

TURN IN BY TUESDAY

WC5 BEAT OUTLINE VERSION 10/28/96

GENERAL COMMENTS

Programming:

1. The gameflow portion of the game looks very complex, with lots of conditional conversations. I'm concerned that we may end up with way too much video footage to fit on the CDs. We need a gameflow flowchart which explicitly shows each and every unique scene that is needed in order to represent the gameflow tree. Jay Mahavier is working on this. This will be pared down. First draft should be more indicative of how many scenes to expect.
2. It looks like the beat outline has unique endgames for each series. We need to remember that players will probably replay their missions rather than watch the losing endgame. We shouldn't waste our money on scenes that won't be viewed. That money would be better spent on a really spectacular winning endgame. Each CD needs to have four generic losing endgames: 1) Player ejects and is captured, 2) player dies, 3) Midway leaves the player stranded, 4) and the Midway gets destroyed. Specific losing endgames could be added if necessary to the story, but remember, the player might not even watch it. The only special case I can think of is the losing endgame where the earth is destroyed. Right. You win once, and you die a lot. Care will be taken to consolidate the losing movies, as well as every other scene.
3. In flight comms might be an issue. I'm not sure if the VDU movies that are described in the beat outline are full screen movies, or are played in the HUD. Mostly these are Hud movies. There are a few places where we go from VDU to full screen. These instances should be marked, something like 'Push In on VDU'. *if long scene, then make a movie*
4. Wing 5 will be streaming digital audio from the CD throughout the entire mission. Playing a HUD comm will potentially prevent us from reading music data from the CD. In order to remedy this, one solution is to load a few seconds worth of music, and then stream the comm while playing this music. For this to work, the comms need to be short. In addition to this, because we are buffering a few seconds of music for during comm playback, we will need a couple of seconds of down time between in flight comms in order to refill the digital music buffer. The VDU 'cut scenes' will need to be made specific. I don't think the writers were specific, or knew exactly how this should function. We will address. Sounds like a huge issue to me. One of the biggest glitches of playing Wing IV, was the pauses in spaceflight as the game loaded comms. With streaming it seems like this will be even more of a problem? The writer's know that the comms have to be very short (2-5 seconds). Also, know that the background comms (those not involving the player directly) will be audio only. Requiring a few seconds between every comm sounds like it could become a major problem in the later stages of getting the project together. Has the streamed audio decision already been finalized. Bottom line...sounds like some thought needs to go into which are the more

important issues. Streaming music, or lots of comms. IF they are mutually exclusive, then rework the design based on the more important concern.

5. Debriefings need to be fully designed. Currently, the programming side doesn't know what it is going to have to implement. *Design dept will handle this.* The debriefing walkthrough:

- The player approaches Midway. Gets a comm for the Midway saying 'Cleared to land, your mission specs are being downloaded from your ship's computer now'.
- The player hits 'Autopilot' to watch a 'Cut scene in the Spaceflight engine' land his ship.
- The player is back in his cockpit looking at a full size VDU screen that has his stats from the mission. This 'full size VDU will be the exact same one that is used at the beginning of the mission to relay mission objectives (exactly like Wing III and IV). The stats will need to be designed. But they will be things like, Kills, Percentage Hits, Ship Damage, Mission Time, etc. The mission could be designed to have flags that keep track of all these stats with flags.
- Then we choose what movie to go to based on the players performance. One of a few generic responses from the flight crew - a la Rachel's responses in Wing III. 'You really got banged up out there'.
- [Optional] Then we choose what movie to play based on the Mission the player just played. Plot specific dialog if necessary. 'Way to take out those alien Aces, Stud muffin'.
- Then, player finds himself in gameflow, standing in the Rec Room.

6. Some of the missions near the end have a large number of wing leaders and wing men flying all at the same time. This might be too many ships for the engine to render quickly. *Missions will be scaleable, independent of the movies.* Without a doubt. We'll bring the Writer's back to this atmosphere.

7. We should be aiming to view 80% of the video footage on an average play through. 75-80 has always been the goal. The writer's will be reminded of this goal. NOTE: You're concern with bullet point #1. Most of the 'optional' sceens will be switched to sliding sceens. Sceens that most all player's will see, but they get to choose when and in what order.

8. The artwork for the aliens' jump gate needs to be something that we can reasonably reproduce in the spaceflight engine. The jump gate is seen almost exclusively from spaceflight (with exception of intro. and winning endgame). This seems to me to be the programmer's biggest challenge. Can you guys pull this off? It's in the script, and since this is the climax of the game. Everything rides on whether or not you guys can do this well. If not, speak now, or we press on.

9. We need to work into the script what happens if the player fires repeatedly on "good guys". How do we handle the traitor situation? *Design dept.* We can handle this simply with a comm. Are you suggesting a losing endgame, other than the player getting blown out of the sky?

10. A glossary might be useful. Good idea.

11. Should Alpha Wing be the rookie wing, or the elite wing? Alpha is the flight that has the player *frank suggests mini-promotion*

12. No mention of winning endgames. *There is currently only one. Should we have more?* There is only one. You win the game. There are many ways to lose, but there are no scenes where you 'kinda' win, like in Wing 4.

John Guentzel:

Correct all system names to correspond to Universe/Series Map.

Pre-A Hell's Kitchen
A Nephele
B H'rekka
C G'wriss
D Hhrass
E, F T'lan Meth
G Gmar
H H'rissith
I Kilrah
L Hellespont/Alcor/Sol

Correct all squadron./ship names...

