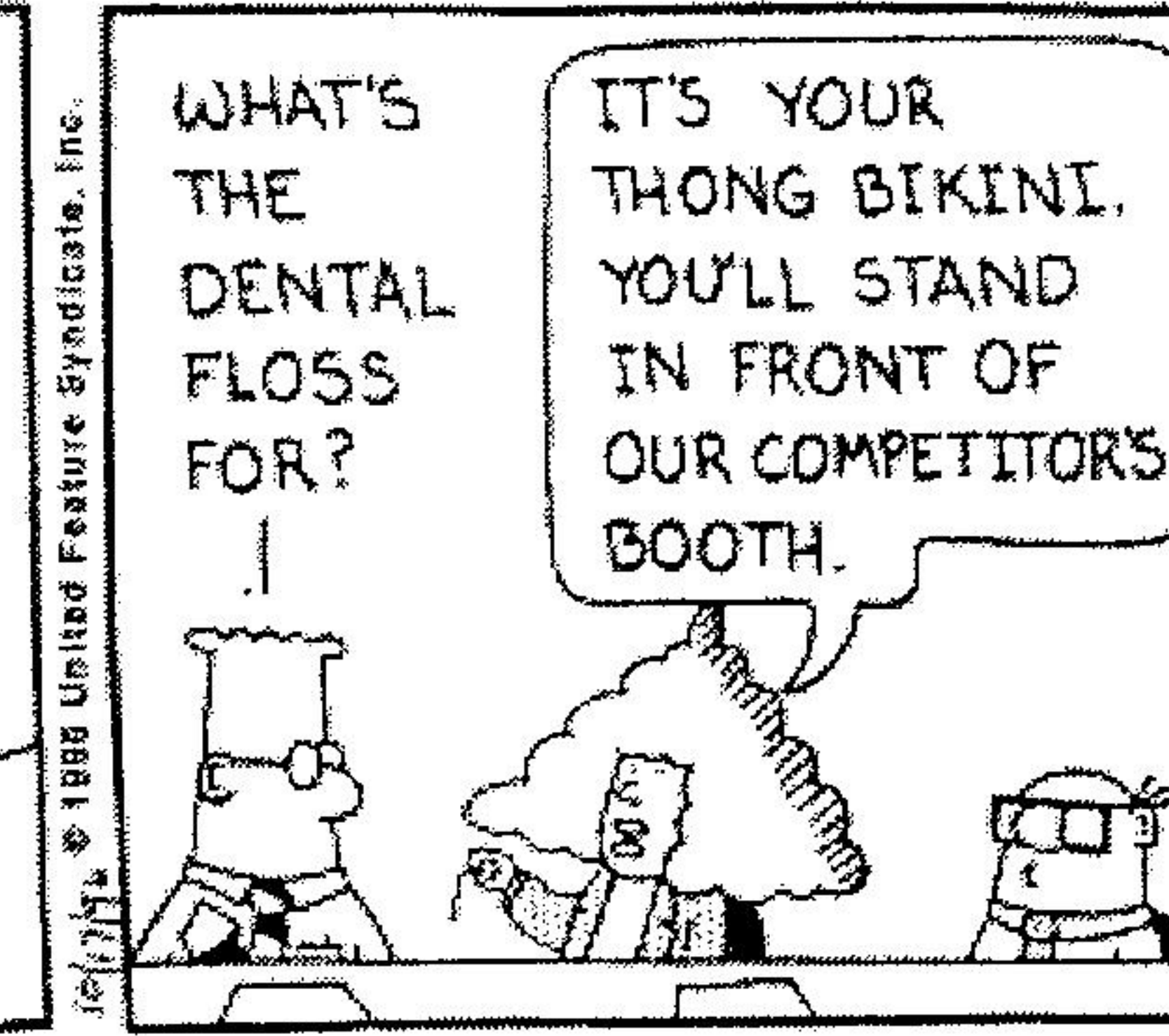
## Agenda

- 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 25, 1996

### Project Overview

#### This Week:

- 1) We're having a team meeting today at 4:00 pm - rough agenda:
  - Go over the updated Org. chart
  - Discuss the arrival of Rodney
  - General status update
  - What ACE is/does - A little Talk with Tony (tm)
  - General Q/A
- 2) Updated org chart to reflect changes in team paradigm.
- 3) Need to update reports to reflect changes as well:
  - 30 day outlook -> goals for the month.
  - Combine issues & Roadblocks?
  - How do we make sure PC & PSX are being thought about?

