

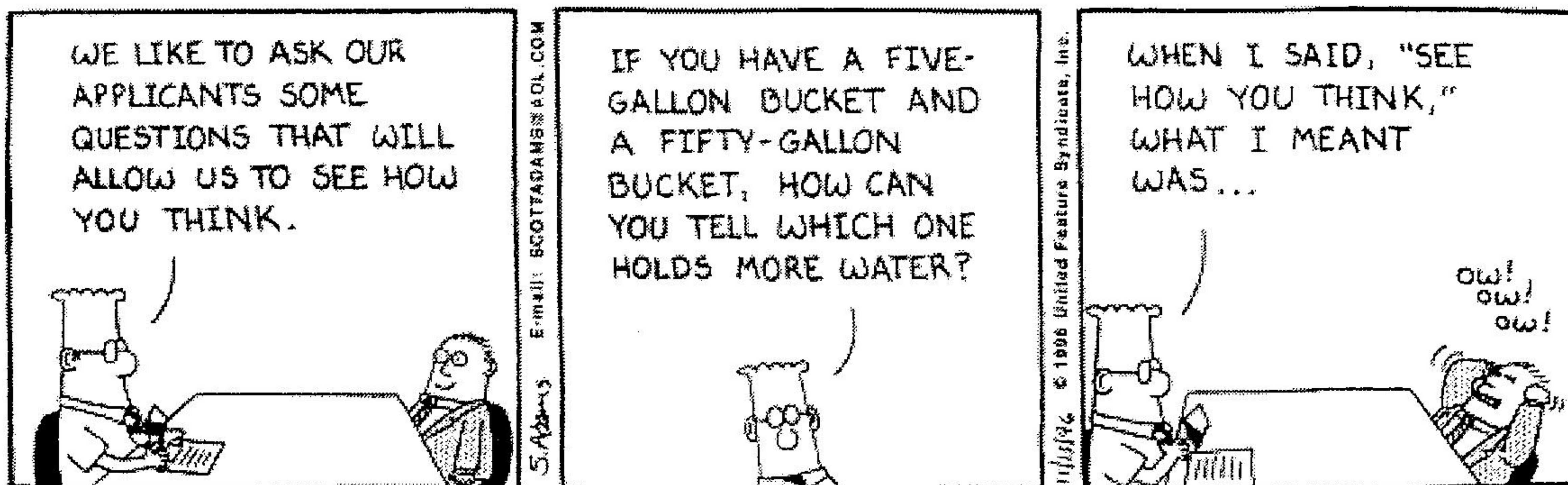
Wing Commander V Component Leaders Meeting (CLM)

November 22, 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: November 22, 1996

Project Overview

This Week:

1. Worked out budget and long term project issues.
2. Went over beat outline notes with lead designer.
3. Had meeting about current state of 3d engine with art staff.

Next Week:

1. Scheduling.
2. Solidify cap. ship goals and requirements.
3. Work with Tony on ACE hiring issues.
4. Discuss another office move.

Issues & Possible Roadblocks:

1. Office move - can we satisfy the majority?

Summary:

Work continues as WC5 continues to evolve and grow.

Art

Art Director:

This Week:

- 1) Art object creation is tracking well. Motion tests done for alien skeletal structure look promising.
- 2) Outside art developments are tracking well. We should expect packages from Syd and Cheri next week.
- 3) Initial meeting with Marc Baird along with Adam for his proposed timeline.
- 4) Meetings with programmers concerning deliverables from game engine and technical Q and A session. Still needs final resolution for some questions especially concerning Game Gen.
- 5) Work with Weston on latest greatest art schedule with relevant cuts and additions.
- 6) Still receiving reels and informal interviews of artists. Building up extensive list of back-up candidates.

Next Week:

- 1) I expect packages from Syd and Cheri, and then on to various feedback sessions.
- 2) Continued ship/object construction, perhaps better attention to game poly models with new information from programmer meeting.
- 3) I would like to see GameGen work.

Goals for the Month:

- 1) I would hope that we would be well into some solid alien designs and perhaps construction. Capital ship construction should be underway and all fighters done.

Issues & Possible Roadblocks:

Latest round of poly models seem to have a strange texture mapping quirk with Alias 7.51. Hopefully this will not be serious.

Summary:

Great progress on space art object creation. Packages from Syd's latest design efforts and Cheri Bakers set ideas are forthcoming. To date the timeline looks good and all is proceeding as predicted. Some more work needs to be done concerning GameGen and some small issues with our poly models needs to be ironed out.

Production Designer:

This Week:

1. Worked on Vampire
2. Worked on Capship poly test
3. Various meetings

Next Week:

1. Work on Vampire
2. New art from Syd and Cheri
3. Eat Turkey

Goals for the Month (of December):

1. Finish Vampire
2. Begin Alien concept design
3. Complete Confed concept design

Issues & Possible Roadblocks:

1. Delays on Syd's end

PC Specific:

1. There seems to be a problem with poly texturing. Is it the engine or Alias?

Summary:

We'll get in the second round of drawings from Syd just before Thanksgiving, and will begin Alien concept design when we get back. Woo-hoo!

