From:	Potter, Ben
Sent:	Wednesday, October 09, 1996 12:00 PM
To:	Cain, Billy; Douglas, Chris; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc:	Downing, Dave; Shelus, Peter
Subject:	RE: Shrike missions and FUN WITH THE SHRIKE

The disadvantages too using electronic counter measures are that you draw a lot of attention to yourself. If an aircraft has this active it should be the primary target for all defense fighters around a cap-ship. The turrets will be affected the same as the Image Recognition missles. They will most likely lock onto a false image of the jamming ship instead of the actual ship itself. I do not like the idea of 'a jammer which I can see disable the particular turret I'm attacking' becuase that seems a little far fetched to be able to disable the aliens turrets all together. I don't think that we can pull that much techno-babble fiction out of our collective asses to explain that one. I also agree with Marcus that there ought to be some kind of feedback as to how effective the counter measures are so the player will be inclined to use them. Other disadvantages could be less power for the gun pool etc..
BCP
I smell a meeting.

From:	Douglas, Chris
Sent:	Wednesday, October 09, 1996 11:22 AM
To:	Cain, Billy; Potter, Ben; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc:	Downing, Dave; Shelus, Peter
Subject:	RE: Shrike missions and FUN WITH THE SHRIKE

I'd say that sounds immediate enough. Again, though, how does that help the player against turrets? They'll be what the player is attacking on Weasel missions. I'd rather have a jammer which I can see disable the particular turret I'm attacking so I can blow it away. The usual expendables (chaff and flares) can continue to deal with incoming missiles (incidentally, maybe bigger fighters and bombers can actually carry larger, more effective expendables than smaller ones).

I really think there's a lot to be said for adding some resource management issues like I mentioned before, too, so the player will have to think about conserving their "silver bullets." A broad-band jammer seems like something that would always be there.

--CMD

From: Potter, Ben
Sent: Wednesday, October 09, 1996 11:09 AM
To: Cain, Billy; Douglas, Chris; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc: Downing, Dave; Shelus, Peter
Subject: RE: Shrike missions and FUN WITH THE SHRIKE

What I had envisioned was simple. An ECM(Electronic Counter Measures) button and a HUD light that goes on and off when activated. When the device, whatever it may be, is engaged the ship will have much less of a chance of having a missle lock on them. It will be gratifying for the player to see the little light that tells him he has a missle locked on him turn off when his ECM is engaged. It should be easy for us to implement simply by making certain missiles have much less of a chance of hitting a ship that has this device active. Modern day radar jamming devices create multiple ghost images that the anti-aircraft guns and missiles home in on. It seems like this would be easy to simulate in the game. It was always fun, and not too sim-like, to fly the F-117 in the early Microprose games of the same name.
BCP

From:	Shelus, Peter

Sent:	Wednesday, October 09, 1996 11:43 AM
To:	Cain, Billy; Potter, Ben; Douglas, Chris; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc:	Downing, Dave; Shelus, Peter
Subject:	RE: Shrike missions and FUN WITH THE SHRIKE

It is very difficult to make it obvious to the player that turning on that little light actually does anything. It is difficult to quantize "it's harder for missiles to lock onto me". Turning the light on might actually also keep away elephants. I don't ever see any elephants when I turn the light on. (Analogy attributed to Frank). Players really only notice whether or not they are hit by missiles, not how often they are locked onto.

Pete

From:	Douglas, Chris
Sent:	Wednesday, October 09, 1996 11:22 AM
To:	Cain, Billy; Potter, Ben; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc:	Downing, Dave; Shelus, Peter
Subject:	RE: Shrike missions and FUN WITH THE SHRIKE

I'd say that sounds immediate enough. Again, though, how does that help the player against turrets? They'll be what the player is attacking on Weasel missions. I'd rather have a jammer which I can see disable the particular turret I'm attacking so I can blow it away. The usual expendables (chaff and flares) can continue to deal with incoming missiles (incidentally, maybe bigger fighters and bombers can actually carry larger, more effective expendables than smaller ones).

