Cain, Billy

Subject: priority list

Here's the issues I see:

4 • Autoslide
1 • Briefing *
2 • Credits - Final design and data
2 • Startup Movies - Final design on flow *
2 • Final Save / Load / History stuff *
2 • Keyboard and joystick - match ref card *
3 • HUD *
2 • Sound effects *
2 • Squid arms *
1 • Wasp booster detach and SFX *
3 • Hazing defaults
3 • Game engine cutscene polish
3 • Refueling SFX and correctness (tweaks) *
1 • Critical Comms are cutting each other off and need to be waiting for the other to finish before playing *
1 • Player sent comms need to NOT play during any incoming comms.
2 • Comm window needs to be fully implemented.
2 • Missile Trails
1 • Midway landing
2 • Anti-fighter turrets *
1 • Callsign entry screen
2 • Swarmer missile trails
2 • All options hooked up
1 • Cap ship parts getting destroyed on ALL cap ships.
2 • Asteroid Fields
2 • Debris Fields
4 • MED debris object (dralthi wing for B1)
1 • Mine fields (bound to an AS)
3 • Burning capital ships
1 • ALL the game engine cut scenes THEY ARE THERE
2 • sexy explosion shockwave back in
1 • all the debris for all the ships
1 • breifing cams
1 • AI
• Anti-missile turret KILLED
2 • HARM missile (needs to lock onto turrets only) *
4 • Shield Killer weapon affects (lowers shield pool max temporarily)
2 • Plasma weapon affects (damages cap-ship component parts) *
1 • Mines (need to ignore duration's if enemies are present) *
4 • Bombs
• ~~Refueling cutscene*~~
• ~~Fighter turrets*~~
3 • Fixed guns on capships*
2 • Afterburners on all ships (I guess this is an art issue since they need to be built for each fighter) *

Simulator :
3 • Need to add specific "simulator" wingmen to sim missions. These are pilots whose taunts do not refer to "Bugs" and who will be available on all three disks. Rob should already have generated this data.
3 • Need to add specific "bonus" wingmen to the last two simulator missions. This is very similar to the above stuff. Rob Irving should already be aware ... and may have already fixed the possible problems.
3 • Need TARGSTR_ stuff to work with new simulator target designations.
1 • Need **SCORE** factor attached to menu system somehow. Rob came up with this, I guess. It is an incredibly cool idea, but I do not know exactly how it is going to work.

4 • Need a **SF_AddToPlayerScore**(int_x) command, as well as an
SF_SubtractFromPlayerScore(int_x) command so that the "score" variable stuff can
be set by the death programs of spawned fighters in the gauntlet. (And/or any
fighter in any simulator mission.) Missions should automatically "SAVE" the
player's sim scores.

✓ • Need correct **TIMES** for the simulator comms. Rob is already working on this one.

2 • Need to place the **Rachel "Sim Program" comm** somewhere on the first mission of
disk 3. Once we hit disk 3 I want the player to do one mission, and after he
sees Rachel in the egress movie, I want to play the "We've got some new simulator
programs" to play as a SOUND EFFECT (with **Sys_Play(SFX_RachelSimComm)**) right
before the MAIN program of said mission runs the DEBRIEFING. That way, we have
Rachel and Casey in the "same room" and she is kinda peeking over his shoulder
saying this.

4 • Need a way of tracking the player in the **SCORE** field by virtue of callsign. Rob
Irving should already be working on this.

4 • Need a listing of development callsigns and bogus score values to put in the
score table for the sims... along with some of the other Midway pilots.

Series "G" :

2 • Need explosion bug fixed for mission G1 where the Alien comm station child
objects are getting blasted by the player.

★ 1 • Need CHILD OBJECT COLLISION to work with **aCommFac** object.

1 • Need to be able to TARGET and see TARGET ID INFORMATION for the "Ambush" jump
bouy in mission G1.

3 • BRIEFING for mission G1 needs to be checked after this weekend for "finality."
(Note: The entire G-series briefings should be shippable by Monday.)

3 • Need to rework the losing end of mission G1. Player must be able to skip the
second nav point to get a failure at the Midway Nav instead of sitting in space
forever. This should be a bug already in the database. I expect to get a fix
failed on it since I managed to get a different manifestation of the bug.

3 • BRIEFING for mission G2 needs to be checked after this weekend for "finality."
(See above)

3 • Need to polish the docking of the Marine shuttle in mission G3.

3 • Need to get the "Losing" branch of G3 checked and approved by you, sir. The
player waits too long or cannot take out the Narwhal's engines and bridge...
"EARTH Invasion" movie plays. It's kind of a cinematic symbol, really. The
Plasma weapon gears up to fire, and then **does**... but we cut forward in time to a
plasma blast that impacts the space station orbiting Jupiter. Could be a big
load of horse puss, but I think it may work okay with the Midway Swarmed movie
playing beforehand.

2 • Need to get "LIVE" version of the Alien Dry Dock.

1 • Need to have Dry Dock not "follow" the Narwhal when it tries to kill the Midway.
(This is a very complicated problem involving the fact that the Dry dock is dead
and the "ignore" list stuff may be broken... dunno, though. Will speak with
JHUGHES about a possible solution.)

Series "I" :

1 • Mission I2 : Need to have the TriRay Bombers firing the proper weapon at the
Midway's component pieces. This is part me, part AI.

2 • Mission I3b : Need to isolate phantom bug being reported by QA that is completely
non-repeatable in my local version. Could be a VSS-"diff" solution.

1 • Mission I4 : Need "SaveObjectState" working for missions I4 and I5. The
Dreadnought needs to have its damage state saved from one mission to the next.

1 • Mission I5 : See above.

1 • Mission I6 : Need an **SF_SetChildObjectFlag**(OF_vulnerable, 0) command so that I
can set vulnerability for component pieces on the Alien Wormhole Gate.

1 • Mission I4 / I5 / I6 : Need to be able to see the name of the targeted child
object... and some semblance of "damage."

2 • Must finalize the Winning and Losing branches for I6. Right now, they work...
but they are far from perfect.

Explosions :

4 • Need to finalize the vector / spray velocity translation for the normals embedded
in child objects. This may be wrong thinking, but I believe that Hugh has

already gotten the hardpoint stuff working in explosions, so the child object up-vector stuff should be a snap.

4 • Need to add "SCAL" chunk to all of the child object explosions. This should translate into "plumes" of fire that go upward.

4 • Need to see if Will wants to scale back the opacity of the Confed explosions. They are great, but they are nowhere near the polish of the aliens explosion animation.

Armor Hits :

4 • Need to see if I can set a battery of animation frames and have them pulled as textures for individual armor hit pieces by the particle system code.

• Otherwise, I'm shipping what I got.

5 • BITCHING BETTY

* indicates SUPER IMPORTANT

2 • MEMORY MAP

3 • SCORING SINGLEPLAYER MISSIONS — HISTORY

2 • SCORING IN DEBRIEF SCREEN

4 • INITIALS IN SIMULATOR HIGH SCORE SCREEN

3 • Return to Base