Programming

This Week:

1. True Type fonts converted to our IFF format
2. Cleaned up Font Manager and worked on interface to Language Manager
3. HUD data read from IFF file
4. PSX version running
5. Learned that MED wasn't writing dword aligned data
6. One gameflow room with hot spots
7. New dynamics
8. AI modifications to account for new dynamics
9. Test attack AI command

Next Week:

1. Further AI/Dynamics work
2. More cockpit work
3. MED commands
4. IX integration (maybe)

Goals for the Month:

1. Same as last report

Issues & Possible Roadblocks:

1. MED does not output dword aligned data. Ed and Andy already know about this and are working to fix it.

Summary:

New dynamics have been added to the game, giving it a much more natural feel. Cockpit HUD data is being read from an IFF file and displayed. PSX version is compiling, linking, and running. One test gameflow room has been coded and is up and running.

Design

This Week:

1. Worked with Programmers on MED.
2. Looked at Art schedule, went over changes/deletions and came up with short wish list
3. Many meetings about budget
4. Phil left the building
5. Marcus is moving office (temporarily) next door to Andy.
6. Saw some cool stuff the artists are building.

Next Week:

1. Give Bing our solutions to his concerns
2. Work with Programmers on MED.
3. Set up a realistic design schedule
4. Plan a move, oh yes, a big move. Over Christmas break.

Goals for the Month:

1. Get a schedule together that looks accurate
2. Get EA Corporate off our fucking backs
3. Get down on my knees and thank the Lord God that Hilleman isn't bothering us anymore.
Hallelujah!! Hallelujah!! Hallelujah!!

Issues & Possible Roadblocks:

1. Do we need to give a short programming class for designers on MED?
2. When can we put another person on MED? Should we give MED to Ben too?
3. All designers need Mono-monitors.
4. When do we get MED?
5. It's 11:00 am on Thursday, and Axel and Hugh can't find a single WC programmer to ask a question of. No Jeff, Pete, Andy, or Jason. Core Hours? I don't want to crunch because we were fat and lazy at any point on this project.
6. I want to be sure that CLs talk to me about design stuff, to make sure we're not wasting any time on things that has already been done. This has not happened to my knowledge, but just to be sure...
7. Game Engine Cut scenes - how we do these will need to be researched. Also, the fact it's going to be researched needs to be communicated to everyone.

PSX Specific:

1. I haven't seen anything running on the PSX a long while.

Summary:

The design team has one gentleman working with the programmers on MED. All script issues are being worked out with the writers, and the missions have been updated to reflect all changes. Some things still lurk in the brush undesigned, but for the most part, we're ready to start building the game.

Audio

This Week:

- 1) Getting the machine greased
- 2) Said goodbye to Martin
- 3) Equip. evaluation
- 4) Individual talks with Audio/video staff

Next Week:

- 1) Set up equipment
- 2) Meet with cabling guy
- 3) Fill out purchase requests for after T-giving
- 4) Get music numbers back from Cal.

30 Day Outlook:

- 1) Meet with Adam and Billy.
- 2) Develop spflt dx event list
- 3) Get feedback from writers on additional spflt dx

Issues:

- 1) Reshuffling to fill Martin's hole (eeewwww!)

Summary:

Spent a lot of time on A/V group start up. Worked on equipment changes/adjustments. Music variables considered. How to fill Martin's role with WC5.

Movie Production

This Week

1. Contract issues with the Writers, Cherie Baker and Mark Baird. FYI--IATSE is an issue for us in the future. We plan to have a meeting with Legal (perhaps once the Thanksgiving holiday is over) to discuss our position in production.
2. Notes in advance of Bing's Story.Mission feedback document.
3. Bugged Bing for document.
4. In light of our current plan, met with Art and Design to talk about changes and additions.
5. Getting feedback from stages in LA.
6. Mark V. and I met with Mark Baird.
7. Expect Cherie to be sending out sketches today (Friday) for delivery Monday, of the work that she has done.

8. Checking in with Virgil Harper (the DP). Expect to hear back from him on the weekend. Looking to update him on out situation. Will also be calling Reggie Lake (Gaffer).
9. Picked up two more Editor candidates from HBO's "Arliss".
10. Checking in with the writers--checking progress.

Next Week

1. Priority: Expect to be hip deep in revising notes to Bing.
2. Looking to meet in a preliminary fashion with Mark V. and Mark Baird to discuss boarding the open.
3. Would like to talk to Stretch some more about inflights.

Goals for the Month:

1. Wing Script 1st draft.
2. Start working on notes for changes to 1st draft.
3. Cherie Bakers designs.
4. Storyboard open.
5. Solidify Production issues and potentially start breaking down 1st draft.

ACE

This Week:

1. Got GameGen installed and environment set up.
2. Worked with converters to import an Alias 7.5.1 object, which they do not support. ☹
3. Began researching Alias API as a possibility for object editor functions.
4. Wrote Tools Programmer job description.
5. Gave both job descriptions to Rod for his trip to LA.

Next Week:

1. Vacation - probably all week.

Goals for the Month:

1. Resolution of Object Editor questions (Alias, GameGen, inhouse, something else)
2. Put together a more formal game plan for ACE. Detail of short and long term projects, head count, cost vs. return analysis for ACE projects.

Issues & Possible Roadblocks:

1. GameGen's lagging support for new versions of Alias might always be a hinderance.
2. Big learning curve for Alias if designers were expected to use it for object editor? Jeff Wand would make good candidate for using Alias in this capacity?
3. Need to review tasks owned by ACE with Frank and Pete. This will help in putting together a plan.

Summary:

All energy is currently being directed toward object editor research. We only have 30 days (15-20 business days) to make a decision on GameGen. The Alias API is also being considered as a possibility. After this short term task, more time will be spent formalizing an ACE game plan.