TCS MIDWAY

Squadrons: 1 Diamondbacks
2 Black Widows
3 Wolf Pack

other Carrier:

TCS EISEN.. Squadron Names?

if we see it

SERIES B

SHIP CHANGES...

MISSION B1 : PLAYER FLIGHT IN PIRAHNA

MISSION B2: PLAYER FLIGHT IN PIRAHNA

MISSION B3: PLAYER FLIGHT IN TIGERSHARK

MISSION B4a/b: PLAYER FLIGHT IN WASP / TIGERSHARK

Available Fighters

1st Squadron "Diamondbacks" SERIES A, B, C, D

Wasp
Pirahna
Tigershark

2nd Squadron "Black Widows" SERIES E, F, G

Wasp
Tigershark
Panther
Shrike

3rd Squadron "Wolf Pack" SERIES H, I

Wasp

- this is still a 1st Squad ship due to tail art issues

*will have
Tail art indep.
of squads*

~~Panther?~~ —no, again minimize trib w/ cross over
Vampire
Devastator

- ✓ 1. Nugget?
2. New name for Moran? (aka Moron)
3. LANCE? Casey
- ✓ 4. Should not have Casey AND Tracy
- ✓ 5. Planet in SERIES E and F not a "Reservation" planet.. just one of the many remaining Kilrathi worlds
6. ...New capital of local (Sector?) Kilrathi government...
7. Jason "CHAPS" FARGO....callsign DALLAS... Lose "CHAPS"and new last name?
- ✓ 8. page 10... REC ROOM not on list of sets

SERIES E

SHIP CHANGES:

- MISSION E1: PLAYER FLIGHT IN PANTHER
- MISSION E2: PLAYER FLIGHT IN PANTHER
- MISSION E3A/B: PLAYER FLIGHT IN PANTHER/TIGERSHARK
- MISSION E4A/B: PLAYER FLIGHT IN SHRIKE/PANTHER
- MISSION E5: PLAYER FLIGHT IN WASP

for all of MISSION E4A and E4B add to IF FAILED "goto SERIES L (if not been there yet) or E5"

SERIES G

WHOLE SERIES TAKES PLACE IN NEBULA

NEED COOL NEBULA EFFECT and Galactic Wallpaper to match for SERIES F&H

Marcus Merrell:

- X 1. I think we should consider interrupting the player's simulator time, i.e. when he has finished a simulator mission, his options upon his return are limited, and a few (previously unused) lights on the panel are blinking wildly while an intercom is calling him to the briefing room. — implementation issue
- ✓ 2. I'm not especially happy with the name Max Tracy (Maestro). I think Tracy is a bit soft, and could be hardened up a bit. Solution: Garrett, Eastwood, McIlhenny, etc.
- ✓ 3. Also the name Jason "Chaps" Fargo (Dallas) might be a bit too stereotypically Texan. Jason is fine, but "Chaps" Fargo is pushing it a little. Also, why does he have a callsign and a nickname?
- ✓ 4. I like the intro. sequence very much. While I was reading it I got a very clear picture in my head of how cool it will be!
- ✓ 5. Series F - Perhaps it's just because I'm too familiar with the story, but it seems that people will know the second they hear about the

"captured human" on the starbase, that it is Blair. To me it will be patronizing if nobody on the Midway figures it out when the player did immediately. Solutions: a) Speculation/hope abounds when they learn of the captured human that it is Blair, even if they only mention it once ("Could it be?"). b) we emphasize that many people have been captured and it could be anyone (although I still think people will figure it out.

- ✓ 6. A nebula will be present in the space backdrop throughout Series F.
-implementation issue

Sean Mustakas:

Series A -

- ✓ but we still need a briefing
1. I would like to switch Mission A1 and A2 with each other. It would make more sense for the first mission to be a scramble mission, anyway. To begin A1, we can still go with the officers giving background of T'garr and friends, but we'll have to start the mission with "and it looks like your going to get a chance to prove yourself right now - we have incoming fighters bound for the Midway - scramble!"
 2. We have decided not to go with "drones" in this series - make them "live" cats in crappy ships.
 3. Since we no longer have drones, Finley could suggest weird frequencies are coming out of the Asteroid field in A2 - maybe Casey can look for the source and/or destroy it. We could also use this scenario to explain that the Cats are in the field trying to figure out why their own equip. is flaking out as well, but the player does not necessarily need to know this.
 4. We're a little concerned about placing Stiletto in a leadership role in the A series, at least over the player/casey. Suggest using a more Wing 1 style approach, "You plebes will be flying with some vets out there 'till you get up to speed. They'll let you call the shots, but listen to them when they speak up." This way the player can assume a command role yet be a lowly plebe, and we can still let Stiletto command other flight teams and dog Casey when he screws up.
 5. The A series will now use the new "Piranha" in place of the Tigershark.
 6. We need to justify Moran's existence in Wing V. He first appears in beat 16, and doesn't do much throughout the whole game. It would be cool to set him up as the "Military Lore Master" and general info giver. Example - He can congratulate the player when he gets promoted to a new squadron, then tell the player where they've been before and what kind of new action he's in for. Moran might even be a good vehicle to spread rumors about Red Baron type aliens. Example - "Casey, I overheard a couple of guys in Devil Squadron, and they seemed really worried about some kind of new fighter with arms like

via Comm

✓ cut moran? debatable

an octopus. They said it knocked out 80% of Bravo flight in less than one minute...

