

Wing Commander SIMULATOR Mission Specification

Mission : Mission S1 (Rookie Mission One)

Description / Choreography

This will be the first of the **Rookie** missions.

Piranha

TOPICS:

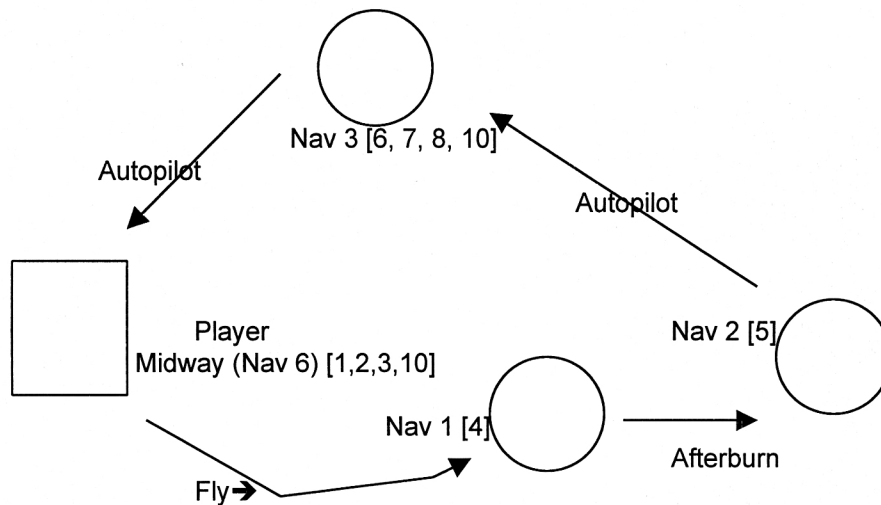
- ✓ 1. Basic **Maneuverability** – how to fly up down, left right. Player must fly through a series of hoops (rings) to progress to the next Nav point. [1] *timed*
- ✓ 2. Basic **Maneuverability** – how to roll. Player will be told how to do it. He will be reminded again when he lands in the next mission. [2]
- ✓ 3. Basic **Throttle control** – how to make it go, stop [3]
- ✓ 4. Basic **Afterburners** – what effect this has on speed, turning, etc. [4]
- ✓ 5. Basic **Autopilot** – press “A” to Autopilot. Explain what it is. When the light comes on, you may press “A” to Autopilot. [5]
- ✓ 6. Basic **Targeting** – Player will **Target** and locate the Midway on his targeting display. Distance will be explained to the player. [6]
7. Basic **Targeting** – Player will see RED dots for enemy targets. Player will change targets, and see how their blips change size on the radar. [7]
8. Basic **Autopilot** – Player will discover he can't autopilot with enemies present. [8]
9. Basic **Landing** on the Midway – Have autoland feature take over. [9]
10. Basic **Gunnery** – how to fire your currently selected gun at an object. [10]
11. Basic **Missiles** – Firing non-seeking non-locking dumbfires at stationary targets. [11]
12. Basic **Radar** – Player will discover that blips in the outer ring are behind him, and those in front are in the center ring. [12]

Wingman / Ship Selection Notes

Squadron: Training
Fighter: Piranha
Loadout: Dumbfire Missiles

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly, through voiceover.

Mission Map



Mission Outline

NAV 0, Takeoff

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 200k.
2. The instructor tells the player to look up/down/left/right. Center the Nav Point Marker in the center of your reticle.
3. The instructor tells the player that he is to travel to **Nav Point 1** by pressing the [plus key] <throttle control forward>, and to set the throttle to 0 when he arrives at **Nav 1**.

NAV 1, Afterburn to Nav 2

4. The player will be told to turn the ship using the joystick/keyboard/mouse/rudder pedals to **Nav 2**, which will be represented by a crosshair on his radar.
5. From **Nav 1**, the player will be told to go to **Nav 2**, and since it is a little farther away, he can use the afterburn by pressing [tab] <whatever button on throttle control> to give him a little boost of speed.
6. The player will proceed to **Nav 2**, a little bit farther than **Nav 1** was from the starting position, and cut throttle to 0.

NAV 2, Autopilot to Nav 3

7. The player will then be told to face **Nav 3**, and is then told about the autopilot feature of every Confederation ship, how to use it, under what conditions he can use this feature, and finally to do it.

NAV 3, Enemy Targets

8. At **Nav 3**, the player will confront a series of enemy targets. Cargo Boxes and a turret.
9. Player will be told that he cannot autopilot with the turret active.
10. Player must destroy the turret and may optionally destroy the cargo boxes.
11. When the turret is destroyed, the player will be instructed to press autopilot and travel back to the Midway.

NAV 4, Back at the Midway – time to land

12. When the player returns to the Midway, the instructor will tell him how to land, and complete the training exercise.

Nav Points

All Nav Points:

1 Confederation Panther

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

Note: The default voice will be speaking to people with a standard joystick and keyboard.

- Comments in [] brackets are for joystick/keyboard users.
- Comments in < > brackets are suggestions for what to say to people with a joystick-rudder pedal-throttle control combination.
- We will be able to make combinations of any and all of these as needed.
- Mouse directions will be added later.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

NAV 0, Takeoff

The player starts in space, at 0 throttle, facing **Nav 1** from about 200k.

"All right, rookie. This is Basic Flight 101, and you're going on a three nav point patrol on a basic obstacle course."

The instructor tells the player to look up/down/left/right. Center the Nav Point Marker in the center of your reticle.

"We're going to start at the basics and get you up to regs in no time. Using your joystick, let's center the Nav marker in the center of your reticle."

"Your reticle is the center of your world. It's the little circle in the center of your flight screen."

"Now, by moving the stick left and right, up and down, get the Nav Marker in the center of your reticle."

“You’ll notice that pressing the stick up makes your ship pitch down, and pulling the stick towards you makes the ship pitch backwards. It’s much like flying an airplane.”

“When you’ve got it centered, we’ll head for it by raising your throttle to max.”

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NAV 4, Back at the Midway – time to land

10. When the player returns to the Midway, the instructor will tell him how to land, and complete the training exercise.

Special Art / Objects

Alien Cargo Containers
Alien Turret.

Special Sound Effects

None of note.

Additional Comments

The Nav points the player will visit in this mission will be laid out using the x, y, and z axes, making sure that if they have both a joystick and rudder pedals, they will become familiar with the functional differences between them.