

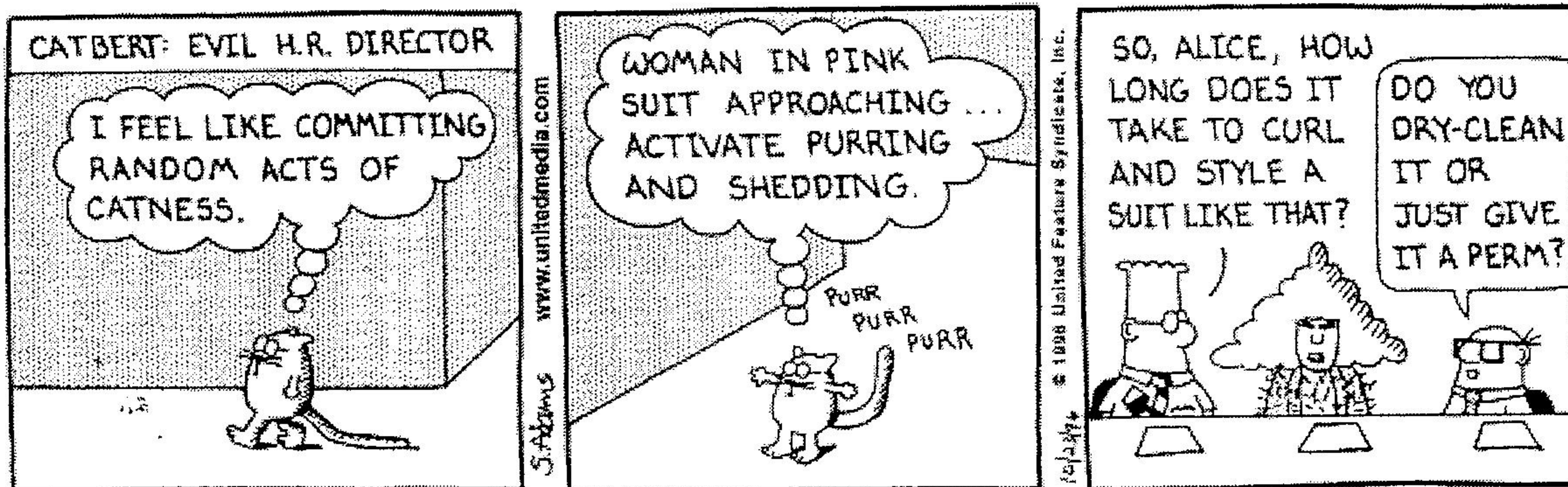
Wing Commander V Component Leaders Meeting (CLM)

November 1, 1996

Agenda

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

Weekly Dilbert



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2. Field recording for Sound design
3. Finishing up John's project
4. Taking PTO on Monday
5. Going to AES Thursday through Monday

Goals for the Month:

1. 50% mission dx
2. 20% Sound R&D
3. 100% Music R&D

Issues & Possible Roadblocks:

- 1.
- 2.
- 3.

Summary:

Detailing Mission Dx. Field recording for Sound design. Finishing up John's project. Taking PTO on Monday. Going to AES Thursday through Monday

Movie Production

ACE

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2. Setup ACE VSS database.
3. Setup common VSS EXE directory which all Maverick projects can share.
4. Compiled JY File library.

Next Week:

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2. GameGen demo, Wednesday, 11/6

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2. File library in place.
3. Decision on using GameGen.
4. Add new feature to PathMaker to concatenate pre-marked WAV files?

Issues & Possible Roadblocks:

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PC Specific:

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PSX Specific:

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Summary:

Presented specification for Language Freedom manager to abstract text from the game. GameGen demo is tentatively scheduled for 11/6. Setup VSS database for ACE, and setup common VSS executable directory for all projects.

Wing Commander V - Status Report

For the week ending on: November 1, 1996

Project Overview

This Week:

1. Rod. is finally here.
2. Beat outline - reading, reading, reading... (writing...) ☺
3. Email & Word.
4. Long to-do list.

Next Week:

1. Catching up on to-do list
2. Reviewing October's milestones.
3. Working on November's milestones.

Issues & Possible Roadblocks:

1. MMX - lots of money in a contract? Can we offer anything in return?
2. We need an ACE media programmer: movie/sound/cd streaming.

Summary:

Rod N. has arrived and is integrating nicely. A lot of progress was made on the script/story side as many of us spent the week going over the beat outline (grab a copy from a friend or ask Maddie if you would like to read it). The team is getting ready to review their October milestones while starting to focus on the milestones for November.

Art

Art Director:

This Week:

- 1) I personally played a lot of catch-up this last week.
- 2) Continued effort to fill empty head -count slots, looks like we will hire Karry Miller to fill Jen's slot, meeting with her later today. I am confirming the status of Chris Olivia's coming back or not. Weston and I have calls out and interested parties that we should get here to talk to.
- 3) Did some money and task list juggling/evaluating to see if the loss of Damon DRAMATICLY affected WCV. The numbers say no.
- 4) Dave and I are getting Beth a small increase to prevent yet another wandering eye.

