| HUD Designs | | endin |
|---|--|---|
| Programming contact | : Hugh/Pete | |
| Design contact: | John | endo |
| Art contact: | Mark V. | |
| 1) all confe | ed cockpits have complete | e instrumentation, visuals, and systems |
| a) | Panther | |
| b) | Vampire | con level |
| c) | Devastator | Prost Art under stand |
| d) | Tigershark | 105 |
| e) | • | |
| ń | Wasp | CA DIC BOXEL |
| g) | Shrike | Sinstrumentation visuals and systems |
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| | Programming contact Design contact: Art contact: 1) all confe a) b) c) d) e) f) g) 2) all Kilratt a) b) | Programming contact: Hugh/Pete Design contact: John Art contact: Mark V. 1) all confed cockpits have complete a) Panther b) Vampire c) Devastator d) Tigershark e) Piranha f) Wasp g) Shrike 2) all Kilrathi cockpits have complete a) Dralthi b) Vaktoth 3) all alien cockpits have complete i a) um er |

Nav Map

Programming contact:

Andy

Design contact:

???

Art contact:

???

- 1) all systems and buttons designed and implemented
- 2) rotation and zoom levels must feel right
- 3) nav map controls?

Low Level Weapon. Missile Design