

Option Screen Conceptual Sketches Notes (3-23-92)

1. The ship dealer screen needs a "service" nook where the player can buy ship modifications. I also favor a look-down view to emphasize the ships ... they need to be pretty large.
2. All hangars should use the same P.O.V. I favor 45 degrees up and in a corner. This way we can use the same sprites for every scene. In fact, we can probably use the same platform over.
3. Cancel the weapons option in the hangar. The player will have to visit a ship dealer to get modifications
4. Main 3 and Main 2 are the same screen, but with different backgrounds.
5. Cut the science station
6. Main 6 and Main 1 should use exactly the same mesh, but with different artwork.
7. Main 4 needs to look like a cross between Vegas and an airport.
8. Perry Naval base hangar should show a view from the outside, emphasizing the large number of berths and so on.
9. All of the bars and cafeterias need to show the same tables and chairs and so on so we can use the same areas for conversations and medium figure perspectives.
10. The Oxford city center should emphasize the library building and the train to the hangar.
11. The Commodities Exchange does not need any foreground at all: it will be completely covered by whatever produce is for sale. There should be three backgrounds for it; 1 for asteroid bases, 1 for space stations and 1 for Oxford.
12. Admiral Terrell's office and Palrinor's office should use the same mesh.
13. All military and government contract and recruitment offices should use the same mesh (the cubicle one)
14. Put back in New Chicago hangar.

- Need:

1. Contract signing table
2. Ship modification screen
3. Ship modification buying screen.