

Sound lab weekly report, 1983, Week 1

The document itself begins on the next page.

Document source:

Original backup tapes owned by Dutchman2000, obtained by Atarimania.

Documentary research and PDF layout by Laurent Delsarte.

Note that these backup tapes contain A LOT of information spread out in many folders, meaning it will take time to process the important bits.

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Comments:

SFX = Sound Effects

Obvious spelling mistakes and typos have been corrected.
Additions by Laurent Delsarte are indicated by [and].

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Sound lab weekly report, 1983, Week 1

Author: Brad Fuller

Date: 1983-01-07 [7 January 1983]

Donkey Kong, 4P2169

	Hours	Start Date	End Date	% Completion
Determine SFX	4 (act.)	3 Dec (act.)	3 Dec (act.)	100%
Develop SFX	40 (act.)	3 Dec (act.)	15 Dec (act.)	100%
Code driver	40 (act.)	16 Dec (act.)	5 Jan (*)	100%
Integrate code	10 (est.)	10 Jan (est.)	15 Jan (est.)	0%
Enhance code	20 (est.)	17 Jan (est.)	21 Jan (est.)	0%

Abbreviations used in the table: (act.) Actual; (est.) Estimate; (*) Change

Determine SFX	█	█	█	█	█
Develop SFX	█	█	█	█	█
Code driver	█	█	█	█	█
Integrate code	█	█	█	█	█
Enhance code	█	█	█	█	█

[Colour code used in the table: 1 block equals 1 calendar day]

The driver has been completed and delivered 9 days ahead of schedule.

This product has 17 sound effects. Two sound effects have not been included because of memory limitations. They might be included later during the 'Enhance Code' period.

The byte count for the driver and sound tables is 2,660, so 612 bytes over the projected count. Although Landon is in agreement that this will not impact his overall byte count, I have allotted several additional hours under 'Enhance Code' to compress additional code if the need arises.

Superman, 4P2165

	Hours	Start Date	End Date	% Completion
Determine SFX	8 (est.)	6 Dec (act.)	19 Jan	80%
Develop SFX	20 (est.)	20 Jan (est.)	3 Feb (est.)	75%
Code driver	35 (est.)	14 Dec (act.)	11 Feb (est.)	7%
Integrate code	10 (est.)	14 Feb (est.)	16 Feb (est.)	0%
Enhance code	15 (est.)	14 Feb (est.)	18 Feb (est.)	0%

Abbreviations used in the table: (act.) Actual; (est.) Estimate; (*) Change

Determine SFX								
Develop SFX								
Code driver								
Integrate code								
Enhance code								

[Colour code used in the table: 1 block equals 1 calendar day]

I have been waiting for the official word on Superman.

Tan and Dave C. are the programmers. They both have several other duties in addition to writing the IDS to Superman. They anticipated completion of the IDS is sometime next week. Until I'm able to meet with them, sound development for this project will be at a standstill.

Star Trux, 4P2125

Star Trux has been completed.

E.T., 4P2159

Still anticipating enhancements.

A/D converter driver

Waiting for converter from hardware.

Additional Sound lab wiring

I will complete the patch-bay wiring as soon as I have a block of time to finish the project.

General

I would still like to meet with all involved to get the "Sound Effects Data Base" up on the DG [Data General MV8000 minicomputer].

I have received a memo from Research & Development about their sound chip development. I have distributed this memo to 3 project leaders in HCD hardware so they will be aware of R&D's attempts.

Future projects

Start date	Project	Programmer
10 Jan 1983	Robotron	Bogart
14 Feb 1983	Donkey Kong, Junior.	Harvey
14 Mar 1983	Time gate	Getreu
14 Mar 1983	Horoscope	Gene N.
18 Apr 1983	Sea fight	?
?	Football	?
?	Pole Position	?
?	Home budget planner	Vilas
?	Tape recorder controller	Fuller
?	Audio processing software	Fuller