Start Menu

- New Game
- Exit Game
- Credits
- Game Options Menu (2)
- Multi-Player Menu (4)
- Quick Fight Menu (5)
- Continue (Load) Game Menu (7)

Main Menu

- New Game
- Exit Game
- Game Options Menu (2)
- Pilot Roster (3)
- Technology Encyclopedia (6)
- Load Game Menu (7)
- Save Game Menu (8)
- Kill Board (9)

Game Options Menu

Pilot Roster

DIAMONDBACKS
LOGO

BLACK
WIDOWS
LOGO

WOLF
PACK
LOGO

This button will be grayed
out until the Wolf Pack
comes on board.

NAME:

RANK:

SERIAL NO.:

STATUS:

HOME WORLD:

BIO:

PHOTO

CALL SIGN
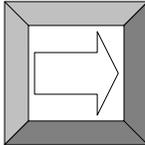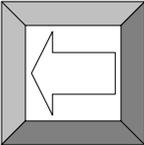
EXIT

Multi-Player Menu

Quick Fight Menu

There are [COUNTER] attacking waves

counter **here**

adds tabs for attacking waves **here**

WEAPONS — icons representing guns and missiles which can both be lit, individually or together, to represent weapon status

RANDOM — icon representing random encounters which be lit or unlit (or maybe yes and no check boxes)

POWER-UPS — icon representing power-ups (or maybe check boxes)

Menu here for enemy starships controls graphic **here**

graphic of attacking ships (could change with selections or be a button by itself)

enemy starship icon

range to attacking ships: **COUNTER** KM

Wave

1	2	3	4	5	6
consists of					
Aliens (toggle)					
2	ace	multi-role fighters			
6	rookie	fighter clusters			

button to toggle star type

LIGHT ASTEROID FIELD

button **here**

changes BG graphic **here**

My	Bravo	wing
consists of		
3	normal	Vampires

graphic of defending ships (could change with selections or be a button by itself)

friendly starship icon

Menu here for friendly/ neutral starships controls graphic **here**

ADVANTAGE: FRIENDLY (toggle: FRIENDLY, ENEMY, NONE)

6 lives

regenerate: 30 seconds

LOAD   SAVE   EXIT

In any box with a number in it, left click to increase the number (up to the maximum, when the next click will reset to zero), and right click to decrease (again wrapping around at zero).

Regeneration options will only appear in the multi-player version of this screen.

Technology
Encyclopedia

CONFED
LOGO

KILRATHI
LOGO

ALIEN
LOGO

These may start out as just greyed-out boxes, until we decide that the player can look at any alien or Kilrathi technology during the game.
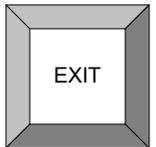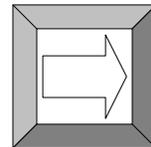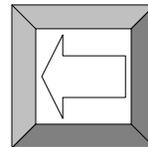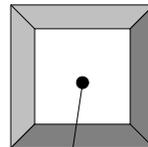
CLASS:

MANUFACTURER:

SPECS:

3-D Image??
2-D Image??

OBJECT NAME

EXIT

This button toggles graphically between ships, starships, weapons, etc.

Continue (Load)
Game Menu

TOGGLE FOR TYPE
OF SAVE GAME??

Quick Mission

Saved Game 4

This is a text description of the
mission entered by the player
at the time he saves the
game, as well as a date and
time stamp, if we can get it.
(Or maybe just a mission/date/
time stamp)

Saved Game 1

Saved Game 2

Saved Game 3

Saved Game 4

Saved Game 5

Empty Slot

SPINNING LOGO
(alternates with any
warning check boxes which
are needed for load or
delete buttons)

YES

NO

LOAD

ERASE

EXIT

Save Game Menu

TOGGLE FOR TYPE
OF SAVE GAME??

