

Wing Commander SIMULATOR Mission Specification

Mission : Mission S5

Rookie Mission Five

Description / Choreography

Piranha

The first of the advanced missions will teach the player all about wingman communication and changing nav points in-flight (all about the navigation system). Power hotkeys and damage will also be covered here.

You'll have a wingman to boss around and send back to base.

This mission will teach the player whatever he hasn't learned yet. In this mission will be covered: shield allocation system, fine-tuning power allocation, light amplification in low-light situations, powering down, and camera views.

PLAYER HAS PASSED TEST ON THESE TOPICS:

- Maneuverability
- Throttle control
- Turns
- Afterburners
- Autopilot
- Radar
- Landing on the Midway
- Gunnery
- Missiles

TOPICS:

1. Basic Power Distribution
2. Basic Hotkeys
3. Basic Damage to player ship
4. Basic Comms – Player will be introduced to the white comm brackets.
5. Basic Powering down
6. Basic Camera Views
7. Basic Shield Allocation system
8. Basic Changing Guns
9. Basic Changing Missiles
10. Basic Going forward and backwards through the target list
11. Basic Identifying targets

Wingman / Ship Selection Notes

Squadron: Training
Fighter: Piranha

The player will have an AI wingman in this mission who is absolutely obedient. His name will be YessMan. His only job is to do exactly what he is told, and he won't be fighting.

Mission Map

Need map for this mission.

Navs one through three, and the Midway. No landings from now on.

Mission Outline

1. The player starts in the launch tube of a SimCarrier (the **Placebo**), at 0 throttle, facing **Nav 1** from about 300k. The instructor introduces the player to the concepts of the mission, and after launch, the instructor tells the player to travel to **Nav 1** for **communications training**.
2. Upon meeting his wingman, he is told about the communications system. He then must give the order to join formation and a few more maneuvering orders just to become familiar with the system.
3. At **Nav 2** he is taught all about the **Navigation system**.
4. At **Nav 3** he is taught about power hotkeys and damage.
5. The player orders wingman to return to base, and he goes back to the **Placebo** himself. He is then invited to go on to the next lesson, the Flight Basics Evaluation.

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 again, Dane. This is Basic Flight course 3. In this mission you will learn how to use the communication system and the navigation system. Now, go to **Nav 1**. There you will meet your SimWingman, YessMan, for communications training."
2. "Good. Now, let me introduce you to your wingbuddy: YessMan was programmed to do only what he is told. Press 'C' on your console keyboard. That brings up your Communications VDU. Select from a list of receivers by using the numbers across the top of your keyboard. YessMan is listed as receiver #1, and any other receivers will appear as numbers 2, 3, 4, and so on. Press the number '1' to select YessMan. After the receiver is selected, the list of message options available is displayed. Use the number of the message listed to send it. Now send YessMan the message to form on your wing. Good. Now fly around for a minute or so and watch how he always stays on your wing. {as the player flies around, the instructor will keep talking about the system} In a battle situation, you will tell him to break formation and attack enemies, attack your target, ignore your target, and whatever else may be necessary. Now go to Nav 3 for Nav Map Training."

3. "The nav map is mainly used for clarification of the mission briefing, but it can be used when something non-mission-related comes up mid-flight that you want to check out. If there is no enemy in the immediate area, your next navigation way point shows up in your Targeting VDU by default, and you can press 'N' to bring up the nav map. Whenever there is an enemy hogging the Targeting VDU, press 'N' to bring up the necessary information on your next nav point, and press 'N' again to bring up the nav map. Once you get to the nav map, press the on-screen help key and follow the directions given to change the next nav point to **Nav 3**. When you exit the Nav map I'll be back with you."
4. At **Nav 3** he is taught about power hotkeys and damage.
5. "Now that you've had fun learning to order YessMan around, order him to return to base. {after the message is sent} Now go back yourself. The next lesson will test your 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.