## *"Shadow Force" Design Document Review*

Welcome to the Design Document Review for "Shadow Force : A Wing Commander Adventure." The following is our agenda for this meeting:

Time Start	Component	Human
1:00	Welcome	Pete Shelus
1:01	Shadow Force *In One Sentence*	Pete Shelus
1:03	Meeting Objectives	Pete Shelus
1:05	Team Introduction	Pete Shelus
1:10	Presentation	Cinco Barnes
	Executive Summary	Cinco Barnes
	Executive Addendum	Cinco Barnes
1:30	Context (Story + Characters)	Cinco Barnes
2:00	Single Player (Section1)	Cinco Barnes
	Single Player (Section2)	Cinco Barnes
	Gameplay Enhancements	Cinco Barnes
2:30	Multiplayer	Cinco Barnes
	Q&A Review	Cinco Barnes

During and after the "Presentation" component, we will entertain questions regarding the material at-hand. The Context, both Single Player divisions and the Multiplayer segments will be formatted as follows: a brief introduction to the section, a summation of issues (and / or features) followed by a Question & Answer session.

Hope you have fun!

- Us
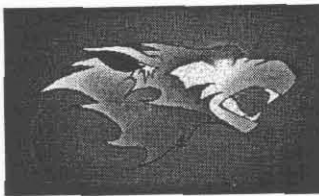
Contents

5-Minutes of Single Play:

The following table illustrates five-minutes of Single Player gaming. The table is to facilitate understanding of what feature or interface the Player is using at any given moment.

Game ELEMENT	Game DESCRIPTION	Player ACTION
ENTER GAME	Player inserts the CD into the CD-ROM drive and AUTO-RUN begins	Standard Configuration for Install setup. Drive letter / Folder name / Install SIZE / Install OPTIONS
PILOT CREATION	Player Must create his or her pilot identity	**SELECT** from existing appearances and make modifications where necessary. Input name / callsign and other pertinent data including **EXPERIENCE LEVEL** (setting difficulty and training mandate flag)
PILOT PROFILE REVIEW	Player gets to briefly review the pilot stats before COMMITTING to the character.	**CLICK** OK / CANCEL. If you chose a character that is a 'Rookie' pilot, a message indicating that you must 'train' with one of the more experienced characters will appear here.
MAIN MENU	Player chooses to begin Single Play	**CLICK** SINGLE (from a list that includes all of the main menu commands)
CAMPAIGN INTRO	Selecting the SINGLE play button will take you immediately to the 'Campaign Opener' cinematic. This describes the story's immediate conflict in greater detail. This is different from the MAIN INTRO which appears prior to the Player's arrival at the main menu screen.	**NO COMMAND**
SPACEFLIGHT (Intro)	Credits end with the Player's character being 'dropped' into flight near the Cerberus' landing deck. Expert pilots will be able to quickly turn their ship away from the landing bay to explore the 'scene.' However, newbies will be only seconds away from landing (as long as they don't pull the controls dramatically in any given direction).	Movement Command / **NO COMMAND**
GAMEFLOW	Player is taken directly to the ICIS command console.	**NO COMMAND**

(Intro mission)		
ICIS	The ICIS system immediately beings briefing for the first mission. Cerberus can be seen in this view along with several 'light gate' devices which represent paths that the Cerberus may follow.	
ICIS	The Player decides to investigate the other pilots on-board.	**CLICK** ON PILOT DATA
PILOT DATA	A roster of available pilots (all of the immortal main characters) appears.	
PILOT DATA (sub)	The Player is very interested in Hardware's technological enhancements... and why he changed his name to something so benign...	**CLICK** ON "Hardware" picture or name / **CLICK** ON PILOT DATA (to see info on selected pilot)
ICIS	Player wants to go back to work...	**CLICK** ON 'BACK'
ICIS	The Player notices that the audio description of the present location and given mission circumstances disappeared when he went to the PILOT DATA screen. He wants it back...	
ICIS	The Audio data begins anew. ICIS explains where the Cerberus has been assigned and informs the Player as to all possible hazards.	**CLICK** ON AUDIO BRIEFING
ICIS (Movement)	The Player is satisfied that he has gotten enough info about the job at hand and has decided to begin operations in the Border Worlds.	**CLICK** ON "BORDER WORLDS" Light Gate
ICIS (Cinematic)	The Cerberus engines fire and lift the craft to a position above and in-front of the selected gate, posing it like a rock in a sling-shot. In seconds, the craft blazes into the gate... and reappears in distant "Border Worlds" space.	**NO COMMAND** / ESC to skip the cinematic and advance the ICIS
ICIS (Briefing)	When Cerberus arrives at her new location, ICIS shows the first 'entry-point' mission of the HUB. The Player is in need of training, so the first PLOT mission is postponed for a bit.	·
ICIS	ICIS : *In order to survive protracted engagements using the new CIS-variant fighters, you will be required to attend training. Choose your trainer : TURK / FURIE*	**CLICK** ON FURIE to launch
SPACEFLIGHT	Launch sequence begins when you click on the Trainer personality.	
SPACEFLIGHT (Training)	The Player is engaged by Furie. FURIE : *Look... I am going to keep control of your craft when I explain something, okay? Just do what I tell you and we can get you certified..*	Standard SPACEFLIGHT controls for movement and weapons... but trainer personality is 'in control' of the player action during important sequences.
SPACEFLIGHT (Training)	The Player turns out to be quite a hot-shot. Furie issues several objectives relating to movement and other 'ship placement' stuff. If the player does well, the subsequent maneuvering lessons will be discarded in favor of heavier training (weapons with TURK)	**FLY** into light gates with Furie / **FLY** through buoys / **FLY** to points / "Race" Furie back to Cerberus
SPACEFLIGHT (Landing)	In-flight debriefing appears on the HUD. Number of kills = 0 (sans Easter-egg) Gunnery / Missiles all at 0. MISSION SUCCESS!	Player must **FLY** near Cerberus to begin auto-landing sequence.
SPACEFLIGHT (Trap)	Furie will help the player get back to the Cerberus (one way or another... even if it means 'taking over')	**NO COMMAND**
GAMEFLOW	The Player is again taken immediately to the ICIS control center aboard Cerberus	**NO COMMAND**
ICIS (Movement)	ICIS details what the player must do next. In this case, the Player has successfully completed the certification portion of the Training (by blowing through all of the	**CLICK** ON LIGHT GATE

