

TO DO

~~CGW Demo~~

~~Reviews~~

~~FRIDAY - DEMO~~

~~MONDAY - C S S - E3 Postmaster~~

~~CREATE MISSION CHECKLIST WITH TESTS~~

NAME THE MISSIONS

BRIFFINGS - EACH TIME YOU HAVE NEW SHIP,
SHOW IT OFF

SIMULATOR - RATING SYSTEM

STATS AFTER MISSION

- GO OVER 100% WITH BONUS OBJECTIVES, etc

HOW TO TRACK MESSAGES (informed)?

ACES - TIMING

BOSS PATTERNS (timing)

- Predictable

- New Skill

- Turn Down Diff level

- Named PC

- How long between Bosses

- Signal difficulties to the Player

a) in common if possible

b) sound track

c) Keywords "Hardest Mission"

TO DO

BIAB NOTES

- 3 aspects of Mission Design to relate to this ship
- Name the ship relating to its technology

Weapons

- Mastery
- weapon visuals
- 5-7 new weapons
- New ways to use
- wire guided weapons
- new meshes

CAR SHIP ARMAGEDDONS

- New weapons
- light effects

Use the Alien Weapons