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Subject: Does anyone know why WS switched from the TD-ish models?

Posted by [phlakaton](#) on Thu, 03 Jun 2004 21:09:44 GMT

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Lou Castle was sort of a producer I guess... he was the exec producer along with Brett S. at the beginning... Louis Peterson was the 1st real producer on that project and Mike Ward was the associate because he was producing Retaliation and Dune at the time... then he moved into the slot... then the best producer we had showed up... Shawn Decker. He was a super cool guy and an ex ranger. Said no to all kinds of execs... got stuff done. Too bad he ended up leaving for Maxis after about 9 months. Dan C was the last and frankly... he payed the price and sorta left under a smokescreen. He ment well but just didnt have the right qualifications for that game I thought. Not a bad guy to chat with outside the game itself... just a bit slammed from EA because of rotten timing perhaps.

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