Series G -

1. Mission G1 - Casey and Stiletto will switch roles here. Casey will fly Shrike and have to take out the comm. equipment himself.
2. Mission G3 - Casey will fly Shrike instead, and he will not actually escort the Marines. now a timed mission where Casey must perform a wild weasel mission before the Marines arrive in (X) sec. If he doesn't pull it off in time, then the Marines will probably get smoked. Marines will try to dock when they arrive no matter what the situation. Midway will also arrive after Marines in (X) time for support to insure the ship killers capture.
3. G3/G4 - the ship/supply base should be more of a group of weird alien tech storage containers protected by typical alien hardware - defense sats. couple of clusters, etc. with the drydock nearby.

Ben Potter:

1. Series C (overview) - Series C takes place in the G'wriss and not Athos.
2. It was decided to use an alien carrier during this series instead of the alien Cruiser because of the amount of fighters that are generated from it throughout the series. Also the initial alien Carrier designs that Sid Mead has done so far look cool.
3. Series D (overview) - This series occurs in the H'hrass system and not the Icarus system.
4. Series D - Another note on this series: At the end of the series the player is promoted and reassigned to the Black Widows squadron. If he has lost in series C and is destined for series L there should be no ceremonies or fanfare for the players advancement. If he was successful There should maybe be some sort of gathering waiting for you at the Eagles nest.
5. Also it was decided to put a pulsar in this system. - *Implementation - comm 5? Danger talking about script issue*
6. Paragraph four. There was some question as to how Blair is going to be abducted by the Warlord. I suggested that the Warlord use some kind of stun weapon so that we can explain why the player can't stop him immediately after the abduction. Maybe have the player struggle to regain control just in time to get in his fighter and start chasing the Warlord, but just as he gets out of the station we start mission D2. If the player decides to continue the chase the incoming bombers will destroy the comm station ending the game for the player.

- Blair should be wing man

✓
Jeff Shelton

1. SERIES H SUMMARY, p3, Page 184 We have locked down the alien tech enhancements to improved shields and missiles.

- suggest gun

SPECIFIC BEAT COMMENTS

SYNOPSIS (beats 1 to 13)

0 Prog - Blair is the chief architect of the Midway? It would be more believable if he were the visionary behind the design or something like that.

11 Prog - Will the space flight engine need to emulate this "semi-translucent" effect?

meaning, do fighters we encounter later have this same feature?

SERIES A (beats 14 to 53)

14 - first paragraph - change Ipiros System to "Hell's Kitchen".

14 - at the end of beat, we need a "Jumping to Nephele" flic.

15 - Iceman should not be "foolhardy" by nature - maybe we should say how Casey has his work cut out for him in order to fill the old man's shoes.

15 (and overall) - "suggest" to use the simulator instead of "order".

16 Prog - Conditional conversations can get complex. We'll need to see a flowchart for all of gameflow as early as possible in order to be sure it is easy to implement and debug.

16 we don't like the word "nuggets" suggest "plebes" instead - more realistic military

23 Prog - What does *change script* it mean "Casey chooses between A and B"? Are we having conversational branches during spaceflight? *NO* If so, we need to work out the communications interface.

23 Suggest making Casey Leader for mission, and he can either choose to send other fighters in first or go in himself. Current choices seem like two wrong decisions, but we need to make the player think that one decision is the "right" one.

23 - Currently, both Maniac and Blair dog Casey for falling for old Kilrathi ambush. Suggest just one or the other - probably Blair in Beat 26. Maybe Maniac can just laugh at his expense a little bit in passing.

23 Prog - The "jeer-leader" may be confusing to the player since the communication isn't coming from one of the ships. The player won't be sure where it is coming from.

27 - overall comment, we start to suggest using the simulator a lot to the player here. Let's keep this limited. Might be more effective to have a quick flick when Casey screws up of Commander dogging him, then

saying "You might want to log some time on that simulator, Lt.!" See Eisen ejection flic in Wing III for a good example.

28 - Is Swan actually "disowned" or "ostracized". Marcus likes "disowned", I don't care!

~~28 - Last Sentence on page 26. Could you clarify what you mean by "Casey is transitioned into ready room".~~

~~36 - CAG needs to change convo to reflect "real" Kilrathi instead of "drones". Reflect how they're going up against Volkswagens instead of Porsches due to their ragged state.~~

36 **Prog** - Does Casey's promotion depend on his performance?

38 - make note that this Nav will have the possibility of a random encounter.

47 - top of page 35, how does T'garr get away without player knowing? Does his ship cloak? or is it jump capable? just need to make sure player has NO chance to shoot him down and it makes sense. Mabe a Strakha is the way to go.

47 **Prog** - Casey shouldn't be the one to give the OK. Casey shouldn't be sending any communications unless the player directs it, and it probably isn't a good idea to require the player to send this message.

49 - it might be funny to have Maniac return from mission telling a big fat lie about what happened out there, but he doesn't know that Casey and friends just saw the whole thing real-time on the bigscreen.

SERIES B (beats 54 to 102)

58 ALPHA flight (PLAYER) in PIRAHNA; BRAVO flight leader NOT MANIAC.. 2nd Squadron NPC...

60 **Prog** - "Comm chatter is fast and furious". We need to keep the comm messages as short as is possible, and we must have a few seconds between comms in order to be sure that the digital music continues to stream from the CD.