	objectives in mere seconds). The Player is told where certain items may be and what the 'first' mission in each of the given HUB leaves might be.	
ICIS (Cinematic)	Cerberus moves into light gate and then re-appears in new sector. HOSTILE ENCOUNTER!!!	
ICIS (Scramble)	ICIS : *Cerberus is under attack! All pilots report to your craft!*	**CLICK** ON FLY
SPACEFLIGHT (Launch)	Launch sequence Plays	**NO COMMAND**
SPACEFLIGHT (Combat)	Player flies against enemy craft.	
SPACELFIGHT (Light Gate)	Enemies begin to move away from the action and attempt an escape through a light-gate. TURK : *They're heading out! We have to stop them before they give away our position!*	Player must **FLY** into a light gate
SPACEFLIGHT (Conclude)	Once all enemy craft have been eliminated, the player is allowed to 'meet and greet' all of the main characters aboard Cerberus.	**NO COMMAND** / ESC to skip the cut-sequence
SPACELFIGHT (Debriefing)	Back at Cerberus, the mission's numeric debriefing appears on the Player's HUD. Kill score = 10	**NO COMMAND**
	TURK : *You are one lucky... forget it. Say! Why don't you and I try on the new DUST CANNON later?*	**NO COMMAND**
GAMEFLOW	Player is brought automatically into gameflow and up to the ICIS screen as soon as the landing sequence ends.	
ICIS	ICIS informs the player that TURK has put in for an immediate weapons test of the 'Dust Cannon.' Additionally, there is information regarding the crew's next mission.	**CLICK** ON TURK / **CLICK** ON FLY
SPACEFLIGHT (Launch)	Standard Launch sequence	
SPACELFIGHT	TURK : *Lookin' pretty good... Follow me, and I'll show you how its done...*	

5-Minutes of Multi-Play:

This section is in the same format as the 'Single player' above. Basically, a run-down of what a player does in setting up and enjoying Multiplayer.

Game ELEMENT	Game DESCRIPTION	Player ACTION
MAIN MENU	Player chooses to begin Multi Play.	**CLICK** MULTIPLAYER (from a list that includes all of the main menu commands)
CONNECTION TYPE	Player will be asked to select the connection type.	**CLICK** ON (Selection from list of supported connection protocols)
MULTIPLAYER (main)	The Player will see the main MULTI menu which features a listing of all available games, the game type, host pilot, etc.	
MULTIPLAYER (Join Game)	Player wants to join the game called "Pain Cave" hosted by CBARNES. Game appears in GREEN with a Lightning bolt symbol next to the Host Name (serving to indicate the lowest latency of published games)	DOUBLE **CLICK** on "Pain Cave" or SINGLE **CLICK** on "Pain Cave" and then **CLICK** JOIN
MULTIPLAYER (Game Screen)	The Player gets to the Pre-Flight checklist screen (a setup screen showing the given options selected by the	DOUBLE **CLICK** on RESIGN