Scalability  
"being addressed"  
More detail

#### Next Week:

- 1) Rocky arrives.
- 2) Rich is in town..
- 3) PC guys do their first official test of monthly milestones.
  - May want to do something similar for all components.

#### 30 Day Outlook:

- 1) World peace, Rocky?

#### Issues & Possible Roadblocks:

- 1) How do we make sure PSX is getting as much attention as PC?

#### Summary:

The excitement mounts as the game pushes forward and everyone awaits the arrival of Rodney Nakamoto next week.

### Art

#### Art Director:



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## **Production Designer:**

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### **This Week:**

- 1) Worked on Midway design
- 2) Worked on poly capship test object
- 3) Design meetings
- 4) Reviewed Mark L.'s shuttle
- 5) Printed script "outline"

### **Next Week:**

- 1) Work on Vampire Alias mesh
- 2) Comments on script outline

### **30 Day Outlook:**

Alien design underway based on Syd Mead's initial sketches, Confed ship design DONE, all remaining script-dependent design and scheduling issues resolved, Hoss Vearrier back on the ranch and feedin' the hawgs.

### **Issues:**

We lost Michael Halley. What are we going to do about artists? We've now got three empty slots, right?

### **Possible Roadblocks:**

Time crunch for getting out alien designs, no artists to get things done, potential unforeseeable issues with new management.

### **Summary:**

Hoss Vearrier'll be ridin' into town soon. Close down the saloon, and somebody warn the Sheriff.

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## **Programming**

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### **This Week:**

- 1) Started work on memory usage maps for PSX and Win95
- 2) Andy and Jason H. have mission objects executing mission scripts via the AI scheduler
- 3) Started work on collision system
- 4) Worked on WC5 coding guidelines
- 5) Started looking at WC3 and WC4 PSX for reusable systems
- 6) Team meeting

### **Next Week:**



- 1) Check on status of tasks due this month
- 2) Complete memory usage maps
- 3) Update Technical Programming Specifications document
- 4) File system API
- 5) Begin work on implementing a sound system

### **30 Day Outlook:**

- 1) Rough Wing 5

### **Issues:**

### **Possible Roadblocks:**

- 1) ACE group not having any programmers

### **Summary:**

The programming side of WC5 is moving steadily along. We expect that in the next month or so we will have a very rough Wing Commander game running.

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## **Design**

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### **This Week:**

- 1) Worked with Billy to get designer tasks outlined
- 2) Gave designers feedback on their work
- 3) Drama about leaving

Spent a SFX  
for ships.

### **Next Week:**

- 1) ~~Go to LA. Work with writers~~

### **30 Day Outlook:**

- 1) Finish response to beat outline
- 2) Help Billy make transition to new role

### **Summary:**

Worked on giving designers feedback. Worked on priming Billy's lead design pump.

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## **Audio**

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### **This Week:**

- 1) Meeting about In-house audio with Central Services
- 2) Meeting with Translation to discuss scheduling
- 3) Meeting with Out of house cabling vender to talk about building wide integration for wing5



- 4) Mission Dx meeting turn into a design meeting. Very productive in terms of ironing out mission mechanics (see bjc's e-mail entitled "Mission Audio Meeting - Metamorphosis").
- 5) A/V position stuff
- 6) New Beat Outline looks great!!!!!!

INPUT  
From  
SOUND  
BUYS

### Next Week:

- 1) Meeting with Murray to discuss
  - a. Facility equipping
  - b. Localization studios
  - c. A/V position
- 2) Reading Beat outline a couple times

### 30 Day Outlook:

Sound and Music R & D. Mission dialog progress.  
Mission dx meeting

### Issues

### Possible Roadblocks:

### Summary:

Meeting about In-house audio with Central Services. Meeting with Translation to discuss scheduling Sound and Music R & D. Mission dialog progress. New Beat Outline looks great!!!!!!