~~61 **Prog** - We need to clarify how the cloaking device draws power. Currently, the device only draws power if the pilot turns it on. Otherwise, there is no power draw, and hence no disadvantage to having a cloaking device onboard. The player's cloaking device will get cut.~~

61 3rd paragraph If Casey says no, next mission (B2) will be flown in a standard (cloakable).. no in flight mods to cloaking device... player must deal with consequences of his choice..

62 5th paragraph If Casey chooses to log some sim time, then when his first mission is over (whatever it is) BEFORE HE EXITS THE SIMULATOR the SCRAMBLE ALERT WILL SOUND AND THE SIM SCREEN WILL DISPLAY A SCRAMBLE/ALERT MESSAGE

implementation issue

~~65 Prog~~ - Once again, we need to know how this increased power thing works.

~~67 paragraph 2~~ WILL NOT BE ABLE TO RE-ROUTE POWER IN SPACE FLIGHT (see beat 61 notes)

67 paragraph 3 Lose the "Mighty Casey Strikes Out" reference... out-dated..

71 paragraph 4 Hardware should not make this decision on his own... after conferences with CAPTAIN and CAG, CAPTAIN orders Hardware to yank all of the cloaks from ALL confed fighters and route power to shields and weapons..

cut down cloak pipe

89 Prog - Casey getting blasted doesn't fit with Losing Endgame 3.

89 paragraph 3 decrease # of different types of alien fighters... encounter (6)Alien Multi Role Fighters and (6)Alien Fighter Clusters only (mission B4a)

~~92 BUT SPECIAL NOTE~~ "From this point..." from BEAT 92 and paste it after paragraph 4 BEAT 71

93 paragraph 5 - decrease # of different types of alien fighters encounter (8)Alien Multi Role Fighters and (8)Alien Fighter Clusters only (mission B4b)

implementation issue

SERIES C (beats 103 to 169)

106 - The last sentence of the first paragraph states that the player may learn of being recommended for a promotion or a medal during game maintenance. There was some concern as to how this would be portrayed in the game, and would probably be better if it was an optional game-flow scene.

107 - The last sentence of the second paragraph states that the supply convoy has been diverted to a rendezvous point. It would be better if the convoy was unaware of the alien presence and was heading into a trap.

~~107 Prog~~ - Why would refueling ships give a completely self sustaining ship an(d) advantage?

just choose to talk to Refuel ship,

112 - Paragraph six. Once there are no more enemies active in the area the player will have a "request refuel" option on his comm list. After requesting a refueling hook-up the player will be told to position his craft 50 - 100 meters behind the refueling ship and match the refueler's

implementation issue

speed of 150kps. Once he is in position it will go to a "game engine cut scene" of the refueling ship extending a refueling hose and a sending a rearming droid if necessary.

112 **Prog** - We need to know what this "refueling" does. The only fuel the ships have is afterburner fuel. All other power is essentially free. Does the refueling replenish the afterburner fuel? Does it reload the missiles? Afterburner fuel and limited missiles (like IR, heat seek and Dumbfire, but not Torpedoes). This should be handled as a 'Cut scene in the spaceflight engine', like auto docking. We'll cut to an exterior cam. Play some SFX of the SAR pilot talking the player through the process ('Re-stocking missiles, Refueled. You're clear to go, Pilot') and SFX of the Refueling, missiles getting locked on, etc. This is the pitstop.

115 **Prog** - Seven navigational points might be a bit long for a mission.

— implementation ISSUE

116 - The second paragraph states that Maniac will be one of the CAP pilots defending the Midway. I suggest that you put him in a Wasp and have him be one of (or maybe the only one) the few fighters that were scrambled before the launch deck was taken out if it's imperative that he is flying during this mission. The reason being that the CAP pilots should be the same pilots that are there at the beginning of the mission, probably every mission for that matter, and it seems silly that Maniac would be relegated to Combat Air Patrol with his stature.

116 - The second paragraph also mentions that the CAP pilots are flying Vampires. They should now be flying Panthers. I know I had Vampires in the original mission description but that was before I knew the Vampires weren't going to be in the game until the final act.

116 - The eighth paragraph mentions that saving the refueling ship from attack at the Midway Nav point might be a 'Tertiary objective'. This should probably be cut since this mission is probably long and hard enough as it is.

119 - Paragraph five, last sentence, states that the relay station in series D is in the Icarus system when it is actually in the H'hrrass system.

122 - The number of destroyers should not be mentioned during the briefing. If this is bad for clarity reasons make there always be 2 destroyers.

140 **Prog** - We need to finalize how we're doing debriefings. Are they done in spaceflight via VDU? Are they filmed full screen movies? Is it a screen with the players statistics for the mission? See response to General Prog. comment Bullet #5, above.

145 **Prog** - It's not a good idea to force the player to send a comm in order to finish the mission.

153 **Prog** - Same as previous comment

✓ 153 - Paragraph two. The Shrikes should probably automatically show up at a certain time depending on the players skill settings instead of making the player call them in. If the player and his wing haven't destroyed all of the alien defense fighters when they show up the fighters will have a chance of destroying the Shrikes.

✓ 166 - Series C (losing endgame #4) - This should probably not be a cut scene until after receiving the Midway death comm. Actually the Midways destruction probably shouldn't be a cut scene at all and should happen during space-flight or be a 'game-engine cut scene' with the player floating endlessly in space after its destruction.