Saved Game 3

This is a text description of the
mission entered by the player
at the time he saves the
game, as well as a date and
time stamp, if we can get it.
(Or maybe just a mission/date/
time stamp)

Saved Game 1

Saved Game 2

Saved Game 3

Saved Game 4

Empty Slot

Empty Slot

SPINNING LOGO
(alternates with any
warning check boxes which
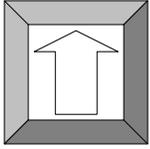are needed for load or
delete buttons)

YES

NO

SAVE

ERASE

EXIT

Kill Board

Maybe have squadron buttons up here, so there will only be twenty or so possible pilots visible at any given time.

		hundreds				twenties				fives				ones			
CALL SIGN	STATUS	C	C	C	KIA	X	X	X	X	V	V	V				
CALL SIGN	STATUS	C	C	C	KIA	X	X	X	X	V	V	V				
CALL SIGN	STATUS	C	C	C	KIA	X	X	X	X	V	V	V				
CALL SIGN	STATUS	C	C	C	KIA	X	X	X	X	V	V	V				
CALL SIGN	STATUS	C	C	C	KIA	X	X	X	X	V	V	V				
CALL SIGN	STATUS	C	C	C	KIA	X	X	X	X	V	V	V				
CALL SIGN	STATUS	C	C	C	KIA	X	X	X	X	V	V	V				
CALL SIGN	STATUS	C	C	C	KIA	X	X	X	X	V	V	V				

Status could include KIA, MIA, active, inactive, and anything else we can think of.

EXIT

Maybe have a column for medals somewhere on here?

Pilot Roster

CONFED LOGO

Initially, this field blinks and a computer voice says "please enter call sign."

DIAMONDBACKS LOGO

This text immediately becomes a cursor as soon as you type something.

ENTER CALL SIGN

Button stays grayed out until player has entered call sign. (ENTER key will save and exit also)

GENERIC "BACK UP" BUTTON

NAME: Lance Casey

RANK: 2nd Lieutenant

SERIAL NO.: MDWDB-10242247a

STATUS: Unregistered

GENERIC OK BUTTON

Wing Commander Prophecy

New Game

Continue (Load)
Game Menu (7)

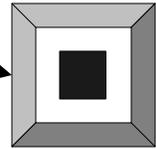Quick Fight Menu (5)

Multi-Player Menu (4)

Game Options Menu (2)
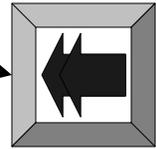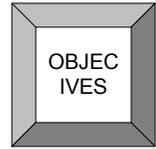
Credits