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## Movie Production

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## PSX

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### This Week:

1. BC - got Phil w. up-to-date with design.
2. BC - met with sean & jeff about capships
3. BC - pc / psx mission differences in doc in vss
4. BC - worked with Phil to find out how & where to add secondary objectives to missions
5. BC - Wing Academy videos are archived and are available to maverick
6. JG - updated spaceflight document
7. JG - defined VDU functions and HUD system locations
8. JG - WC universe map - done
9. HD - flowcharts for frank roan - done
10. AB - report on psx conference - done
11. AB - make sure vss database is "shadowed" and that a complete backup to cd or other archive medium happens regularly - done
12. AB - flowcharts required by Frank Roan - done
13. AB - talk with andy summers about gameflow - done



14. AB - found bug in VRAM manager - done
15. SP - complete troop transport in alias - done
16. SP - mockup of nav-map for wc5 - done
17. SP - talk with programmers about texture mapping and polygonal-ship building - done
18. SP - awaiting version 7.5 of alias - done
19. SM - finalize options & preliminary mockups - done
20. SM - add more objectives to missions & finalize by 31st - done
21. JW - avoid doing any work on texture distortion / sub-division problem ... it's a code thing that the programmer(s) should work on - done
22. MM - more mission objectives - done

### **Next Week:**

1. BC - Get RISC 3000 book from pci or buy a new one.
2. BC - Call interface guy so he can teach us to fish
3. BC - Missions, missions, missions
4. BC - Thurs mission meeting - done
5. JG - Add mission objectives
6. JG - Add bonus objectives
7. AM - Beta week of T-giving - no more control adjustments by then
8. AM - Looking into poly subdivisoin problem
9. AM - Possibly look into Movie replayability with extra time in schedule
10. AM - more schedule work for 5
11. HD - cockpit: look at wc4 pc stuff, learn, meet with bjc, JG & PW about cockpit design.
12. HD - Implement HUD
13. 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...
14. HD - reconstruct database, so PC and PSX will build
15. HD - Get some artist fonts in font manager
16. AB - Get a gameflow screen up with hotspots by end of month
17. AB - Rebuild database
18. SP - Poly version of transport
19. SP - Texture alias version of transport
20. SP - option screens for 4
21. SP - briefing animation mockup
22. SP - Check on option screens at Lion. - They'll be in by Mon.
23. SP - Production design meeting - ejection pod sketch
24. SM - briefing room monitor design with Phil W., fleshed out
25. SM - Option screens, flesh out
26. SM - Secondary objectives
27. SM - Briefing monitor
28. JW - make sure WC 4 work gets checked by Steve
29. JW - make sure wc 4 work gets implemented in the game correctly
30. JW - any firefighting
31. JW - 3d object viewer
32. JW - example of grids
33. MM - more mission objectives
34. MM - name the key re-mapper (no more virtual)
35. MM - Get with Phil on Sim missions
36. MM - Design out the object viewer with Phil/bjc

### **30 Day Outlook:**

1. Mission design moving along smoothly.
2. Phil should be gone. Wahh! Please stay, Phil!



3. Rod will be here!

### **Issues:**

1. What will happen with Rod here?

### **Possible Roadblocks:**

1. H. all next week

### **Summary:**

Consolidation of the PC and PSX is occurring right now. Things will take a while to shake out, but we expect it to go well. Formalization of the working paradigm we've been using for the last month or two is about all that needs to occur.

PSX needs to catch up to the PC, most delays were caused by a shakeup of the code database. PSX is expected to 'catch up' by next month.

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## **ACE**

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### **This Week:**

1. Made contact with MultiGen, and local reseller. Reviewed video tape and product literature. Working on arranging demo, hopefully next week.
2. Began looking at IX code. Got all libraries to compile.
3. Talked to Stretch and Martin about their end-user opinion of IX and its tools. We identified a potentially easy solution which will help all users of PathMaker. Will look into implementation.

### **Next Week:**

1. Dig into IX internals and Direct Sound API.
2. Will look into 'concatenate' feature for PathMaker to join many pre-marked music files.

### **30 Day Outlook:**

1. Decision on Object Editor problem : MultiGen or inhouse.
2. IX hooked into Wing 5.
3. Decision on IX upgrades
  - Let Direct Sound do all the mixing?
  - Interactive music latency
4. Language Freedom spec'd out.

Specific ship sounds  
- Tie Fighter / X Wing / Etc"  
GOOD GUY / BAD GUY

### **Issues:**

1. Still waiting for PVCS.

### **Possible Roadblocks:**

1. ACE hiring : Want Rich to understand that ACE needs to do some “pre-pro” before running out and hiring a bunch of people.

**Summary:**

ACE is still in pre-production, assessing needs and goals. Still learning about MultiGen. Arranging a demo, hopefully next week. Began learning the IX system and issues involving it.



# Wing Commander V Organization Chart

Last Updated: 10/24/96

