

## Wing Commander SIMULATOR Mission Specification

**Mission : Mission S2**

**Rookie Mission Two**

### Description / Choreography

Piranha again.

This mission will put the player through an obstacle course, testing his ability to maneuver the ship. Also he will have a few Autopilot in the middle which he'll have to activate promptly to reach the next Nav point in time. The player will be graded on speed and time. Bonus points will be awarded for shooting little stationary targets along the way.

### TOPICS:

- ✓ 1. Intermediate **Maneuverability** – how to fly up down, left right. Player must fly through a series of hoops (rings) to progress to the next Nav point. *TIMED*
- ✓ 2. Intermediate **Autopilot** – Player will be instructed how to **change** his **Nav points**.
- ✓ 3. Intermediate **Targeting** – Player will **lock** targets, and see how their brackets change to boxes.
- ✓ 1.4 Intermediate **Targeting** – Player will learn how to **identify** targets.
- 2.5 Intermediate **Landing** on the Midway – Tell player how to line up, where to aim the ship, correct speed, etc. This is for those that don't want autoland on. The player should be able to activate autoland if he wants. Remind the player how to **roll**.
- 3.6 Intermediate **Gunnery** – changing guns. *+ RANGE - ITTS*
- 4.7 Intermediate **Missiles** – Firing **locking** missiles at stationary targets.
- 5.8 Intermediate **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:** Image Rec missiles (require lock)

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

## Mission Map

Need map for this mission.

Need Nav one and the midway.

Should also do landing in this mission.

## Mission Outline

1. The player starts in space at 0 throttle, facing **Nav 1** from about 300k.
2. The instructor introduces the player to the concepts of the mission.
3. The instructor tells the player that he is about to be evaluated on his ability to maneuver a ship using both throttle and directional control, and that he will be graded on both accuracy and time. He will be told to go through the nav sequence, going through each hoop in order. He will not be allowed to miss more than a very few hoops before failure is declared, but he should be able to perform adequately at this point (it will not be very difficult). For bonus points he can shoot the small stationary drones at irregular intervals.
4. Upon completion, the player will be congratulated and invited to move on to the next mission (**SF3**) immediately, or to exit the simulator.

## Success / Failure notes

**Success** - The player goes through 70% of the hoops along the obstacle course.

**Bonus** - The player shoots 100% of the stationary drones.

**Failure** - The player can't seem to get through the course without missing more than 30% of the hoops. The instructor gets frustrated and tells the player to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

## Communication Events

This list follows the above Mission Outline, with the same [] and <> conventions as in previous simulator missions (outlined in description of Mission SF1), and assumes that the player is doing as he is told:

1. "Welcome again, Dane. This is Basic Flight course 2."
2. In this lesson you will be evaluated on your ability to maneuver your ship through a basic obstacle course. It will not be particularly difficult to get through, and if you find it boring, I suggest you spice it up by shooting the stationary drones spread out along the course. You have a small laser on the nose of your ship, and by squeezing the trigger, you will fire a burst lethal enough to blow up a drone, but not much else. The drones will not figure into the success or failure of the mission, but I'd like to see you try to hit a few of them. Go to **Nav 1** using what you learned in the previous lesson. It isn't far away, so you shouldn't have to use the afterburner."
3. "Now, follow the nav point sequence through the obstacle course, starting on my mark. 5, 4, 3, 2, 1, Mark."
4. "Congratulations on a job well done, Dane. From now on the missions in the simulator will assume that you have learned how to use the autopilot, the navigation computer, and the autoslide. The next lesson will teach you how to locate and identify a target on your radar, how to lock onto and shoot him, manipulate the guns in the weapons system, and shoot stationary and mobile targets using all of this knowledge."

#### Special Art / Objects

None of note.

#### Special Sound Effects

None of note.

#### Additional Comments

The dialogue will need to change as the HUD changes and the features of the ship are added and subtracted. We must be cautious.