Exit Game

Start Menu
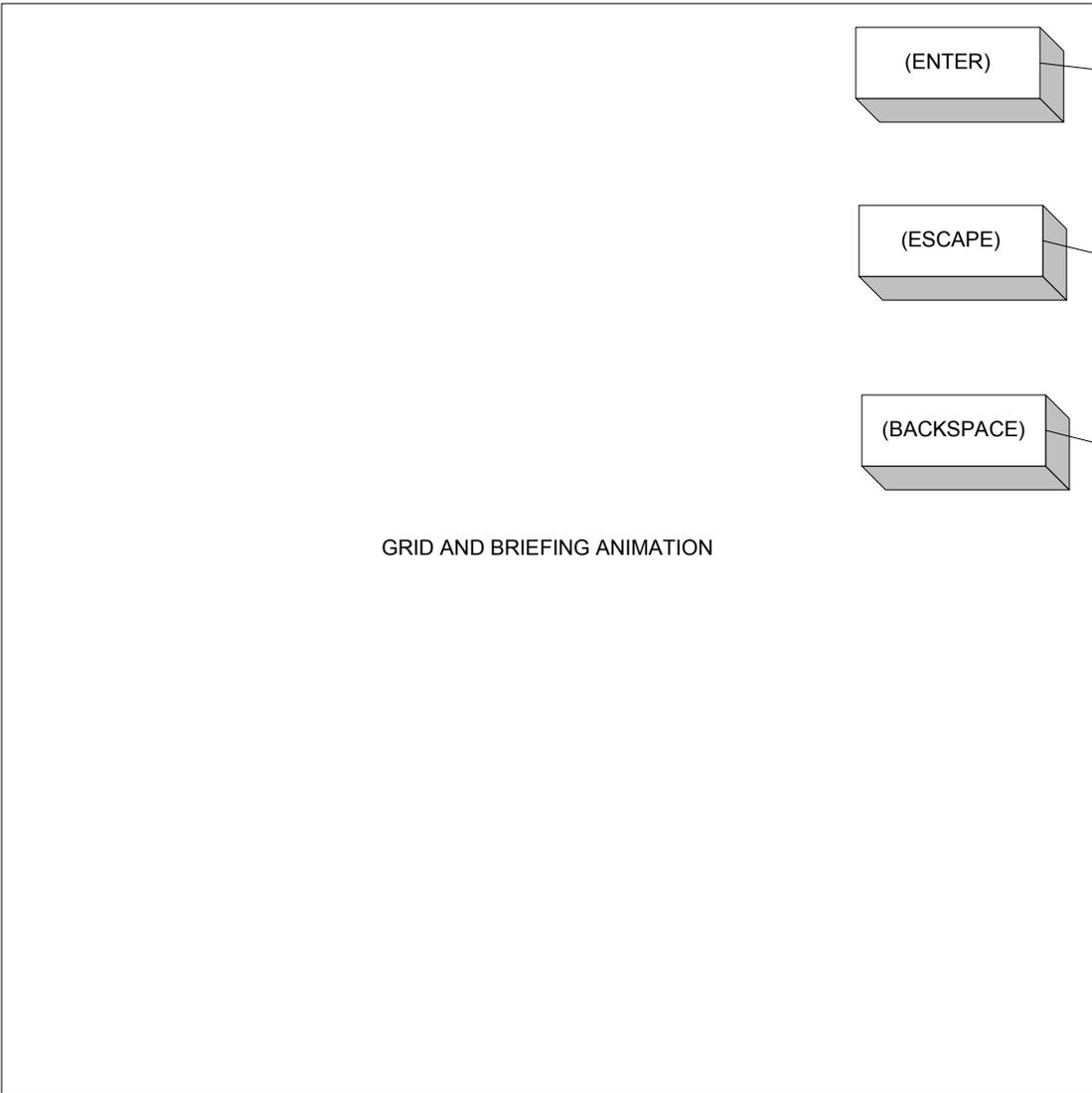
(ENTER)

(ESCAPE)

(BACKSPACE)

GRID AND BRIEFING ANIMATION
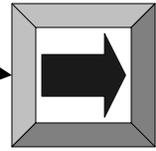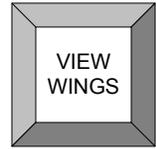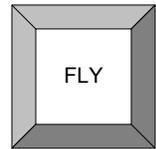
OBJEC
IVES

VIEW
WINGS

FLY

Wing Config View

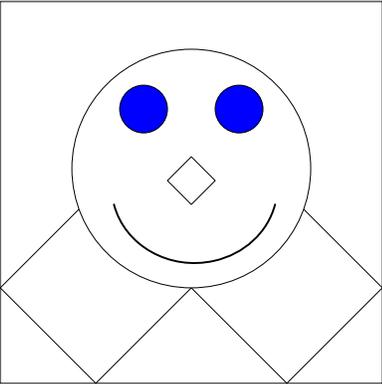ALPHA WING:
(PICTURE OF SHIP TYPE
WITH BRIEF STATS,
INCLUDING GUNS)

SQUADRON
LOGO

ALPHA LEADER (PILOT):
PILOT NAME
"CALL SIGN"

MISSILE
LOADOUT
GRAPHIC

CALL SIGN

CALL SIGN

CALL SIGN

CALL SIGN

SPSB RESULTS:
FLIGHT SKILLS
PERSONALITY PROFILE
KILLS

ICIS
MENU

NEXT
WING

PREVI
OUS
WING

NEXT
PILOT

PREV
PILOT

FLY