I really think there's a lot to be said for adding some resource management issues like I mentioned before, too, so the player will have to think about conserving their "silver bullets." A broad-band jammer seems like something that would always be there.

--CMD

From: Potter, Ben
Sent: Wednesday, October 09, 1996 11:09 AM
To: Cain, Billy; Douglas, Chris; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc: Downing, Dave; Shelus, Peter
Subject: RE: Shrike missions and FUN WITH THE SHRIKE

What I had envisioned was simple. An ECM(Electronic Counter Measures) button and a HUD light that goes on and off when activated. When the device, whatever it may be, is engaged the ship will have much less of a chance of having a missle lock on them. It will be gratifying for the player to see the little light that tells him he has a missle locked on him turn off when his ECM is engaged. It should be easy for us to implement simply by making certain missiles have much less of a chance of hitting a ship that has this device active. Modern day radar jamming devices create multiple ghost images that the anti-aircraft guns and missles home in on. It seems like this would be easy to simulate in the game. It was always fun, and not too sim-like, to fly the F-117 in the early Microprose games of the same name.
BCP

Cain, Billy

From:	Douglas, Chris
Sent:	Wednesday, October 09, 1996 11:22 AM
To:	Cain, Billy; Potter, Ben; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc:	Downing, Dave; Shelus, Peter
Subject:	RE: Shrike missions and FUN WITH THE SHRIKE

I'd say that sounds immediate enough. Again, though, how does that help the player against turrets? They'll be what the player is attacking on Weasel missions. I'd rather have a jammer which I can see disable the particular turret I'm attacking so I can blow it away. The usual expendables (chaff and flares) can continue to deal with incoming missiles (incidentally, maybe bigger fighters and bombers can actually carry larger, more effective expendables than smaller ones).

I really think there's a lot to be said for adding some resource management issues like I mentioned before, too, so the player will have to think about conserving their "silver bullets." A broad-band jammer seems like something that would always be there.

--CMD

From: Potter, Ben
Sent: Wednesday, October 09, 1996 11:09 AM
To: Cain, Billy; Douglas, Chris; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc: Downing, Dave; Shelus, Peter
Subject: RE: Shrike missions and FUN WITH THE SHRIKE

What I had envisioned was simple. An ECM(Electronic Counter Measures) button and a HUD light that goes on and off when activated. When the device, whatever it may be, is engaged the ship will have much less of a chance of having a missle lock on them. It will be gratifying for the player to see the little light that tells him he has a missle locked on him turn off when his ECM is engaged. It should be easy for us to implement simply by making certain missiles have much less of a chance of hitting a ship that has this device active. Modern day radar jamming devices create multiple ghost images that the anti-aircraft guns and missles home in on. It seems like this would be easy to simulate in the game. It was always fun, and not too sim-like, to fly the F-117 in the early Microprose games of the same name.
BCP

Cain, Billy

From:	Merrell, Marcus
Sent:	Wednesday, October 09, 1996 11:13 AM
To:	Cain, Billy; Potter, Ben; Douglas, Chris; Roan, Frank; Guentzel, John; Shelton, Jeff; Wattenbarger, Phil; Mustakas, Sean
Cc:	Downing, Dave; Shelus, Peter
Subject:	RE: Shrike missions and FUN WITH THE SHRIKE

some questions:

would it be something that you turn on and forget about or something you have to keep pressing the button?

is there any power drain, perhaps a slight disadvantage while it is on, something that would motivate the player to stay involved with the device to make it more of a game element?

should we provide audio feedback a)when it is engaged, b)when it deters a missile, and c)when it fails? Maybe a tone when it is on, a bleep when it works, and a blip when it doesn't?

sounds to me like it could be cool, I just want the player to be involved with the Shrike's Joke if that's the main thing that makes the Shrike more fun to fly.

