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HUD Designs

Programming contact: Hugh/Pete
Design contact: John
Art contact: Mark V.

end of March

- 1) all confed cockpits have complete instrumentation, visuals, and systems
 - a) Panther
 - b) Vampire
 - c) Devastator
 - d) Tigershark
 - e) Piranha
 - f) Wasp
 - g) Shrike
- ~~2) all Kilrathi cockpits have complete instrumentation, visuals, and systems

 - a) Dralthi
 - b) Vaktoth~~
- ~~3) all alien cockpits have complete instrumentation, visuals, and systems

 - a) um... er...
 - b) more unknowns~~

Low level
Prog Art understand

Signature/Border

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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

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