

Wing Commander Mission Specification

Mission : Mission S7

Rookie Mission Seven

Description / Choreography

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.

TOPICS:

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

This will be the final test for the Rookie. Player now gets second simulator medal.

Wingman / Ship Selection Notes

Squadron: Training
Fighter: Wasp

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 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** and to keep throttle at 100% when he gets there.
2. The player is then introduced to the **power allocation system**, what it is, how it works inside the craft, and how to use it **effortlessly** (important to stress).
3. He is then told to go to **Nav 2** to meet his wingman for **communications training**.
4. 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.
5. At **Nav 3** he is taught all about the Navigation system.
6. 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 power allocation system and the communication system. Now, go to **Nav 1**."
2. "Now you will learn about the power allocation. All Confederation spacecraft use the same system. It is intuitive and simple, and allows you to make fine adjustments within seconds. This system allows you to allocate a certain amount of surplus power to three particular systems. Press the ['P' key] <whatever throttle control button> to bring up the power VDU. At the bottom left of your Heads-Up Display you should see an equilateral triangle with the letters E, W, and S at each tip. These correspond to the Engines, Weapons, and Shield Generators. The small pip in the center means that surplus power is going to all three systems equally. If you move your joystick forward, the pip moves up, adding power to both your engines and shields, but subtracting from your weapons system. Similarly, if you pull the joystick back, the pip moves down, adding power to your Weapons but taking away from the other two systems. If you move all the power to the Weapons system, your guns will charge amazingly fast, but your engines will be halted and your shields will not recharge. Squeezing the trigger of your joystick will return you to flight. Pressing 'P' again will bring the power VDU back up, with the pip in the same place you left it. Try playing around with the power allocation for a little while."
3. "When you are ready to move on, autopilot to **Nav 2**. There you will meet your SimWingman, YessMan, for communications training."
4. "Good. Now, let me introduce you to your wingbuddy: YessMan, this is Lt. {Capt, etc.} Dane, Dane, this is YessMan. He is really more of a SimIdiot than a SimGenius, like me. YessMan was programmed to do only what he is told and nothing else. He cannot fight, and I'm not sure, but I think if you shoot him he'll just sit there and take it. But he's perfect for this next exercise. Press 'C' on your console keyboard. That brings up your Communications VDU. You 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 (wingmen, cap ships, enemies, etc.) 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. For all types of receivers you have a number of options that are available by default, and on some missions there will be custom-tailored options depending on the situation. 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, as you will see in Combat Maneuvers, you will tell him to break formation and attack enemies, attack your target, ignore your target, and whatever else may be necessary. Some wingman are not quit as obedient as YessMan, but overall humans are much better to work with, or so I'm told. Now you may go to Nav 3 for a little thing I call "Anything You Ever Wanted To Know About the Navigation System In a Confederation Fighter or Bomber." Or if you like, you may take a break and come back later. Remember, all you have to do is exit the simulator, select

this training mission, Advanced Flight I, and head to **Nav 3**. Of course, you kinda need to know how to use the nav map to do that, so I suggest you go now.”

5. “The nav map is mainly intended for use as a clarification of the mission briefing, but it can also be used when something non-mission-related comes up mid-flight that you want to check out or avoid checking 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 4**. When you exit the Nav map I’ll be back with you.
6. “Now that you’ve had fun ordering YessMan around and learned about the nav map, order him to return to base. {after the message is sent} Look at him go. Now go back yourself. The next lesson will teach your knowledge of Basic Flight up to this point. After that you will be ready for Combat Maneuvers. You may continue now or take a break.”

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.

We should put in an easter egg that will allow the player to have weapons, and when he shoots YessMan, he’ll get some sort of prize or cool visual effect... maybe the “secret credits”.