MM

What I had envisioned was simple. An ECM(Electronic Counter Measures) button and a HUD light that goes on and off when activated. When the device, whatever it may be, is engaged the ship will have much less of a chance of having a missle lock on them. It will be gratifying for the player to see the little light that tells him he has a missle locked on him turn off when his ECM is engaged. It should be easy for us to implement simply by making certain missiles have much less of a chance of hitting a ship that has this device active. Modern day radar jamming devices create multiple ghost images that the anti-aircraft guns and missiles home in on. It seems like this would be easy to simulate in the game. It was always fun, and not too sim-like, to fly the F-117 in the early Microprose games of the same name.
BCP

From: Douglas, Chris
Sent: Wednesday, October 09, 1996 10:35 AM
To: Cain, Billy; Potter, Ben; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc: Downing, Dave; Shelus, Peter
Subject: RE: Shrike missions and FUN WITH THE SHRIKE

Wait! You're both right!

I think we obviously need to mature the formula and add some depth, but adding depth doesn't necessarily mean adding opacity. The appeal of WW2-style flight sims isn't that they lack modern-type systems, but that what systems they have come across with immediacy.   WW2 guns are simply more straightforward to employ than an AMRAAM, and a WW2 gun sight is much less confusing than a lead-computing gun reticle. A player doesn't need to study several pages of manual to understand how he can use these systems: we can explain these things in a few sentences (or lines of cinematic dialogue).

So I think the key isn't to avoid having modern or even futuristic systems—in fact, the more systems the better—but to make sure they are as immediate and obvious in their employment as we can possibly make them (and also make sure that their inclusion is tactically motivated, so they aren't just meaningless game design clutter).

--CMD

From: Mustakas, Sean
Sent: Wednesday, October 09, 1996 10:26 AM
To: Cain, Billy; Potter, Ben; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil
Cc: Douglas, Chris; Downing, Dave; Shelus, Peter
Subject: RE: Shrike missions and FUN WITH THE SHRIKE

I'm all for keeping Wing Commander in tact, but we already have the use of radar, missiles, decoys, and
ECM in previous Wing Commander experience - not very WWII. I merely suggest that we improve on what
we have already started. Since Wing IV didn't come through with the numbers, I feel we ought to mature
the formula quite a bit.

Sean M.

From: Roan, Frank
Sent: Wednesday, October 09, 1996 10:16 AM
To: Cain, Billy; Potter, Ben; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc: Douglas, Chris; Downing, Dave; Shelus, Peter
Subject: RE: Shrike missions and FUN WITH THE SHRIKE

The traditional formula for Wing Commander has always been World War II in space, a formula which I don't want to stray to far from. I don't mind the idea of borrowing tech/tactics from other eras, but we must make sure it is fun in a traditional Wing Commander sense. We can mature the formula, but we must keep the look and feel of the property intact. (fjr)

From: Mustakas, Sean
Sent: Wednesday, October 09, 1996 9:36 AM
To: Cain, Billy; Potter, Ben; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus;

Play ATF and USNF. The use of radar jamming is extensive(and downright necessary on some
missions), and I think they both play very well(fun!). Maybe we should use modern day hardware/tactics
as a model for Wing V. Both games really make the player feel that he is taking a very active role in his
countermesure defense through use of jammers, IR seekers/pods(seperate VDU), radar, chaff, and flares.
Another thing that adds to the feel is the F5 exterior view that gives the player a good camera angle of
incoming missiles - it's very useful/effective. The only drawback to taking this approach is that it gives
a very "Sim" feel to the game - loved by some, hated by others.

Sean M.