	host and all attendants.) All Players' game stats appear. All of CBARNES cohorts are Origin Developers with Kill Ratings of around 600.	
MULTIPLAYER (Join Game)	The Player, a rank amateur, sees that his experience is not enough to be competitive against pilots with so many kills. RESIGN (or ESC) takes you back to this JOIN screen. Other games have appeared. They're all CHALLENGE! games...	
MULTIPLAYER (Host Game)	The Player decides that he would prefer something more purely 'Wing Commander.' By clicking on HOST, the Player zips to a screen that presents all configuration options.	**CLICK** ON HOST GAME
MULTIPLAYER (Host Game)	From a list of game types, the Player selects Gauntlet mode (as opposed to the default WING! Mode) The Player and his sister have played 'Shadow Force' before and got to Level 7 in the Gauntlet.	**SELECT** GAUNTLET! MODE
SPACEFLIGHT	The Player is able to select a different STARTING level because his pilot character has achieved Level 7 in a previous game.	**SELECT** LEVEL = 7
SPACEFLIGHT	The Player remembers that he got a number of explosive kills in his first Gauntlet game by tricking AI pilots into smacking into asteroids. Asteroids are turned ON.	**SELECT** ASTEROIDS ON
SPACEFLIGHT	The Player remembers that it looked funny when 'Friendly Fire' was turned off last time... missiles and guns went through his partner instead of damaging her. Although safe and fun, this is not realistic enough... Friendly fire is turned ON.	**SELECT** FRIENDLY FIRE ON
SPACEFLIGHT	But... he promised that he'd not play Gauntlet until he and his sister could play together, again. So, he switches to WING! Mode.	
SPACEFLIGHT	This option is selected from the game configuration options.	**SELECT** WING! MODE
SPACEFLIGHT	The Player has no idea what SWACS are. But, with his cursor hovering above the SWACS option, a 'tool tip' caption appears. *SWACS are friendly craft you can command in search of Powerups!*	**SELECT** SWACS ON
SPACEFLIGHT	Wing! Mode is comprised of two teams. The Player selects his team : ALPHA	**SELECT** TEAM
SPACEFLIGHT	...they will wear a bright blood red. This red will appear as the target color on enemy HUD displays and on score charts at the conclusion of the game.	**SELECT** TEAM COLOR
SPACEFLIGHT	The name *CBARNES* appears in the Player's TEAM window and them immediately switches to the BRAVO wing. The Player recognises this name, selects it on the BRAVO wing list and then hits the KICK OUT button.	**SELECT** KICK OUT *CBARNES*
SPACEFLIGHT	In mere moments, several other players join and distribute themselves to ALPHA and BRAVO wings after spirited negotiation via the Text Chat window. Once everyone is ready to begin the battle, the Player selects LAUNCH!	**SELECT** LAUNCH!
SPACEFLIGHT	Once in-flight the Player receives a message from *Donnie : Get your SWACS in the odd sectors starting with one, okay?* The Player then hits the M key to bring up the Overlay Map.	**PRESS** M for Overlay MAP
SPACEFLIGHT	He chooses the SWACS with his callsign shown above	**SELECT** SWACS with Cursor

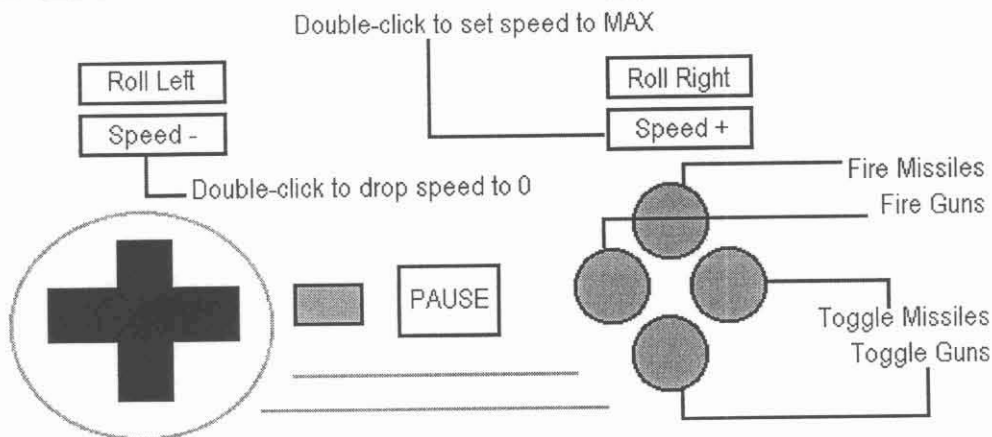|		(mouse / joystick control)
SPACEFLIGHT	Activates the object...	**CLICK** on SWACS to bring up Command Options
SPACEFLIGHT	Asks for Status... The SWACS replies : *We're go, boss. All systems on-line.*	**SELECT** Comm : "Status Report!"
SPACEFLIGHT	The Player clicks on Action Sphere #1 with the cursor. The SWACS replies : *Roger! En route...*	**SELECT** MOVE Action Sphere (click on any action sphere)
SPACEFLIGHT	*Donnie : We go this way and we'll cut them off...* The Player follows the team into a nearby gate.	**FLY** to Light Gate
SPACEFLIGHT	At the first new action sphere, several enemy craft are present. All of ALPHA wing engages. The Player (realizing that the battle is balanced 3 on 3) decides to approach a friendly SWACS nearby. It is near an asteroid that it is 'scanning.' If he checks is overlay map he'll see that the SWACS has reached 80% certainty that this rock contains a powerup device.	**FLY** to Asteroid
SPACEFLIGHT	The Player opens fire on the asteroid and it immediately erupts into many tiny pieces. A Cap-Killer powerup is there : *SUPER SHIELDS*	**SHOOT** Asteroid until powerup appears
SPACEFLIGHT	To pick up the Cap-Killer weapon, the Player must fly through it.	**FLY** through powerup
SPACEFLIGHT	Once the Power up is aboard the Player's ship he flies back to the Cerberus nav point.	**FLY** to Light Gate
SPACEFLIGHT	Upon approach to Cerberus, a game engine cinematic takes over showing the Player 'firing' the powerup into the Cerberus' hangar.	**FLY** near Cerberus
SPACEFLIGHT	Back in control, the Player chooses his overlay map to see where everyone else is. BRAVO and ALPHA wing appear to be engaged in Action Sphere #8, alongside SWACS_2.	**PRESS** M for Overlay MAP
SPACEFLIGHT	The Player is curious as to what the SWACS has discovered. Investigating SWACS_2's condition shows that she is 60% certain that a nearby debris piece contains the SUNFIRE weapon.	**CLICK** on SWACS_2 to bring up Command Options
SPACEFLIGHT	The Player comms to the SWACS to get status. The SWACS replies : *We're under fire!*	**SELECT** Comm : "Status Report!"
SPACEFLIGHT	The Player sees that ALPHA and BRAVO fighters are concentrated on the opposite end of the action sphere. He orders SWACS_2 to head home.	**SELECT** SWACS to bring up *Command Options*
SPACEFLIGHT	With a click on the Cerberus object, SWACS replies : *En Route.* In moments, the SWACS could be safe from harm and the Player may have another shot at stealing a powerup item for his home base.	**SELECT** MOVE Action Sphere (**CLICK** on any action sphere)
SPACEFLIGHT	It's just a matter of what lies on the other side...	**FLY** to Light Gate

