

MAVERICK LIB/TOOLS

Project Overview

“a rough outline of some initial tasks for the tools group” (pci)

1) Mission Editor

- a) new VISUAL tool built for designers
- b) arrange heavenly objects
- c) place objects, assign objectives
- d) simplified Flag programming
- e) play&debug missions inside the editor!

2) Gameflow Editor

- a) connected to Mission editor
- b) hots spots and backgrounds
- c) layout mission series flow

3) Object Importer/Customizer

- a) EOR substitute
- b) import Alias OBJ format files
- c) assign detail levels, collision extents
- d) label effect points (ie. sound, animation, etc.)
- e) playtest collisions, debris and explosions

4) 3D Render Engine

- a) load custom object files
- b) transform and rasterize polygons
- c) sample main loop

5) 3D Sound System

- a) Mixer = volume, pan, doppler, Dolby
- b) volume fx (ie. audibility cones)
- c) misc. fx (ie. hangar echo)
- d) simple sound occlusion

Game AI
COCKPIT

I want to fight BIG BIG
ships that LAUNCH
little ships.

And I want to blow up turrets, engines,
and Power Plants that are on
them.

Bob Hainey 835 ✓

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1030 AM

BRIPN ALLGN MULTIPLGMN SCREEN SHOTS