

Wing Commander SIMULATOR Mission Specification

Mission : Mission S4

Rookie Mission Four

Description / Choreography

Tigershark again.

This will be an evaluation of the player's knowledge up to this point. The player will be graded on his ability to shoot stationary and mobile targets within a certain amount of time, while maneuvering and manipulating his ship's systems efficiently and effectively.

TOPICS:

1. Test **maneuverability / Throttle control / Turns / Afterburners** – Player must fly through hoops in a timed environment.
2. Test **Autopilot** – After above hoops, player must go to new Nav Point and shoot down targets.
3. Test **Radar** – Player must acquire, lock, and destroy targets with missiles
4. Test **Landing** on the Midway – Land on the Midway.
5. Test **Gunnery** – Shoot down Targets at Nav 2
6. Test **Missiles** – firing them and locking on targets. Only give player 'seeker' missiles. IMRECs.

Player gets his first simulator medal (of two).

Wingman / Ship Selection Notes

Squadron: Training
Fighter: Tigershark

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.

Navs one through two, and the Midway. Player must land on the Midway to end the 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 through another obstacle course while shooting at stationary and mobile targets. This will be a bit more difficult than the last mission. There will be a small (invulnerable) drone the player will have to follow through the course, and he'll have to keep up with it from within a minimum range while shooting to pass.
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, and hits 70% of the target drones. The first three-quarters of the course will be stationary, the last quarter mobile. The feedback the player gets will be variable depending on how many hoops and targets the player handled properly.

Failure - The player can't seem to get through the course without missing more than 30% of either the hoops or targets. 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 an intermediate obstacle course while shooting at both stationary and mobile targets. It will be a slight challenge to get through. You have a full load of guns and missiles on your Wasp, and by using what you learned in the previous mission, you will be able to get past this course with relatively little difficulty. Go to **Nav 1** and wait for my signal."
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. From now on the missions in the simulator will assume that you have learned how to use the radar and targeting systems, and the weapons systems. 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.