Console Control Schemes:

The following data represents the "Shadow Force" control scheme as it may appear on one of a variety of console machines. In the development of this product, we will ensure that all additional features within the game (for special missions and any special circumstances) will remain accessible through a limited command set.
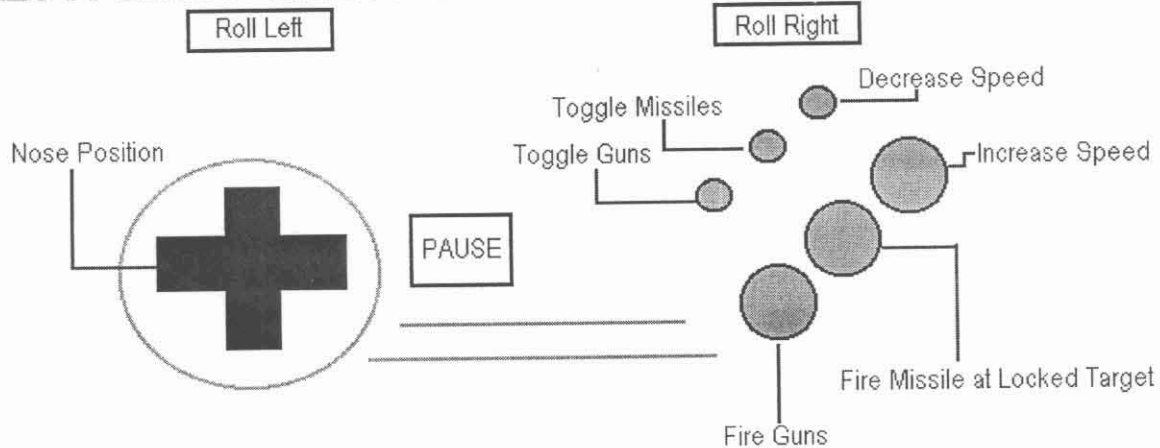
PSX Controller Configuration

Double-click to set speed to MAX

Roll Left

Roll Right

Speed -

Speed +

Double-click to drop speed to 0

Fire Missiles

Fire Guns

PAUSE

Toggle Missiles

Toggle Guns

SATURN Controller Configuration

Roll Left

Roll Right

Toggle Missiles

Decrease Speed

Nose Position

Toggle Guns

Increase Speed

PAUSE

Fire Missile at Locked Target

Fire Guns

N64 Controller Configuration

Roll Left

Roll Right

Decrease Speed

Increase Speed
(Afterburn = double-click)

Fire (Trigger)