SERIES D (beats 170 to 205E)

172 - Mission DL1 is now going to be a mining the jump point mission instead of an intercept the bombers mission as per CMD. The player will escort a wing of mine laying Shrikes(6-8) to the jump point the Midway just jumped through. Once the player has destroyed a light enemy presence around, or just before, the jump point, the Shrikes will comm the player and we will go to a game-engine cut scene of them laying a series of mines around the jump point. As the last of the mines are laid we will see a series of bombers and fighters jump right into the field of mines and die. There might be one last wing of fighters that come through unscathed that the player must deal with personally. I will send the new mission doc for this one once I have finished it.

184 - Paragraph one and two. The comms and choreography during the assault on the alien carrier from series C will basically be the same as mission C3a/b. The only difference being that the Midway will not be in the same nav point.

✓ 191 - Paragraph four and five. The confrontation between the player and Maniac seems a little petty for the player to 'storm' out of the forward door. Maybe just leave angrily. *Player choose to get mad.*

✓ 193 - This should be a 'sliding' scene and not 'optional'.

✓ 196 - This mission is now in a Tigershark. No more quick field promotion for the player. This was decided because of the frequent Panther missions already in the E,F, and G series.

197 - This 'Cleared to proceed to nav 1' comm shouldn't happen in every mission. Maybe just a 'good luck Blair' comment from the CAG if we're building suspense here.

~~200~~ Prog - Do the refueling ships also rearm the fighters? Yes. Only with ~~limited amount of missiles, though.~~ They might also hurry the automatic repair process.

~~203~~ Prog - The number of missiles remaining on the players fighter are ~~not maintained between missions.~~ I'm not sure how to represent the

They will be

depleted state of the ship. This is **important** to be able to do. We need some way to track this kind of state in the missions. The Number 1 goal of series design was to have performance in early missions have consequences in later missions. Another example of what we'll need to be able to do.

- In mission #1 - you attack an enemy Cap ship
- In mission #2 - you should see the damage you inflicted in the first battle, such as destroyed turrets. etc. If we know what kind of states we need, we can keep track of these with 'Series Global Variables' when the missions are laid out.

203 - First paragraph. If the player is chasing after the Warlord, the aliens will concentrate on the relay communications station. If not they will concentrate more on surviving.

Note: if player chases W.L. he gets hammered from behind

204 - First paragraph. Instead of mentioning the Midway still cannot help them, maybe just mention they have not yet heard from the Midway and don't even know if it's still alive.

205 - Maniac should probably have specific 'I'm here to save your ass' comms for the player.

205 **Prog** - Can't find series L. The writer's didn't include it.

SERIES E (beats 206 to 268)

207 paragraph 4 Lose the "Bad Penny" Reference...

210 make sure this is a "FIGHTER PILOTS" style of party... no fruity corny dumb stuff...

215 MISSION E1 Paragraph 4 NO ALIEN ACES at NAV 3 just normal ALIENS for BRAVO FLIGHT to fight POSSIBLY 1 ALIEN ACE when BRAVO flight gets to NAV1, but not KNOWN to be "ALIEN ACES"

215 **Prog** - Are these comms about enemy aces coming from remote locations (i.e. away from the player's current navigational point)? If so, it may be disorienting for the player since he will not be able to determine who is sending the message.

Solve by 1) having known voice (i.e. Comm Offs on AWACS) 2) Audio

216 **Prog** - We need portions of the script to reflect the fact that Confederation scanners can't identify the alien ships at the start of the game. I imagine the fighters scanners would tag the enemy ships as "Unknown". Later in the game, a conversation should reveal that Confederation scanners can now identify the alien ships properly. Good. We can also explain the Comms from the Aliens too. Before Series E the VDU is static, and the Audio unrecognizable. Before Series E the VDU becomes clear, but the audio isn't translatable until after Series G.

Implementation Issue

*The m
Finally
discovers*

*A W.L. has
jump capable
fighter*

*ignores
Warlord's*

217 Prog - How does the player "mark" the buoy. This might be difficult to do in an intuitive manner. We don't want another "taking pictures" mission from Wing 4. Agreed. We might have him scan them, ala Tie-Fighter, which means he has to get close to the buoy to identify it (there will be many to choose from). Once the player identifies (flies close enough to) the proper buoy, He can receive a comm saying. 'That's the one, thanks Pilot, We're sending in our recovery team, your job is done'.

217 Prog - The shifting ID part of this mission might be difficult to implement without hacking the game. *- implementation issues*

217 WHEN ALPHA (PLAYER) flight at NAV 3 THERE WILL BE A MISSION TIMER RUNNING When WHOEVER finds the buoy.. run AUTO-COMM of BITCHIN' BETTY saying TARGET IDENTIFIED... TRANSMITTING CO-ORDINATES... or something like that

~~218 Prog - What has changed to make the aliens take prisoners rather than kill them? *doh. experimentation.*~~

221 Prog - Why does having the red shirt captured by the aliens result in a losing endgame? It doesn't. *Only failure of this mission, which has nothing to do with the red shirt. That's just an aside. Good point*

225 CUT OUT COMPLETELY

238 PULL OUT REFERENCE TO VAMPIRES. NO VAMPIRES PRESENT TILL AFTER SERIES F

240 PUT PLAYER (CASEY) IN COMMAND OF DELTA FLIGHT (SHRIKES) AND ?? IN COMMAND OF ALPHA FLIGHT

242 Prog - What if the player fires at the Kilrathi, before the planned design for Kilrathi conflict? *~~fine~~ Good point. are we*

244 missing all the IF KILLED, IF EJECTED, IF WIN, IF FAILED *saving the far*

248 and 249 ?????????????????? *out of place ??????????????????*
! little abrupt

250 MISSION E4B Put DELTA FLIGHT in SHRIKES or add ~~ECHO~~ flight and put them in SHRIKES

253 MISSION E4B X # of ALIEN ACES will be part of the enemy fighters that show up. ALL of these ACES MUST BE DESTROYED in addition to X % of the other fighters...

