

Wing Commander III PSX Post Mortem Prioritized for Wing Commander IV PSX

FUN FACTOR

Whatever can be done to make this game distinct from the PC game and target the PlayStation market. The console market wants action, instant satisfaction and thrills. Develop with this in mind.

In order of priority:

LOAD TIMES

IN SPACEFLIGHT - WCIII PSX: 1-3 second when a new wave of fighter appears. Pause before being able to control your ship. These load times are detrimental to the fun factor. See what you can do.

IN GAMEFLOW - WCIII PSX: 1-6 second pauses when moving about the ship or going to a terminal screen

PACKAGING (Origin)

This item is beyond the realm of developer control, however, this must be addressed by Origin/EA/Sony to resolve the CD scratch problem. The box needs to be redesigned and the CDs stored more securely.

LOADING NOTICE/TRANSITIONS

Instead of a glaring notice which only makes the player painfully aware of this problem (WCIII PSX) we would like the image to remain on screen (dimmed, perhaps) with a subtle reminder such as a spinning CD.

BUGS

The game should never crash.

ALLOC FAIL BUG - Repeatable, in mission L001 for example. Talk to Chris Primozich about this one.

SAVE/LOAD BUG - 'No card in Slot 1' bug - fix by rewriting save/load

WAY POINT RESETING - disconcerting

CONTROLLER RESET (SELECT + START) - will not reset SpaceFlight data

RANDOM LOSS OF SOUND DURING MOVIES - Random nature makes this one hard to pin down.

COLLISION DETECTION FIX

PAUSING/HANGING BUG

Interrupts the SpaceFlight experience. Implement Jason Yenawine's WCIV PC collision detection fix to improve frame rate.

FRAME RATE

SpaceFlight minimum 15fps

EXPLOSIONS/COLLISION DEBRIS

Add colors -8-bit minimum. Make them cool. It's the player's reward. The explosions on WCIII PSX are flat and uninspiring.

SAVE/LOAD GAMES

Exchange with something easier to use and more intuitive. WCIII PSX Save Game requires too much clicking and takes too long. Origin's Wing Commander V PSX programmers (Axel Brown, Hugh David) can be of help with this one. Save/Load feature must add Memory Card Management to allow the player to delete previous saves from both Wing and other games (see Descent PSX for an excellent example of

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this). Currently, if the player runs out of memory on the card, Wing III will cryptically say "Unable to comply" when trying to save. The Sony built in card management is not sufficient for this task, either.

CONTROL PAD CONFIGURATION (Provided by Origin)

1 default configuration, 2 optional configurations. Remove all functions that are non-essential to produce the Wing Commander experience. The action in the game should be fast and uninhibited by the control layout - 99% of all functions should be a single or double key press. Pressing 6 keys for anything is ridiculous. A user defined control layout is also always highly desirable. Again, see Descent PSX for an example.

ANALOG JOYSTICK SUPPORT

This will make a world of difference to the flight sim fans out there. Plan to support it.

AUTOMATE LANDING

Give automatic clearance for landing. Default setting - If near a capitol ship, auto land.

AUDIO (Origin/Lion)

Streaming audio, not low-grade midi like WCIII PSX. Dolby Surround in Gameflow, please! Movies and SpaceFlight in stereo.

GAMEFLOW OPTIMIZATION

Play plot critical movies upon landing. Eliminate walking around ship.

ART QUALITY

Go with maximum bit quality and colors memory will allow. Plan to touch up after running conversion tools.

SMOOTH ANIMATIONS

Too many frames cut out makes these choppy on WCIII PSX. Address this on WCIV PSX.

MEET SONY GUIDELINES

Any exceptions will have to be presented to Origin early.

GROUND MISSIONS ADDRESSED

Examples due mid-May so that a final decision can be made.

FORMAT/COPY MEMORY CARDS

GAME BALANCE AND POLISH

Little things that impact the overall quality: killboard tallies not resetting, art glitches, shooting slightly off-center, rear radar targets slightly off, etc.

CUSTOMIZE FOR TV VIEW

Make sure centering and text stay within TV bounds. Plan to support European PAL version.