Toggle Missiles

Nose Position

Toggle Guns

Pause

Fire Missiles

Pitch / Yaw
(Nose Position) : Joystick

Fire Guns
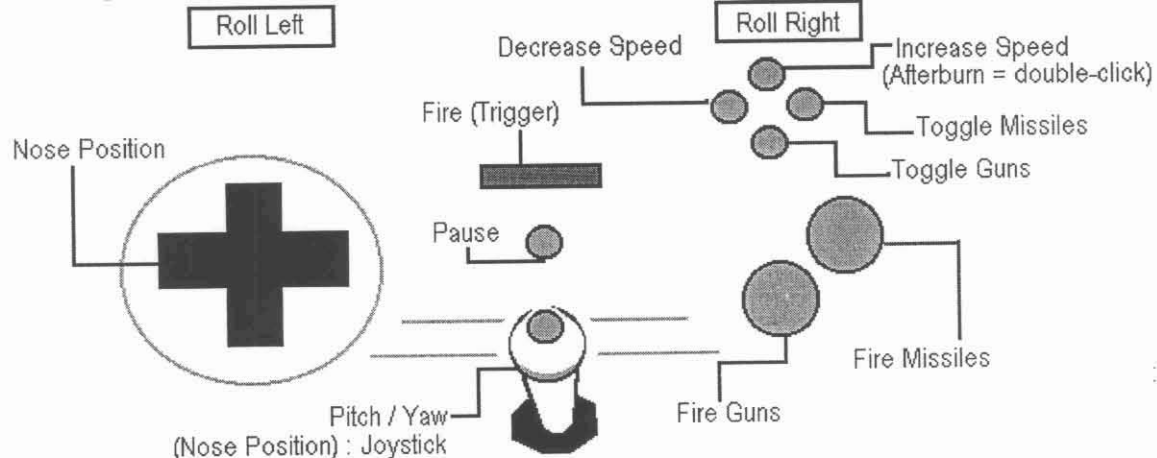
PC "No Hardware" Control Scheme:

In order to get away from the pit-falls of requiring a joystick, we have designed a prototype for 'No Hardware' control over "Shadow Force."

PC "No Hardware" Scheme

MOUSE L1 = Fire Guns
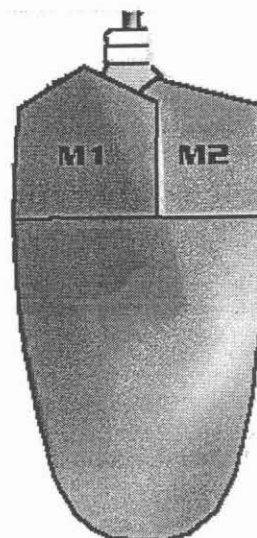MOUSE L2 = Fire Missile at Locked Target

Six Degrees of Freedom without special hardware.

Arrow Keys

UP = Afterburn
DOWN = Slow (brake)
LEFT = Slide Left
RIGHT = Slide Right
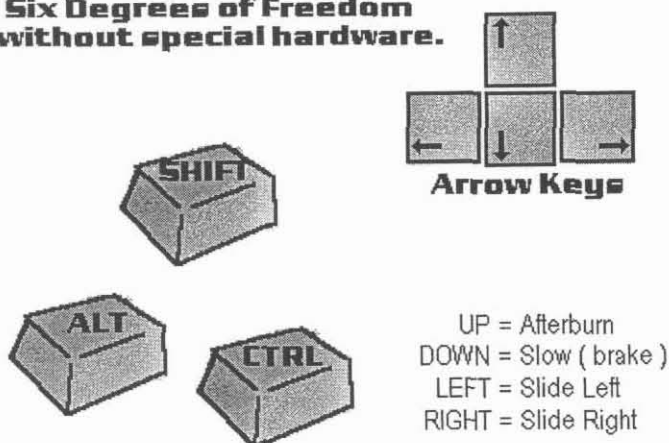
SHIFT = Increase Speed (to full cruise)
CTRL = Decrease Speed (to full stop)
ALT = Change Mouse L/R and U/D

MOUSE = Nose Control (point ship)
ALT + MOUSE RIGHT = Roll Right
ALT + MOUSE LEFT = Roll Left
ALT + MOUSE UP = Slide Up
ALT + MOUSE DOWN = Slide Down

FAQ:

A number of questions come up about "Shadow Force" more often than others. This makes for a Frequently Asked Questions list. The questions themselves represent our understanding of the given issue...

ARE WE SELLING PROPHECY ALL OVER AGAIN?

Truthfully, we intend to reuse as much of Wing Commander : Prophecy as we can. We believe the core fun factor of Prophecy's game-play will be the chief contributor to Shadow Force's success in much way that good gameplay preservation smiled on the Tomb Raider and Quake franchises. However, making smart consideration as to how to better relate the player to the action and bring a cinematic feel to the 'traditionally' more mundane affairs (like auto-run, gameflow, save and load, training sims) should give us ample distance from the things that date classic Wing Commander gameplay.

WHAT MAKES THIS GAME LOOK DIFFERENT FROM PROPHECY, SPECIFICALLY?

