

Wing Commander Armageddon

Design feedback 2/17/97 bing

General Design goals

- I love the goal of making industry "jaws drop"
- "most spectacular battle sequence" is a good goal
- I like the status sector map idea
- I think your multiplayer scenario approach is TOO LIMITED
 - compared to Diablo, where you can play thru the entire fiction with partners if you like
 - and difficulty level scales up
- I wish there was a general design goal associated with high-end PC configuration, including
 - Universal Serial Bus, for use of feedback joysticks
 - USB: anyway to play multiplayer on one monitor with one PC??

Design schedule

No comments. I found this hard to follow.

Editor

seems basic. Hard to believe wings were created without one of these.

Squadrons

seem basic. I don't see anything in the script that indicates techniques to make these squadrons memorable to the player.

Special effects

- I like the lighting effects on the cockpit beams.
- I wish the cockpit had some new features, like Privateer 2 did.
- Explosions: I wish they had a gameplay effect - how about letting ships take damage (and pinging sound) from flying into exploded particles (like a meteorite shower)?
- I like the extra detail on cap ships, and the way this will impact gameplay, by enabling better targeting of turrets.
- I like the new light sourcing effects, but I wish one or more of them affected gameplay, such as:
 - * different effects/power for different colored lasers
 - even different sounds for different lasers

Weapons

Are there enough new kinds of weapons here? Why not new weapons even at lower levels, like
infra red beams (superheat engines and explode onboard missiles)
crystal laser (pierces shields, like phosphorus tipped missiles pierce steel armor)
phosphorus bullets, to pierce armor
fly by laser missiles (futuristic fly-by-wire), perhaps using onboard camera to steer

Communications

In general, I'd like to see chatter about the way a mission was going, and the way the war was going that was as smart as Voiceover is in our best sports games.

In Triple Play, the announcers seem to understand the texture of the game as it reaches the later innings. In FIFA Soccer and NHL Hockey, the announcers have "realtime" play by play.

I'd also like to see character development, and relationship development carried out in comms, esp when the battle is not fevered. There were 5-10 comms like this in Wing 4, between Maverick and Blair. I'd like to see 100!

Multiplayer

I like the idea of power-ups a lot. I think this area could use additional work. Diablo multiplayer design seems more satisfying, and will set a standard of comparison, I believe.

Idea: make it risky to install some of the power-ups mid-mission; so player will usually wait for inspection by "Pliers" engineer back at base; but in dire straits, may gamble and install.

Idea: provide some increasingly powerful power-ups, as well as increasingly hard levels.

Idea: add an element of control and skill – add a probability that alien ships will contain a power-up, which will be available to Player, if alien ejects prior to total destruction of ship.

Perhaps 10% of random ships have power-ups of some kind; and 100% of BOSS ships (Aces).

Perhaps 25% of ships carrying power-ups then destroyed by missiles yield power-ups.

Perhaps 75% of ships carrying power-ups, then destroyed by lasers yield power-ups.

Perhaps 90% of ships carrying power-ups, then destroyed by lasers, yield power-ups.

Artificial Intelligence

I LOVE the team/group maneuver concept. I hope these are fine-tuned extremely well. I believe this can SEPARATE WC Armageddon from all the pretenders.

Idea: have comm chatter by friendly NPC wings actually call these plays, so Player can learn by example.

Idea: some kind of comm about alien tactics as well: "I think they're going for a flanking move.. better burn out of there."

Gameflow overview

I hope the "fewer rooms, more interactivity" model works, but I can't tell from the script.

I like the approach of "locking" the briefing room door until "all mission critical conversations" have been completed.

The "what's bad for gameflow" section seems smart.

Attaboys

I like this design element. In general, I wish there were attaboys that went beyond canned messages.

Ribbons/medals seem like a plus.

Any way that power-ups can be awarded for A++ performance, along with medals??

Or naming a new maneuver after the player, like the "Bingfish Inverted Flanking Maneuver"

Can medals be printed out? Or better yet, certificates "signed" by a WC character. The certificate in Disney's Lion King game got printed out about 10 times in our household.

