

Wing Commander SIMULATOR Mission Specification

Mission : Mission S3

Rookie Mission Three

Description / Choreography

Tigershark this time

This mission will incorporate lessons from the previous mission and build upon them: how to locate and identify a target on his radar, how to lock onto and shoot him, manipulate the guns and missiles in the weapons system, and shoot stationary and mobile targets using all of this knowledge.

TOPICS:

- ✓ 1. Advanced **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. Advanced **Autopilot** – Change to a previously hidden (unavailable) Nav Point.
- ✓ 3. Advanced **Targeting** – Player will use smart targeting, lock targets, and fire off missiles at his locked targets.
4. Advanced **Landing** on the Midway – make use of your flying skill.
5. Advanced **Gunnery** – ~~locking on targets.~~ *changing gun to Full GUNS Best case gun*
6. Advanced **Missiles** – firing them and locking on moving targets. Only give player 'seeker' missiles. IMRECs.

Wingman / Ship Selection Notes

Squadron: Training
Fighter: Tigershark
Loadout: Image Rec missiles (require lock)

Mission Map

Need map for this mission.

Navs one through three, and the Midway. Player must land on the Midway to end the mission.

Just
Miss drive

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 20000k.
2. The instructor introduces the player to the concepts of the mission.
3. The instructor tells the player that he is to travel to **Nav Point 1** by using what he learned in Flight Training. This is more or less to make sure the player has been through Basics. If he doesn't get there in time, the instructor will not-so politely suggest that he go back to Basics.
4. The player will be taught how to locate a particular object (in this case it will be a stationary drone or other object) on the radar and target it, as well as about the zoom mode of the targeting VDU.
5. At **Nav 2**, the player will be told to squeeze the trigger. After the drone explodes, the player will be told how to change guns, and to shoot the remaining targets in the area using whatever gun configuration he chooses. If the player uses missiles before he is told, the instructor will comment on his effective solution but suggest that in the future he pay attention rather than use initiative.
6. Manipulating missiles will come next, at **Nav 3**, including the missile view in the VDU.
7. He will then move on to the next nav point, where he will shoot another, bigger drone with missiles.
8. The player will be congratulated and invited to go to the next mission.

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 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

This list follows the above Mission Outline, with the same [] and <> conventions as in the previous simulator mission, and assumes that the player is doing as he is told:

1. "Welcome to your next phase of training, Lt. Dane.
2. "Now we begin your Combat Training. In this mission I will teach you how to locate an object on your radar, identify it as enemy or friendly, and how to destroy it using your lasers. You won't learn about the weapons systems just yet, that'll come later."
3. "Now, Just so I know that you have some idea of what you're doing, go to **Nav Point 1** by using what you learned in the last mission."
4. "Okay, now that we're here, I'll teach you about your radar. Notice the small circle in the center of your radar. That circle represents your field of view. If it's in front of you and you can see it, it will appear within that circle. The four lines coming out of the circle to join the larger circle around the outside divide the area in between into four quadrants. For example, anything that appears in-between the two lines extending to the right is happening to the right of your ship. The closer something is to the inner circle, the closer it is to the front of your ship, and vice versa. Also, the closer something is to the top of this area, the more above your ship it is, and vice-versa. Anything outside the outer circle is behind you. Currently I appear as a blue blip on the in the right-middle of your radar, and there is a small drone a short hop away which appears as a red blip. Bring your ship to a halt and turn in all directions for a moment to see how the blip moves compared to how the drone and I move relative to

- your ship. Generally, anything that appears red on your radar is registered in Confederation ships as an enemy ship and anything blue is Confederation-friendly.”
5. “Now, put the drone in your cross-hairs. Fly until you are about 3000 meters from it, and squeeze the trigger on your joystick. {wait} Each ship you will fly will have multiple guns and multiple missiles. When you fire your guns, energy is temporarily drained from the power allocated to weapons. It recharges rather slowly, so it’s important to be precise with your shots and to choose the correct number of guns to fire at once. You have two Tachyon Cannons and two Mass Driver Cannons on your Wasp. Both of these are good guns, the Mass Driver having a shorter range than the Tachyon, but doing more damage. Right now you are set to fire the Tachyon Cannon. Squeeze the trigger to see what it looks like. Now, to change to the Mass Driver, [press] <push> the [‘G’ key] <whatever throttle button>. Squeeze the trigger again. Notice the gray spheres the Mass Driver spits out, and how they dissipate a bit sooner than the Tachyon bolts. Hit [‘G’] <whatever throttle button> again, and you will have Full Guns selected. Squeeze the trigger again, and you will see both guns firing simultaneously. Learn to do this quickly and appropriately and you will be a step ahead of many Confed pilots out there. You want to learn about missiles? That’s next.”
 6. Manipulating missiles will come next, at **Nav 3**, including the missile view in the VDU.
 7. “At the next point there will be another, slightly larger drone. You will destroy this one with missiles. {To be finished later (MM)}”
 8. “Congratulations. You blew up something cheap and motionless. I’m impressed. Now try the next mission, where things get a bit more dicey.”

NEED TO ADD MOVING TARGETS TO THIS MISSION. bjc

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.