1. Depth of field control using Hardware acceleration for Video
2. Application of Motion Blur for accelerated Video

3. 3D Interface for Gameflow Menus and Controls
4. A preponderance of Game-engine cut sequences
5. New "Arcade" view which allows you to see your craft while still being able to fly and kill!

WHAT MAKES THIS GAME A TOP 10 TITLE?
Self-deterministic gameplay, building strategies for crystal-machines in multiplayer, easier-to-use cinematic gameflow sequences, usable "Arcade"-style chase camera view with auto-target tracking, secret locations, secret light-gate passages, and a simplified communication and deployment interface for wingmates and SWACS craft. These represent good concepts from both inside and outside of the standard Action-Simulator model that have been synthesized into new features for Shadow Force.

IS THIS MULTIPLAYER WORTH WAITING FOR?
Yeah. Wing Commander has been around for so long, the possibility of satisfying everyone's mutliplayer desiers has always felt terribly remote. So, we're not going to try to create specific mutliplayer games or "scenarios" that individually answer each need; but ample options for a more narrowly focused battery of multiplayer play-scapes. Challenge mode, Gauntlet mode and Wing mode are the basic Human vs. Human, Human vs. AI and Human Team vs. Human Team Strategy elements at the core of Shadow Force multiplayer. With the right options and difficulty settings these modes can offer a great deal of replayability.

CAN YOU REALLY DO A NON-LINEAR GAME WITH SCALING DIFFICULTY WHILE PROVIDING TRUE INTERCHANGABILITY?
We are chiefly concerned with making sure that all of the first two-thirds of the Shadow Force story mode can be completed by the Average pilot. In this light, we will insist on more subtle mission difficulty grades. Later missions will constrict time-periods for objective completion, change object speeds (for escaping capital ship vessels, for example), as well as add more numerous and more challenging objectives.

HOW MUCH IS TOO MUCH?
Folks like chocolate, and they like fried shrimp, but they don't often like chocolate fried shrimp. We have to admit that too much of any good thing is bad, and have taken steps to accurately prioritize the numerous game features with respect to both their design importance and their technical feasibility. With the right consideration we should be able to deliver a feature-rich and timely product.

Visual Aids:
The following pages represent several visual aids that illustrate functions within "Shadow force." You'll find:
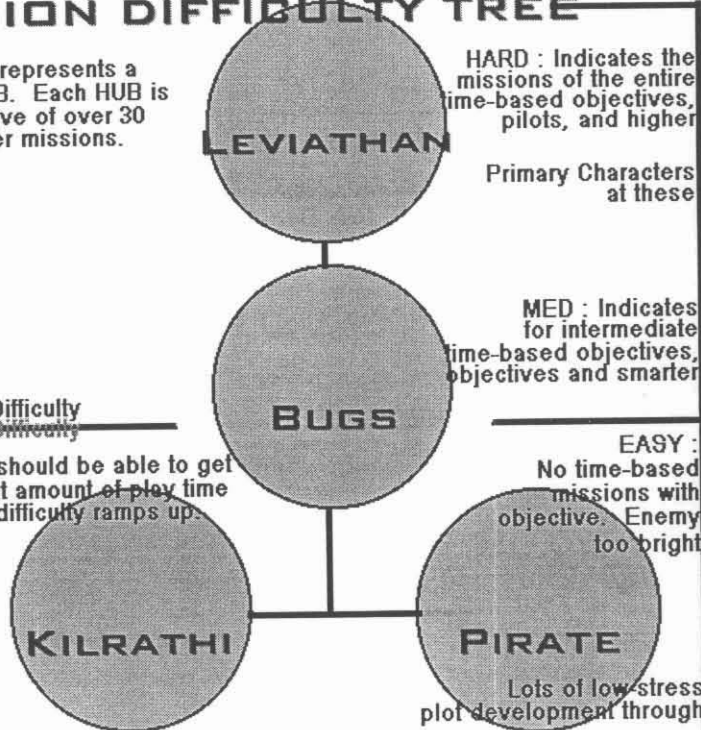1. Difficulty Tree for mission HUBS
2. HUB System template
3. Comms / Deployment interface
4. F5 "Arcade" View Auto-Tracking Zones
5. Cerberus Movement Interface

MISSION DIFFICULTY TREE

Each circle represents a mission HUB. Each HUB is representative of over 30 single-player missions.

LEVIATHAN

HARD : Indicates the most demanding missions of the entire series. Multiple time-based objectives, smarter enemy pilots, and higher stakes overall.

Primary Characters can be killed at these stages.

HARD

BUGS

MED : Indicates nominal difficulty for intermediate pilots. Some time-based objectives, several mini-objectives and smarter enemy pilots.

MED

Median of Difficulty

New pilots should be able to get an excellent amount of play time before the difficulty ramps up.

EASY : Pretty easy! No time-based objectives, few missions with more than one objective. Enemy pilots are not too bright at this stage.

KILRATHI

PIRATE

Lots of low-stress moments for plot development through various means.