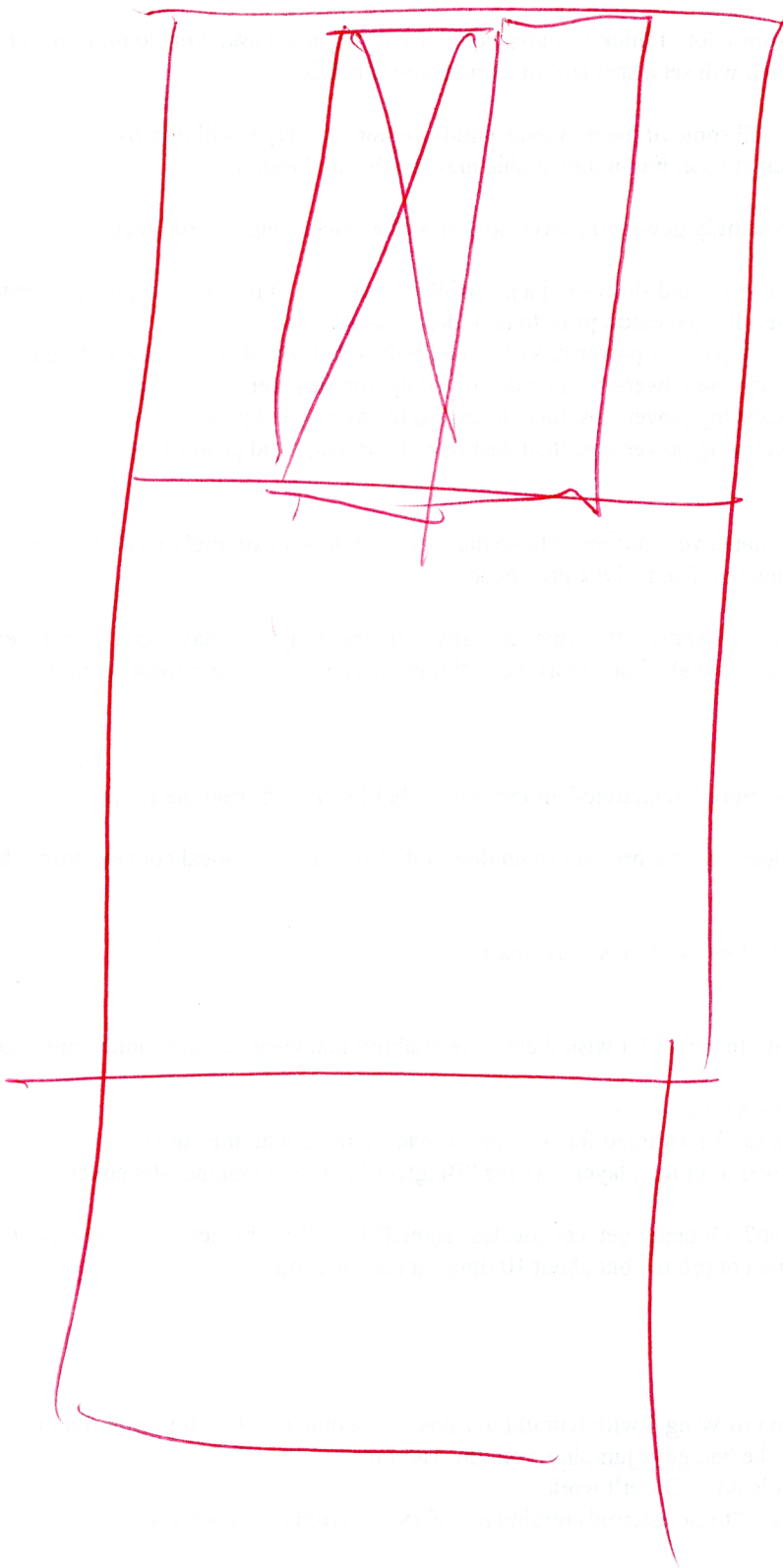
Missions

B1: Good first mission.

- I like the connection to Wing 4 with Kilrathi in ruins, and a bunch of the ships you fought in WC4.
- Nice surprise with the bad guys jumping from the asteroids.
- Nice surprise that cloaking doesn't work.
- Comm ideas: Dekker "these asteroids remind me of xxx asteroid (from wing 4)

B2: seems like a letdown

- not clear how this mission follows the storyline of B1
- not much drama in the Panther rescue



- could you add some comm chatter from a significant saved character “whew, thanks for the rescue; we were hurting there”
- increase emotional investment in Panther rescue, by carrying rescue items “here are some extra missiles/armor/shields, so you can make it back to the ship”
- add comm during battle “wish you’d brought a little more armor, mine’s about gone”
- add comm “I’m on my last missile, going to guns – can I get on someone’s wing??”
- can you add some drama with each successive wave?
 - “whew, we made it ... let’s get back to base... oh, shit... more bad guys”
 - music track peaceful and “winning” after each wave, as if it’s last, then OMINOUS
 - win power-ups from each wave, necessary to keep Panthers alive to get back
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FUN!

