

Task Force Creation

Last update 6/24/97 bcain

Task Forces	Programming	Design	Art
Effects	Hugh	Frank	needed
Game Engine Cutscenes	Andy	Billy	
AI	Jason	Ben/Billy	
CGW Demo		Frank	
Load Times	Andy		
Gameflow gumps	Dave	Billy	
Cap Ships / Fighters + Bombers	Pete	Billy	
Multiplayer	Jeff	Rob	
Menus	Hugh	Frank	needed
Install	Chuck		needed
Holy Shit Factor		Billy	
Cockpit	Pete	Billy	needed
Briefings	Andy	Billy	needed
Simulator	Andy	Cinco	
Movie Player	Tony	Frank	
Comms / SFX		Frank	
Art (general)		Frank	needed
Sound		Frank	
Missions	Andy	Billy	

Task Force**Programming Design****Art**

Effects

Hugh

Frank

needed

Definition of tasks:

2d Art explosions

Hardware only effects

Missile Trails

Spinning corkscrew missiles

Swarm Missiles

Deaths with Rolling and smoking trails

Lens Flare

Cockpit Beams (moving, lit by muzzle flashes)

Missile Camera

Cooler shield effect (art, facing the hit)

Wasp tail booster burner (art)

3d explosions (art)

Light sourcing on bolts, engines, explosions

All screens should ALWAYS have something moving

Main Menu moving letters, better font, star glints, etc.

All ordnance should look cool and unique

Asteroid fields (art - brown and cool asteroids)

Debris - Better, lit explosion debris

Damaged textures

Armor hit small and large (with debris)

Damaged ship fire from engines

Hazing / Nebula effect (art and programming physics 'feel')

Task Force

Programming Design

Art

Game Engine Cutscenes

Andy

Billy

Definition of tasks:

Launch

Landing

SAR Pickup

Eject

Hangar on / in Midway

Camera 'play' on all cameras

Task Force

Programming Design

Art

AI

Jason

Ben/Billy

Definition of tasks:

Fighters / Bombers

- should know when it's safe to attack cap ship
- should know what to attack; when to attack it

Task Force

Programming Design

Art

CGW Demo

Frank

Definition of tasks:

Pause button
Screen grab button
disable everything
data file updates
wav with intro
shield on manta
hardpoints on ray
ray = not self - illuminated
no names on cameras
no debug.cfg
F1 = help key

Task Force

Programming Design

Art

Load Times

Andy

Definition of tasks:

Pre-Parser

Mask with launch sequence

Memory map ? helpful

what if more memory

Task Force

Gameflow gumps

Definition of tasks:

Less frames
no seams
16 bit background

Programming Design

Dave

Billy

Art

Task Force

Programming Design

Art

Cap Ships / Fighters + Bombers

Pete

Billy

Definition of tasks:

turrets

hangars

engines

avoidance AI

motion

constituent parts (shield emitters, bridges, etc)

articulated child objects (Vampire, etc)

Every ship should have something

Task Force

Programming Design

Art

Multiplayer

Jeff

Rob

Definition of tasks:

Spectator camera

Warp Zones

Complete checklist done by end of July

Hot swaps

Working lobby

Same team / same color bolts

bracket colors / team

Task Force

Programming Design

Art

Menus

Hugh

Frank

needed

Definition of tasks:

Save Load automatic
stats available for all missions
ESC should say QUIT Y/N and then go to Main Menu

Task Force

Install

Definition of tasks:

Needs to function

Programming Design

Chuck

Art

needed

Task Force

Programming Design

Art

Holy Shit Factor

Billy

Definition of tasks:

Name all missions

Name all alien ships / fighters / cap ships

All ships have a joke

Done by Friday

List of what is introduced when

Task Force

Cockpit

Programming Design

Pete

Billy

Art

needed

Definition of tasks:

Turrets

Beams

Polished Gauges

Task Force

Briefings

Programming Design

Andy

Billy

Art

needed

Definition of tasks:

Make sure ICIS meshes with Movies

- Visually
- Sound - wise

Task Force

Simulator

Programming Design

Andy

Cinco

Art

Definition of tasks:

Make the missions work
Interface design

Task Force

Movie Player

Programming Design

Tony

Frank

Art

Definition of tasks:

Get a world-class movie player

Task Force

Programming Design

Art

Comms / SFX

Frank

Definition of tasks:

Alien voice - LOW

All wingmen re-recorded

alien screams

alien SFX

Task Force

Programming Design

Art

Art (general)

Frank

needed

Definition of tasks:

Confed ships need more color (racing stripes / logos)

Task Force

Programming Design

Art

Sound

Frank

Definition of tasks:

360 degree sound positions

Task Force

Programming Design

Art

Missions

Billy

Definition of tasks:

All missions checked off checklist by end of July

All objectives agreed upon