From:	Barnes, Cinco
Sent:	Wednesday, August 06, 1997 4:10 PM
To:	ML WCP DESIGN; Cain, Billy; Barnes, Cinco
Cc:	Brack, J. Allen; McDaniel, Grant
Subject:	RE: Mission lose effects in further missions

Um... make that the other way around.
>If you **LOSE** g2, you'll face seven turrets.
>If you **WIN** g2, you'll face four.

>If you **DO** take out the turrets, you'll get a "thanks,"
>If you **DON'T** take out the turrets, you'll get a belly ache.

> - Cinco

From:	Barnes, Cinco
Sent:	Monday, August 04, 1997 5:05 PM
To:	ML WCP DESIGN; Cain, Billy
Cc:	Brack, J. Allen; McDaniel, Grant
Subject:	RE: Mission lose effects in further missions

Mission G3: Definition of "more heavily defended" and "less heavily defended"

- if the player wins mission **g2**, there will be **seven (7)** turret emplacements surrounding the Alien Narwhal shipkiller object.
- if the player loses mission **g2**, there will be **four (4)** turret emplacements surrounding the Alien Narwhal shipkiller object.

Note to QA:
- **If** the player loses mission **g2**, Maniac will say "Too bad you couldn't take out that comm station" as the goodguys start their attack on the aliens.
- Otherwise, Maniac will remain (somewhat) quiet after his dialogue exchange with wingman Maestro.
- **If** during mission **g3** the player destroys all (4 **or** 7) turret emps. before the marine shuttle arrives, the marine shuttle will say "We've got to head in, now, but it looks like their defenses are still intact. Wish us luck!"
- Otherwise, the marine shuttle will say "Good thing you got those defenses down. Good work!"

Lemme know if y'all need any more info,

- Cinco

From:	Cain, Billy
Sent:	Monday, August 04, 1997 9:46 AM
To:	ML WCP DESIGN
Subject:	Mission lose effects in further missions

According to the original mission specs, the following missions have effects that linger from previous missions. In an attempt to determine if we are keeping track of this, and for QA's edification, please let me know if your missions will still have these effects.

I think it is worthwile to give the player a more interesting challenge on a losing track. I think if we keep it to a minimum, it should be easy to make these modifications.

I tried to identify examples of how you could handle these.

THESE EFFECTS WILL NOT BE IN PASS 3, but in PASS 4.

Please give me your honest feedback. If we need to 'cut' this extra coding please let me know.
bjc

= =

This is a list of the missions that are going to be potentially different depending on results of the previous missions.

Ben -
DL2 - If DL1 is lost this mission will be *harder*. **Designer can check flag !g_DL1_WON**
Design needs to define "HARDER" for QA to check against. Example: There will be 4 extra ships in Mission DL2 @ Nav2.
D1 - If DL1 is lost this mission will be *harder*. **Designer can check flag !g_DL1_WON**
Design needs to define "HARDER" for QA to check against.
D2 - If DL1 is lost this mission will be *harder*. **Designer can check flag !g_DL1_WON**
Design needs to define "HARDER" for QA to check against.
H3 - If H2 is lost additional fighters are at the beginning of this mission. **Designer can check flag !g_H2_WON**
H6 - If ships remaining in H4 then they are carried over into this mission. **This could be handled by adding the same ship names to H6, and using the save ship command in H4.**

Cinco -
G3 - If G2 is lost then the Ship killer is *more heavily defended*. **Designer can check flag !g_G2_WON**
Design needs to define "MORE HEAVILY DEFENDED" for QA to check against.
I5 - If turrets left from previous mission they will be in this mission. **This should be handled by adding the same ship name Dreadnought to I5, and using the save ship command in I5.**