

## The Official WING COMMANDER V/PSX Wish List

Here's a list of everything the Wing V/PSX development team would like to see implemented into our product (without the foresight of knowing what the PC version will actually be!).

### **General:**

1. **Cockpits** - must return to the Wing Commander universe! Like 'em or not, our customers do. The key is to design cockpits that don't get in the way, but still look good. See the F22 cockpit in USNF as an example. Of course, relevant HUD info should always be on-screen whether the cockpit is active or not.
2. **Simulator** - bring it back with relevant missions. The player should always have a way to check things out and practice his skills in a controlled environment. This also helps keep the player immersed in the 'real' game because he will go into it with some confidence that he can really fly. Nice additions to the simulator would be a simple mission builder and/or a multiple player scenario (making use of that nifty PSX link cable!).
3. **Promotions** - these are a regular part of all military personnel lives, so they should be in our hero's as well. We don't feel that they should happen frequently, but one after a major success/turning point in the game will give the player a tangible sense of accomplishment. A locker shot of the players dress uniform with medals and campaign ribbons would reflect this without interfering with the movies.
4. **Scramble/Takeoff/Landing Flics** - bring them back! Enough said.....
5. **Intro** - Morale choices in the intro flic are a good thing, having to fly a mission during it is not! We suggest an immediate scramble after the intro but prior to meeting the crew instead of this.

### **User Interface:**

1. The game should open up with some kind of intuitive **Callsign Entry** - Thunderstrike II has a decent example of such an interface. Entry should require as little input from the user as possible, and it would also make the game look very slick if somehow the player was prompted to do this through use of a flic or computer request ( a computer asking for data such as in the C&C install would do the trick). Getting this out of the way at the beginning of the game also makes it easier to keep the player immersed in the fantasy of Wing Commander from that point on.
2. **Load/Save** - This function must absolutely be as simple and user friendly as possible! An excellent model for this system is the load/save function for Wing III/3DO. The system should use less than 10 char. for regular users(no mem card installed), and should include Callsign, Disc #, Mission #, System/Location and Crew Morale. Memory Card users should be able save quickly with three clicks of the controller or less(and of course no need for passwords at all!). A separate terminal dedicated to the Load /Save function might be more user friendly as well.

3. **Controller/Keypad** - a totally user configurable layout would be the best case scenario, with 2 or 3 pre-arranged layouts for selection provided as well. A 3D rendered ship that allows the player to see how his chosen layout actually works prior to saving would also look exceptionally slick. See Starfox for the Super Nintendo for an example of this. The Controller Config could also be done prior to the intro of the game so as not to break the illusion of the movie atmosphere - of course the player should always have the option to reconfigure on a terminal later on. Descent for they PSX is a great example of user friendly control options.
4. **Wingman Selection** - we seem to be in agreement that Wing III's wing selection was more personal, so it added to the interactive aspect of the game. It simply looks more like the real deal when your crewmates are all assembled (and fidgeting) in front of you as in a real military situation. The one thing that Wing III didn't do, however, was provide background information on the NPCs - this resulted in the player having to test each one out in actual combat to see their strengths and weaknesses. We suggest a synthesis of the Wing III and IV approaches. The player should pick from an assembly, but he should also have access to a database containing NPC background info.
5. **Weapons Selection** - most of our audience really seemed to like having Rachel waiting at the Loadout Term for every mission - again it seems to add to the interactivity of the Wing experience. The use of her comments in the 3DO version was also very slick and interactive. These elements were simply not there in Wing IV - the terminal worked well enough, but it was very sterile. A separate loadout term with an NPC similar (if not actually) Rachel would work, but we would change the weapons screen so that weapons actually load on a model of the ship. Thunderstrike II and even Strike Commander are great examples of this. A screen that would let the player view individual weapons along with useful employment info and stats would further enhance things - a rotating 3d missile is also a must. A button that would let the player view a quick demo of a certain weapon in use would be another excellent addition - kind of like a McDonnell Douglas promo video.
6. **Gameflow Movement** - we are definitely happy with the way this works, but the addition of the Wing IV Gameflow Map (showing relevant conversations and their locations) is a must!
7. **Disc Switching** - This works just fine, but it would be very cool to add the option to return to the duty logs and fire up a save game from the disc switch screen. Can we say user friendly?
8. **Gameflow Recorder** - it would be very cool to have either a device or a terminal option that records the actions of the player and the progress of the military conflict. This would give credibility to the Big Picture scenario we want to impress upon the player, and it also makes the game more user friendly by allowing the player to easily back-track to problem areas (mission losses). It should be easy to pull this off by simply recording win/loss and the gameflow tree itself.