EASY

HUB System : Mission Field

Nexus :
Where you choose which of the four paths to follow first. Where you return once a 'series' is finished.

Crystal Machine :
Pick up one of the four major 'level' rewards!
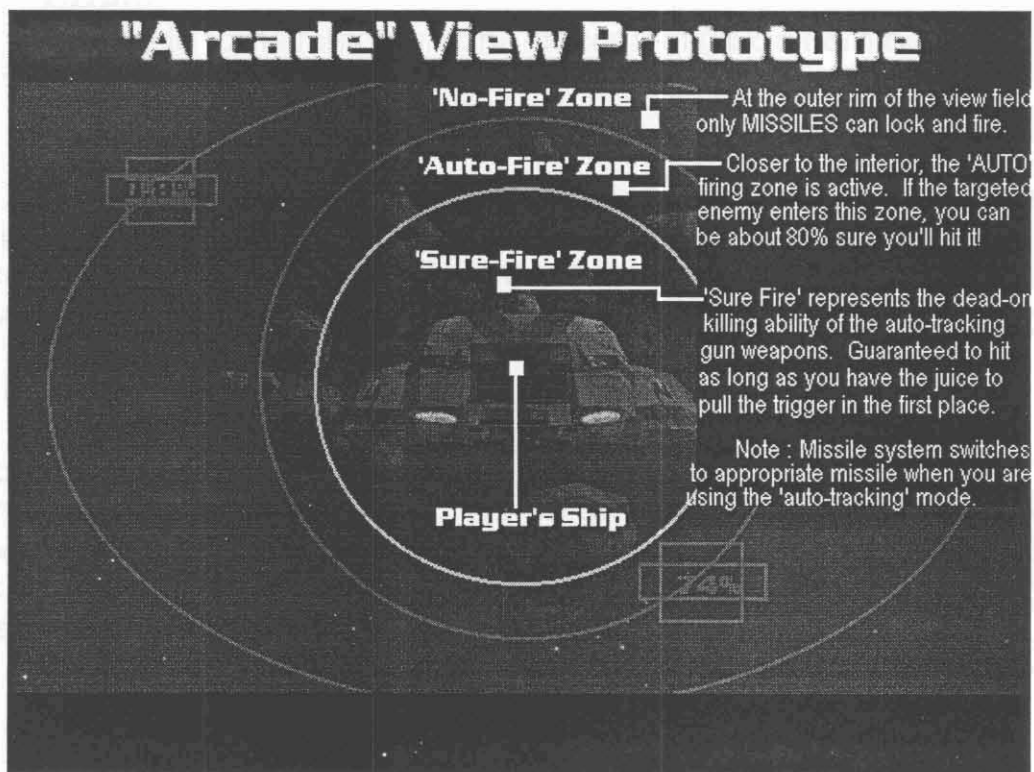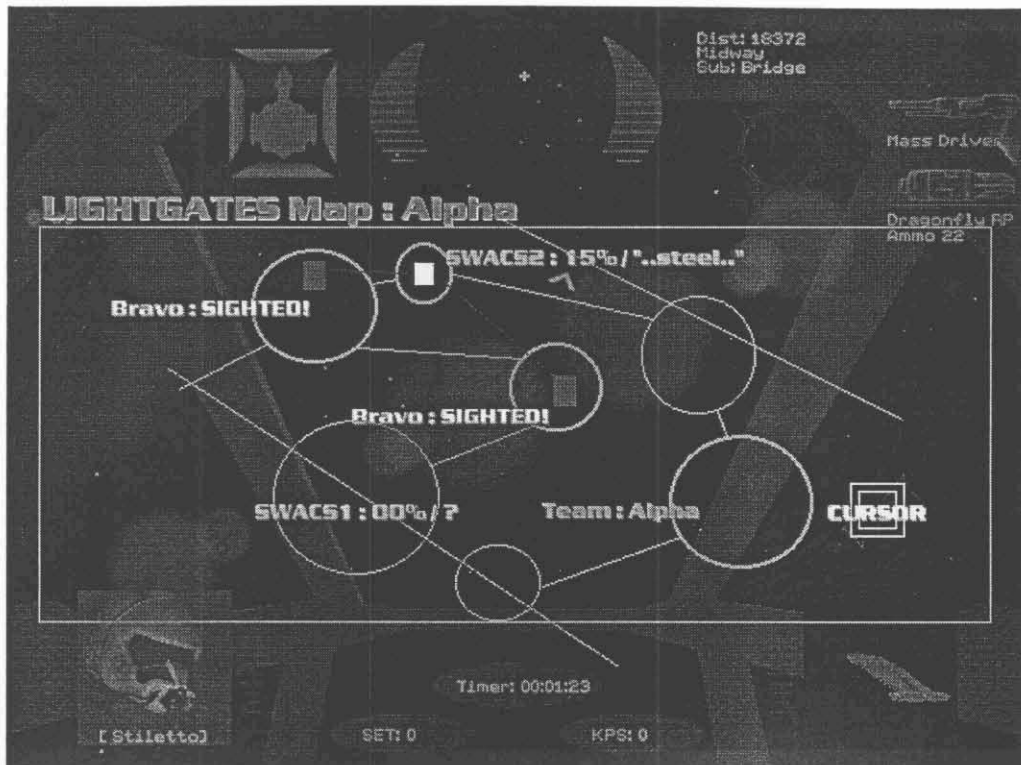
Choice Level 1 :
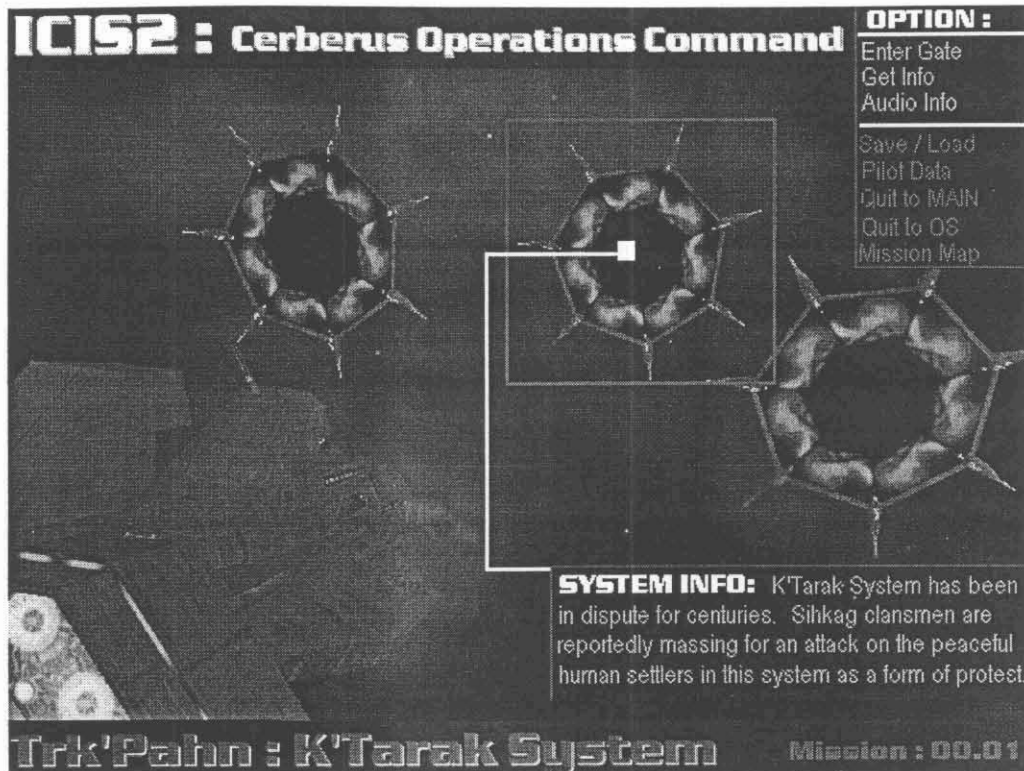Decide between two equivalent facets important to your enemy's resistance.