259 Allow the player short time for dog-fighting, then take over with flic (use space-flight engine?) and KILL off everyone, CARRIER, PLAYER.. fade to black...

268 yuck... maybe something more like BIO-FORGE intro. surgery scene... bleary POV camera view... strapped to table as WARLORD leans over CASEY with menacing utensil... whirrrrrrr... blood splattering... screams... fade to black...

SERIES F (beats 269 to 331)

273: The fighter being flown in this mission will be the Tigershark

274 Prog - How does Casey "choose" to do as Bandit suggests? Is this an explicit decision like making a conversational choice, or an implicit decision like starting to shoot at the Kilrathi? Either.

274: The exact number of ships given in the mission outline was an approximation, mostly given for a vague conception, not meant to be exact. This number is not set in stone and should not be put into a briefing, nor should the specific types of alien fighters. This holds true for all missions, all briefings.

274: It might be amusing or poignant (either will work) to see the Kilrathi attempting to cloak during their missions. Maybe they're too proud of their technology to acknowledge that the aliens can see right through it or something.

274: It is not made clear in the outline that success, as well as failure, in this mission leads to Mission F2. I think the reason it's not made clear is because it happens no matter what, I just want to make sure we're all on the same page.

275: 2nd paragraph: Bandit's going berserk and attacking the Corvette should probably be a cut scene, otherwise the player might attempt to go after Bandit and die as well. I'd rather not give him the opportunity before the Kilrathi give him a clear choice to do so.

275: 5th paragraph: the "fond, if still racist, adieu" should have a humorous tone to it.

276: Is it possible to give the player a choice about whether or not to lie about killing the Kilrathi after F1? I realize it was not in the mission outline, but this may be an opportunity to get all the bitching and bawling out of the way for the entire series in one cut scene, so that the many tiny variations of future cut scenes will not be necessary.

277: 3rd paragraph: Is this a good opportunity for the player to flirt with Finley? I assume it will be happening throughout the game whenever they interact, but I wanted to specify.

~~277 Prog - It really doesn't make sense that Bandit can lie to the Midway about turning on the Kilrathi pilots. His fighter's flight recorder would give him away. [Hmmm... - bjc]~~

278: The Kilrathi starbase, listed on the object art list as "Starbase (alien mods)", is not specified as being built into an asteroid. I think it should be, 'cause that would be cool.

Art issue

→ implementation issue. Let's not sign up for cloaking

yes

yes

ignore

280: 1st paragraph: The frequency of status reports from the AWACS will ultimately be determined by game balance. We should record the "every 30 seconds" updates, starting from "about four minutes left, Casey" (with some variation for character), but they may end up only being every minute or so. They should be flexible enough to allow cuts later.

282: 2nd paragraph: The alien ships are not actually "hidden": they are just a surprise. The first couple occupy the player and wingmen while the bigger one goes after the AWACS. Also, the warning the player receives should vary depending on the difficulty level the player is set to, e.g. if he's on an easy setting, the AWACS goes nuts, saying "Casey, get this guy offa me!", whereas, if he's on the harder levels, he will just have to watch closely, and won't get the message until the AWACS has a certain amount of damage.

285: 4th paragraph: This may change according to the level of complexity the mission system is capable of. It may turn out to be too difficult, in which case the player will simply wait for his fighter escort to engage the bad guys before he goes after the comm. array. If it does turn out to work, we'll need an audible signal from Stiletto (or Bitchin' Betty) for the player to get set up for his attack run.

287 ~~Prog~~: The player won't be able to use the scanner to determine the "timed pattern" of the alien ships. The scanner is two dimensional, and only shows ship positions relative to the player, not to other objects.

287: 1st paragraph (This is more of a note to myself): We need to make sure the player isn't sitting there for more than ten or fifteen seconds. *less than that*

287: 3rd paragraph: Strike the sentence "Its rear-mounted engines will continually attempt to rotate it out of the firing angle of the Shrikes." That was from a previous iteration of the mission.

290: 3rd paragraph: This is a good place to speculate about the possibility of Blair being on board the alien starbase.

293: It does not specify whether or not the simulator is available at this point. Is it? *yes.* ~~you don't need to~~

it's availability will ultimately be an impl. issue
295: 1st paragraph: Whether the aliens fly at timed intervals or not will be determined by game balance. In fact, this whole "two at a time" thing may not work at all. We'll need this to be flexible.

295: 4th paragraph (my mistake): Since rescuing Bravo flight is mission critical, the nav map should be updated and the player's course altered automatically, rather than making him change nav points manually.

295 **Prog** - Making the navigational map a vital part of the mission is a great idea. Otherwise, there really is no game critical reason to use it.

*whoops,
don't
ignore*

299(?) **Mission F4b:** The path to get back to Mission F5 is not clear.