From:	Roan, Frank
Sent:	Tuesday, October 08, 1996 7:05 PM
To:	Cain, Billy; Potter, Ben; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc:	Douglas, Chris
Subject:	RE: Shrike missions and FUN WITH THE SHRIKE

The problem I have is that radar "jamming" is difficult to depict. It is hard to show that missiles are having trouble hitting you (as far as the player knows, they either hit you or they don't). Could we "jam" in a visual way? Maybe the Shrike could have a missile defense turret that would target and destroy SAMS as they came at you? The jamming could work as well if we make it obvious when it affects something. Just some things I'd like us to keep in mind. Thanks, (fjr)

From:	Cain, Billy
Sent:	Tuesday, October 08, 1996 4:59 PM
To:	Potter, Ben; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc:	Douglas, Chris
Subject:	RE: Shrike missions and FUN WITH THE SHRIKE

In case Chris hasn't explained this any better, and I haven't heard it... Here's some more explanation.

A Wild Weasel (WW) mission is one where the player is (basically) taking out radar turrets, SAM turrets, etc. Basically a mission for a madman, because when you can lock onto those turrets, you have to be close enough for them to lock onto you. Currently in Wing 5, any ship can have what we call a WW "loadout", where you carry missiles more suited for the WW mission, but the Shrike would be the preferred ship in certain types of situations. The Radar (which would look like a spinning radar dish, I suppose - so it can look like it can get easily damaged) is the reason why.

By adding a Radar Jammer to the Shrike, it gives it a 'joke' (writer's term for something that gives the Shrike character) that perhaps could liven up the mission and give the ship a better use.

When you fly with the Shrike's radar jammer 'on' (which you wouldn't want to engage near the Midway, or other friendy Cap Ships) it would possibly make the SAMs have a harder time hitting the Shrikes, therefore making the mission a little easier for the player. However if the Radar Jammer gets hit/damaged, it would make the Shrike more vulnerable, etc. Of course it's all up to the designers as to how exactly this will be implemented and conveyed to the player.

I hope this is clear, so if there are any questions, please ask.
bjc

Thanks!
bjc

Cain, Billy

From:	Guentzel, John
Sent:	Wednesday, October 09, 1996 10:53 AM
To:	Cain, Billy; Potter, Ben; Douglas, Chris; Roan, Frank; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc:	Downing, Dave; Shelus, Peter
Subject:	RE: Shrike missions and FUN WITH THE SHRIKE

Part of the "look and feel" of WW2 style games is that all the combat takes place
"in your face" for the most part while, for the most part, the modern sims tend to be more
of a "stand-off and nuke him with missiles" sorta deal..

personally I like both, but I know several people who like WC more than modern jet sims mainly
because WC has more of the "in your face" action...

what we need is a nice, airomatic blend of the 2...

-JG

From:	Douglas, Chris
Sent:	Wednesday, October 09, 1996 10:35 AM
To:	Cain, Billy; Potter, Ben; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc:	Downing, Dave; Shelus, Peter
Subject:	RE: Shrike missions and FUN WITH THE SHRIKE

Wait! You're both right!

I think we obviously need to mature the formula and add some depth, but adding depth doesn't necessarily mean adding opacity. The appeal of WW2-style flight sims isn't that they lack modern-type systems, but that what systems they have come across with immediacy. WW2 guns are simply more straightforward to employ than an AMRAAM, and a WW2 gun sight is much less confusing than a lead-computing gun reticle. A player doesn't need to study several pages of manual to understand how he can use these systems: we can explain these things in a few sentences (or lines of cinematic dialogue).

So I think the key isn't to avoid having modern or even futuristic systems—in fact, the more systems the better—but to make sure they are as immediate and obvious in their employment as we can possibly make them (and also make sure that their inclusion is tactically motivated, so they aren't just meaningless game design clutter).

--CMD

From: Mustakas, Sean
Sent: Wednesday, October 09, 1996 10:26 AM
To: Cain, Billy; Potter, Ben; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil
Cc: Douglas, Chris; Downing, Dave; Shelus, Peter
Subject: RE: Shrike missions and FUN WITH THE SHRIKE