Choice Level 2 :
Choose method of attack against selected enemy resource.

"Arcade" View Prototype

'No-Fire' Zone — At the outer rim of the view field only MISSILES can lock and fire.

'Auto-Fire' Zone — Closer to the interior, the 'AUTO' firing zone is active. If the targeted enemy enters this zone, you can be about 80% sure you'll hit it!

'Sure-Fire' Zone — 'Sure Fire' represents the dead-on killing ability of the auto-tracking gun weapons. Guaranteed to hit as long as you have the juice to pull the trigger in the first place.

Note : Missile system switches to appropriate missile when you are using the 'auto-tracking' mode.

Player's Ship

ICIS2 : Cerberus Operations Command

OPTION :
Enter Gate
Get Info
Audio Info

Save / Load
Pilot Data
Quit to MAIN
Quit to OS
Mission Map

SYSTEM INFO: K'Tarak System has been in dispute for centuries. Sihkag clansmen are reportedly massing for an attack on the peaceful human settlers in this system as a form of protest.

Trk'Pahn : K'Tarak System   Mission : 00.01

Errata:

We made some mistakes in the document (aside from bad grammar and type-o's). Mainly:

"THE MURK"

Are mentioned heavily in the Mission Summaries appendix. This is the name that we had back in January. It's changed to Leviathan. Therefore anything referring to the "Murk" should, instead, represent "Leviathan."

"ICIS2"

We barely tried to keep this consistent. You'll see spots where it reads "ICIS" and others where it says "ICIS2." All I can say is ; I'm sorry… didn't mean to confuse anyone. We will be calling the main gameflow / movement interface "ICIS" just as it was in Prophecy. Tacking the 2 onto it was an early decision that somehow slipped through into the document in several spots.