## **Game Engine:**

What follows here is a wish list compiled from the Game Engine Committee -

### **PSX GAME ENGINE WISH LIST:**

#### **1. GENERAL**

Incredible Version Control (WCIVPSX)  
Power of 2 texture size standard

Replay should start back at beginning of mission in space, not at takeoff.

3, 5, 7 continues + secret bonuses

# of kills on HUD

Possibility of different endings dep. on diff setting and whether you used invulnerable

Kill board with ships and cap ships sep.

Score - something that can be construed as score

Passcodes as opposed to memory cards. (WCIVPSX)

Insert disk 2 OR go to DUTY LOGS (so you can start a saved game from ANY disk) (WCIVPSX)

Replay from Pause, ABORT with confirmation (WCIVPSX)

Cheats for unlimited power (WCIVPSX)

## 2. LIGHTING/EFFECTS

Light Sources - multi color

Multi light sourcing - 3 max + ambient

Pulsar stars, that strobe/rotate

Spotlights - visible light

Hazing/Dust that reflects light

Cap ship electrical shorts

Cap ship shield effects

Explosions cause light

Lasers cause lights

## 3. DATA

Stream files

Real extents near player, cubeoid far, and none really far

All user input devices FULLY user programmable

Big ships have specific vulnerable points

Object heirarchies (blow off wings, gun turrets, power plants, etc.)

Cursor always starts on most obvious choice (WCIVPSX)

Replay should start back at beginning of mission in space, not at takeoff.

3, 5, 7 continues + secret bonuses

# of kills on HUD

Possibility of different endings dep. on diff setting and whether you used invulnerable

Auto request for clearance (WCIVPSX)

"Don't attack my target" as a comm

More Hotkeys

Landing should be 1) challenging 2) automated

All from Wing IV wish list

MORE weapons like Storm Fire and Fission Cannon

## 4. GROUND MISSIONS(that rock!)

RULES Fast #1 looks good #2

Flat ground (not curved like previous) - yes we want mountains, etc.)

Gravity (option)

Land on ground

Limit # of ships?

Real time fractal landscapes

Gouraud shading on landscapes

Haze to distance

## 5. OPTIONS

Ability to turn off in flight comms (option)  
Flight dynamics like Tie Fighter (option)

## **6. PROGRAMMING**

run entire game in one frame  
quaternions  
version of EOR type tool  
Bad Ass Editor (see below)  
Combat cable head to head thru simulator  
Damaged vehicles fly differently  
Cloaked damaged vehicles 'sputter'  
Fly INTO cap ships or asteroids  
Shadows  
Explosions cause ancillary damage  
Fly through 'cloud layers' like rings or asteroids  
NON-CHEEZY beam weapons w/hit effect  
Jump points IN GAME PLAY, like Darklight, using light sourcing, etc.  
Reverse thrusters?  
Ability to go in reverse  
Darker in distance  
Damaged systems (damaged engines fly poorly or stop)  
Damages spew particles (like cap ships expelling air)

## **7. ART/VIDEO**

Animating textures  
Palette changing  
Power of 2 texture size standard  
Hi res HUD  
Lines - vectors instead of big bitmap HUD?? (WCIVPSX) (\*This may NOT be easy, but it will give a hi-res appearance.)  
Better explosions  
Particle explosions/debris?  
Ability to edit compressed video

## **8. SOUND**

CD 44/16 Dolby Surround (WCIVPSX) (\*Again, this may not be easy, but is worth the try.)

## **9. EDITOR WISH LIST**

Incredible version control  
WYSIWYG (Edit what you see, then download to target)  
Edit on PC - version controlled download missions to PSX  
PC and PSX mission data completely compatible and swappable  
Import tiles (for ground) and objects directly in editor and download to TV screen (PSX) for viewing art  
Place objects and edit behaviors