307: I need a bit more clarity on the branching possibilities here. It's probably because I don't have a flowchart in front of me.

308: Do we know or do we care to speculate about why the aliens have set the starbase to self-destruct? I can see where it might be cool not to know, but is there a reason?

311 **Prog** - Are these "VDU movies" displayed in the cockpit HUD, or are the full screen movies? *if they're essentially long => make* If they are displayed in the HUD, they sound *movies* like they are too long. The digital music will drop out. ~~Should the digital music implementation be rethought?~~

315: 1st paragraph: This seems a bit cheesy (I just don't care too much for dream sequences).

316: 1st paragraph (This may be my bad): The Midway has been cornered near an asteroid field, not a nebula.

316: (This may be my mistake) The player's ship in this mission will be a Wasp, not a Panther.

320 **Prog** - Can't find Losing Endgame F4

322: These are the scenes where Casey is given a hard time about the Kilrathi, depending on your suggestions, these may be moved back to Mission F1 and its ramifications.

324: 1st paragraph (Mine once again): The Midway has been cornered near an asteroid field, not a nebula.

324: The player's ship in this mission will be a Wasp, not a Panther.

SERIES G (beats 332 to 382)

334 - **SM** - paragraph 2 - "Confed must take this space in order to stage it's attack on the invading fleet and cut off their supply line."

334 - **SM** - paragraph 4 - don't think we need to play the 'Casey killed some cats' thing up here. Keep in mind, the Kilrathi war lasted a long time, and many may actually wish they had killed a cat or two themselves.

336 **Prog** - Are all the references to Losing Endgame F supposed to be G?

337 - **SM** - we should have an inflight comm. from the Midway here that recalls Casey to the ambush area.

~~338~~ - SM - Might be cool to have the TCS Eisen show up here alongside the Midway. *ND*

341 - SM - Sound guys - we need some kind of interference static going on in comms near the Nebula. (at least in G1 and G2).

- Impl. issue

349 - SM - we need to decide exactly how we want to pull off the Filtered alien voice. Like Dune - weird voice followed by voice filter with a split second delay or maybe Star Trek style - alien tongue with subs for awhile then it fades into English after point is made.

?? writers?

350 Prog - Playing up the fact that the Confederation needs to translate the alien language, and then finally does near the end of the game, is a great touch.

352 - SM - just to clarify - Destroyer will show up in G3 - Aces will show up in G4. Cut 3rd paragraph.

355 - SM - I think we can pull off this effect in Spaceflight itself. Cut this scene.

356 - SM - First paragraph - this must be a really quick short and sweet comm. "Hurry Casey! They're trying to fire up their big guns! Don't let them shoot the Midway!"

361 - SM - We should make this a mandatory scene not optional. While we're on the subject, this scene is very similar to ID4. Maybe we can simply show the alien off before Finley puts it in the deep freeze for further study. We could use this later to explain why we know certain things about the little bastards - due to Finley's research.

Boring

hence it to the writers

SERIES H (beats 383 to 440)

384, p4, Page 186 Just an additional note. The player will be given the choice in the PADD after the CAG has given a briefing that covers both missions.

388, p2, Page 188 No losing endgame for ejecting. This mission is not critical. The player will be rescued.

390, p1, Page 189 We only want the alien carrier referred to as a 'flat top' if it ends up having a flat top.

393, p1, Page 191 Just a note. Players wing will shoot torpedoes at the ships hull rather than individual components.

396, p1, Page 192 The group wanted to make sure that we don't portray the player as a seasoned veteran in the true sense. He should come off as a very accomplished rookie.

401, p2, Page 195 - We would like to change the name of the carrier from Paladin to Eisen.

WT Lorain sqvael
~~401, p9, Page 195~~ - We would like to change the Lorain squadron name. Suggestions coming soon...

403, p1, Page 196 - Just a note. In case 'torpedo run' is not just a phrase, the player will be shooting Anti-radiation missiles instead of torpedoes.

407, p1, Page 197 - The group did not feel that there was enough setup for this scene.

412, p6, Page 200-201 - If the player fails we need to go to endgame #3 for series H.

416 Prog - We need to know if these alien technology shields are just stronger versions of Confederation shields, or if they work differently. We need to know this about the alien technology weapons the player can use. The only way they would vary would be effectiveness against certain weapons. i.e. Confed shields are effective against energy weapons but not flak weapons. We could make the alien shields the opposite. As long as the designers have the ability to decide how effective each shield type is against certain weapons, this shouldn't be a big issue.

impl. issues
420, p2, Page 205 - We just want to be sure that the player is not told that the aliens are attacking the makeshift ship killer weapon specifically. It just appears to be an attack on the Midway.

424, p2, Page 207 - The player will attach the disk to a refueling/slash supply transport in the middle of the fleet.

425 Prog - Casey shouldn't send the go ahead to the Midway. Once again, the player shouldn't be forced to access their communications to finish the mission. The Midway should "detect" that the disk has been attached, inform Casey that he succeeded, and then fire the weapon. Agreed. The game should 'communicate' to the player when he's doing well.

431 End Series H, Page 209 - At some point before the end we need to mention the arrival of pilot reinforcements from the Paladin/Eisen carrier described in Beat 469. The Paladin/Eisen will not make the jump to Kilrah so these pilots will need to be on the Midway.

