

Cain, Billy

Subject: UPDATE: Design needs for Beta...

more goodness...

DESIGN NEEDS FOR BETA

This should be the list of everything that is keeping you from completing your missions for Beta. If there are more things that need to be added, please add them and return this mail to me.

If there are fixes for these items, please let us know!

CATEGORY

- 1st missions it's needed in (if possible) - What the specific need is.

DATA (DESIGNER SHOULD FIX)

- All missions - All GENERIC Mission Specific Comms need to be on SPECIFIC list. (i.e. Help Needed). **ROB.**
- All missions - Complete list of ICIS comms. **ROB.**
- I2 - Alien Cap Ship Missile (Ship) data needs to be created, and needs to be added to MED. These are to have been fired from the Dreadnought, at the Midway. **BILLY** needs to add this item to MED - it will use the data file for the Tri-Ray Torpedo.
- I4 - Confed Training Missiles (Ship) data needs to be created, and needs to be added to MED. These attempt to distract the fighters around the Dreadnought. **BILLY/BEN.**
- H6 - Targeting Disk (Missile) data needs to be created, that can attach to the transport in H6, and ONLY to the transport. **BEN.**
- DL1 - Confed Mine needs to be created. **BILLY** needs to add this item to MED.
- Series D - Alien Mine (dropped by Minelayer) needs to be created. **BILLY** needs to add this item to MED.
- Need Mission Difficulties (designer controlled) for each mission for generic attaboys.

ART

- G3 - Dry Dock for Ship Killer.
- I6 - Worm Hole Towers
- I6 - Wormhole itself
- B1 - Kilrathi Cruiser
- DL1 - Confed Mine
- Series D - Alien Mine (dropped by Minelayer)
- H6 - Targeting Disk to destroy the fleet.
- G3 - Alien Floating Turret
- I2 - Alien Cap Ship Missiles (a little/lot bigger than normal Alien missiles - maybe just resized so a fighter can shoot them easily)
- I4 - Training Missiles (a little/lot bigger than normal Confed missiles - maybe just resized so a fighter can shoot them easily)
- C2 - Midway Repair Drones
- G3 - Alien Cap Ship Repair Drones

CODE

- C1 - Need to be able to land on the refueler and REARM missiles and REFUEL afterburner.
- C Series - Need Repair Drone for Midway. They should repair the armor on the Midway.

- All missions - Comm Brackets need to be added for the sender of the comm.
- H6 - Targeting Disk needs to "lock" or "dock" on transport.
- I2 - Tstack error - too many nested ifs. Andy looking into this.
- All missions - Floating Turrets may need death programs, to count the number destroyed.
- Briefing animations are currently broken.
- Nav map is currently broken.
- Ship Hit point variable for landing damage and generic ataboys.
- Landing Communications with Midway - Talked with Jason about:
AI_SetLandingInfo(LandingObj, COMM_ENUM_WIN, COMM_ENUM_LOSE)

AI CODE

- B1 - SnapToPlayerForAutopilot. This is needed for any wingleader that is NOT able to be added to the player's wing for trips through AutoPilot. Examples are the Marine Shuttle, other Wingleaders, anything that doesn't get in formation. **Jason may need more info. Please see him.**

COMM_CODE

- Comm - ActionsphereClear should not be sent when the Midway is around. **Probably a Beta bug fix.**
- Landing comms. Will designers handle landing comms (**MISSION IN PROGRESS** [don't allow landing], **WIN** [allow landing], **LOSE** [allow landing])

CAP SHIPS

- Need all cap ship work completed for AI to attack, and for Confed to defend.
- Will need to know when parts are blown off Cap Ships. Will we need death programs for constituent parts?

COMMENTS

- Frame Rate is slowing down our testing of the missions, as well as QA giving us feedback on Pass 3.
- Follow AI (going to points) is less than optimal. Example, wingmen going to rel points seem to miss a lot and look like they're flying in circles.
- Cap Ships should not avoid if at all possible. This prevents landing in certain cases, and slows down playthroughs. Can we change to new capships yet? Will we need to?

CUTSCENES NEEDED

E2 - Picking up an ejected pilot.

B1 - Landing Cutscene for being close to the Midway's Hangars.