

Rob's things to do list for Wing Prophecy

Wingmen and In-flight Communications

Programming contact: Jason
Design contact: Ben
Art contact: none

— By Mission Sort
— By Character Sort

- 1) mission-specific communication clean-up and completion — By Mission Tags
- 2) complete list of necessary generic in-flights
- 3) complete list of all red shirts (add more if needed)
- 4) scripted red-shirt appearances in the game (reinforcements, pick-ups, etc.) so that the player doesn't run out of wingmen
- 5) complete set of generic in-flights for all red shirts and principals
- 6) be sure that "come pick me up" communication is implemented
- 7) bios exist for each red shirt and principle
- 8) build communication list for all non-pilots: cap ships, bases, etc.

Menu and Option Screens

Programming contact: Hugh
Design contact: John
Art contact: ????

- 1) all options/characters/functions have specs for main screens
- 2) list all flow variables
- 3) check out option screens for good flow and button depth
- 4) make sure that all options are available from the options screens

ICIS (Integrated Combat Information System)

Programming contact: Hugh/Andy
Design contact: John
Art contact: none

- 1) briefing system designed and in place
- 2) debriefing system designed and in place
- 3) loadout system designed and in place
- 4) pilot library designed and in place
- 5) ship (technology?) library designed and in place
- 6) medal awards and visuals
- 7) mission-to-gameflow variables
- 8) check with Andy about causing briefing objects to act in formations, rather than singly