- 5) Ship construction is going well and on schedule.
- 6) SYD MEAD has sent along a small package with some very cool preliminary sketches. Large copies of these are up in the hallway and on the wall behind you. We will have a feedback phone meeting with him today at noon.
- 7) Much discussion and comments from the new beat outline.

Next Week:

- 1) First round of ships should be absolutely completed and on to next round of art tasks.
- 2) Meetings with Rod to go over art aspects of WCV and Maverick in general
- 3) I would like to get with the game engine people and go over capital ship technology.
- 4) I would also like to get with PSX folk and see what else I should worry about considering the new 'PARADIGM SHIFT'.

30 Day Outlook:

The week after next, we should have Shari Baker our shoot production set designer/art director as well as Marc Baird here to start doing what they do so well.

Issues & Possible Roadblocks:

Game engine tech limitations could affect cap-ships in ways we have not thought of yet

Summary:

Well it looks like things have gone fairly well during my absence. I have had quite a bit of catching up to do but it seems as though art tasks are tracking well. Much work is being done to fill empty headcount slots. Syd has some prelim-sketches he sent to us for feedback. Large copies are up in the hall. Tres cool.

Production Designer:

This Scary Week:

1. Designed new Piranha Fighter
2. Reviewed Beat Outline
3. Pondered images from Syd
4. Worked on Vampire
5. Will phone conference with Syd after CL meeting

Next Disturbing Week:

1. Vacation/Incubation. I'll try to do some sketching.
2. I'll be available for emergencies and to meet with artist applicants and the like. Just call me the day before at home.

Creepy Goals for the Month:

1. Alien ship design well underway
2. Vampire finished
3. Final work from Syd in hand.

Frightening Issues & Unsettling Roadblocks:

1. What are Rod's plans for the next few weeks?

Grotesquely PC Specific:

1. { I think the phrase "Canine American" is much less offensive than "Dog."

Oozingly PSX Specific:

1. Oh, you mean *that* kind of PC...

Hair-Raising Summary:

We have Syd Mead's first pass. Please pipe any feedback on his work (posted in the hall) my way. I'm very pleased myself: what he's come up with is far closer to what we can actually get away with in spaceflight than I could have hoped. Color work and detailed alien character designs are still to come.

I'll be out the 4th through 8th assimilating Syd's work (and patching up the house, and getting to know my Inner Child™ who's been so very lonely all these years...).

Programming

This Week:

1. Changed format of monthly programming task document
2. Read through beat outline looking for technical problems
3. Andy implemented event system for missions
4. Andy added flags to mission system
5. Andy and Jason H. worked on additional integration of AI and mission systems
6. Introduced programming guidelines and met some resistance
7. Finish first pass of ship systems
8. Simple collisions
9. Hugh worked on font manager
10. Axel working to get PSX version compiling and caught up with PC version

Lay down
Squadrons
Based upon
diff level

Next Week:

1. Memory maps for PC / PSX
2. PSX version compiling and caught up with PC version
3. Put together list of Wing 5 tasks that can be moved over to ACE
4. Specify date to review monthly task completion
5. Add ship system reader functions for AI
6. Decide what file API Wing 5 will use
7. Work on MCP implementation so Axel can start on gameflow
8. Finalize and put to rest the programming guidelines

9. Continued work on mission system and AI

Goals for the Month:

1. Scripted MED missions running with AI scheduler and event system
2. Scripted MED gameflow with two rooms featuring hot spots
3. Sound system integrated (PC and PSX)

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Summary:

Wing 5 is well on its way to having a functional mission system. Currently, objects can be assigned mission programs, and programs will call appropriate AI stubs. The font system is being designed to easily facilitate multiple language support.

Design

This Week:

1. Going over Step Beat

Next Week:

1. Taking comments to writers
2. Designers will create ~~over~~ gameflow flow charts

Goals for the Month:

1. Finish all missions
2. Gameflow flow charts
3. All notes for step-beat mach 2

Issues & Possible Roadblocks:

1. Confusion in different camps over step-beat
2. Need gameflow template
3. When do designers get MED?
4. Mono-monitors and PSX dev kits. How can designers get kits for both on their desks.
5. When do we get MED?

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Summary:

Seems like design is full steam ahead!! Can't wait to talk to the writers, go over the mach 2, and get to the script part.

Audio

This Week:

1. Crunched on Mission dx w/ Jay
2. Met with Murray and Dominique, worked out translations problems
3. Updated audio schedule
4. Spent time discussing audio "hardwire" needs for WC5
5. Looked into lighting for facility
6. A/V Meetings
7. Trying to cover for Martin
8. Scheduling John's recording so I didn't have to be there

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