432 Prog - Are these the correct losing end games? They are labeled series G and we're in H. I think this was the writer's first recognition that endgames can be made a little more generic and used in multiple series.

436 Series H Losing Endgame #3, Page 210 - We just want to make sure that the front of the Midway is not seen in these movies so that the same movies can be used for Series G and H, i.e., the ship killer weapon is not seen so we won't need a special movie with and without.

SERIES I (beats 441 to 501)

449, p3, Page 217 Remove 'OR takes too long to finish off alien ships'. There will be no ramifications for the battle taking a long time.

453, p1, Page 218 Just a note for clarification. The aliens do not shoot their missiles first and then split into multiple groups. They follow the Dreadnoughts anti-ship missile from far behind and to the side and fire their missiles only when they commence their attack and are close to the Midway and after the player has engaged the Dreadnoughts anti-ship missiles.

453, p5, Page 219 Remove 'or takes too long to remove the anti-ship missiles'. This is not a timed mission, the Midway either survives the attack or it doesn't. If the player ejects or is killed go to losing endgame #2. If the Midway is destroyed (in real-time spaceflight) we can show an endgame similar to what will replace Beat 501. Something showing the aliens conquering Confed.

459, Page 221 The player must complete the objectives assigned to him to complete the mission. If not go to endgame #4.

The assistance call is not mandatory to win, the player should hear about friendly losses in that area either in spaceflight or in gameflow. This creates the need for Mission I3B.

462, p1, Page 223 I3B is a cleanup of nav 2 (assistance call) rather than nav 1 from I3.

464 & 465, Page 224 The player is not called to assist at a second nav in this mission.

469, p1, Page 226 This is a new addition to the mission. The Midway will launch a volley of training missiles in front of the players flight to provide distraction to the Dreadnoughts defenses.

471, p3, Page 227 Just for clarification. The player will not go to a losing endgame from failure in this mission. He will be able to attempt I5 with a small chance of success.

484, p1, Page 235 If possible, we would like to have Dekker relay the information about the impending fleet from on the command center before he dies. If the timing doesn't work it is understandable, it just seems more believable for the Midways sensors to not be able to detect things on the other side of the gate.

485, p1, Page 236 Someone expressed the desire to have 'or whatever's' removed as we did not know what that would be.

485, p4, Page 236 We will not be able to show Maestro die (as it is currently described) via VDU. It either needs to be a comm (which only shows his face), a cut scene, or an engine cut scene.

488, p1&2, Page 237 We want the first paragraph to be relayed via VDU and then cut to a cutscene to relay the second paragraph.

✓
agreed

(comm) ✓

490, Page 237 We need to make sure we show the player land in this scene. The player will not have control in space after Beat 487.

492, Page 238 We would like the endgame #1 changed to the Dreadnought overwhelming the Midway.

501, Page 239 Nobody was fond of a ship killer destroying the Golden Gate. We would like something closer to Wing 3's ending. Fleet of alien ships flying over earth, mass destruction, troops crushing human skulls as they move, etc.

we still have mesh of Washington

SERIES L (beats 502xxx to xxx)

Not included in last beat outline. No comments.

ADDITIONAL ART REQUIREMENTS

Jeff Shelton:

- Plasma Weapon child object to attach to the Midway late in the game.
- Art to represent a distant pulsar.
- Different cargo objects for CONFED's general purpose shuttle.
- Refueling
- Pilot recovery
- Supplies

Alien ships:

- Fighter Destroyer
- Fast Attack Craft
- Destroyer
- Transport

All of the alien ships are described in the alien ship doc on the net. Also, the Multi-role cluster was going to handle the task of mine laying so that we don't have to create another ship that won't be seen much in the game.

The carrier (Vesuvius?) listed is not in the ship doc but we would surely use it if it is created. The plan was to never see the other lesser carriers but I think the game would feel much bigger if we let the player see them.

What is the Deveraux?

Beat 275: The Corvette listed is necessary both in Series F and in Series A. It did not appear on the recent Object Art List.

Beat 278: The alien-modified starbase is actually set in an asteroid, allowing strong armor on all sides but the docking side. Tactically it will be both interesting and challenging. I only include it here because the fact that it is set in an asteroid is not specified in the Object Art List.

✓ cool

John Guentzel:

Art Stuff:

Confed:

- 2nd Carrier? *Prob Not, O.K. NO!*
- TCS EISEN - Lexington/Victory/Vesuvius class carrier? *No*
- Piranha fighter? *yes*

Kilrathi:

- Strakha *No, No, No*
- Paktahn
- Corvette

Galactic Wallpaper stuff...

- including NEBULA wallpaper for SERIES F&H to match NEBULA in SERIES G

Sean Mustakas:

Art Stuff:

Series A -

1. Art - Big Note - Sean would like to have Strakha and a Corvette built for this series. Can we have them? Please, please, please.... (they will be used in later missions as well)

No

Series G -

1. Big Art Note - G3/G4 - we need Drydock for Ship Killer and Weird Alien Storage Containers here.

2. I would really like for us to build another carrier called the Eisen for the Confed Cavalry group. It's necessary to explain where all of the new ships are coming from.

No

COMM NOTES

Last year, Chris R. made the intro. (Prologue) a living hell by forgetting to have the background dialog professionally written. Please make sure that the writers tie the pieces of the Prologue together with CONSTANT background chatter. This will be 90% WILD LINE dialog (the writers will know what I mean).

Thanks
Stretch