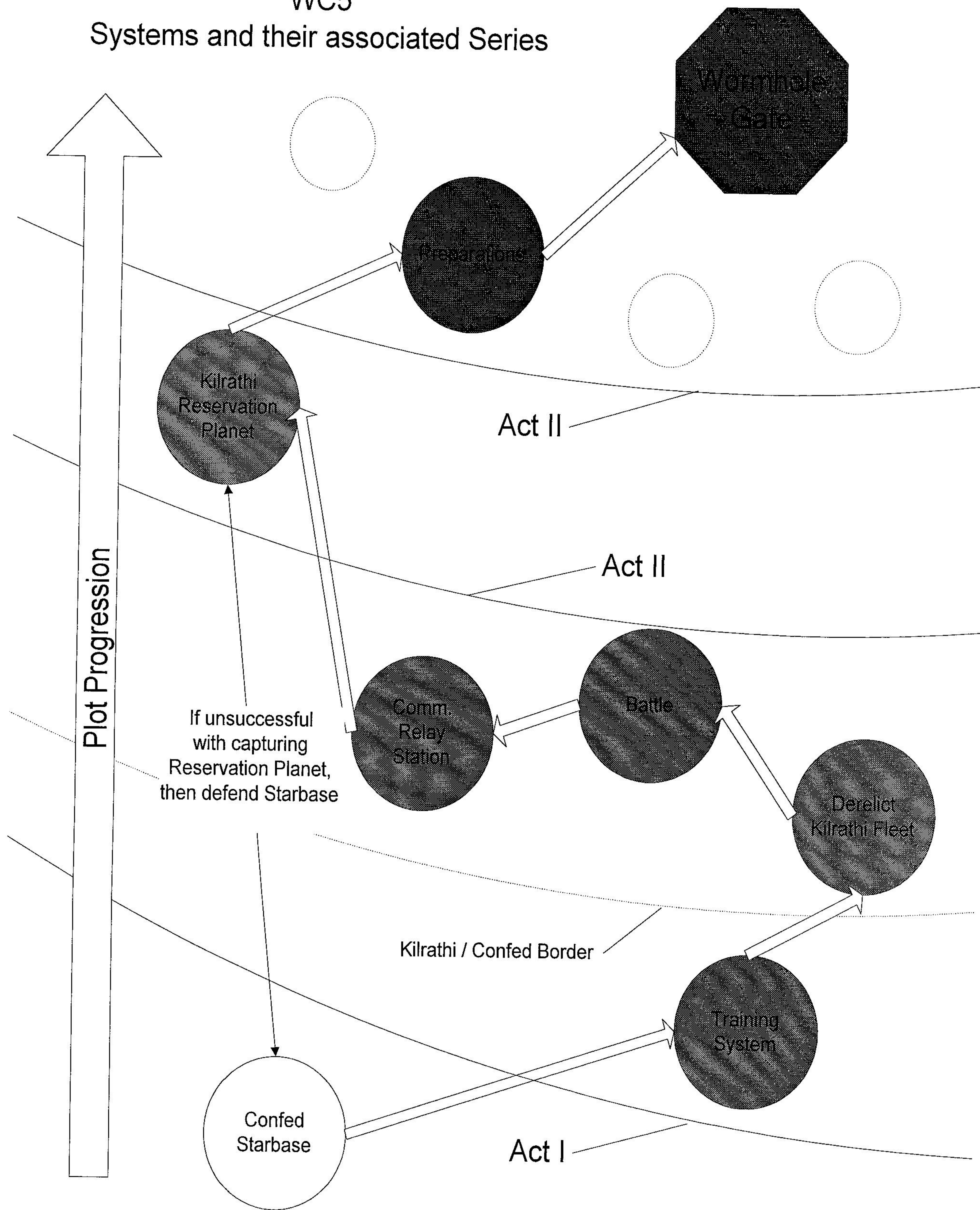
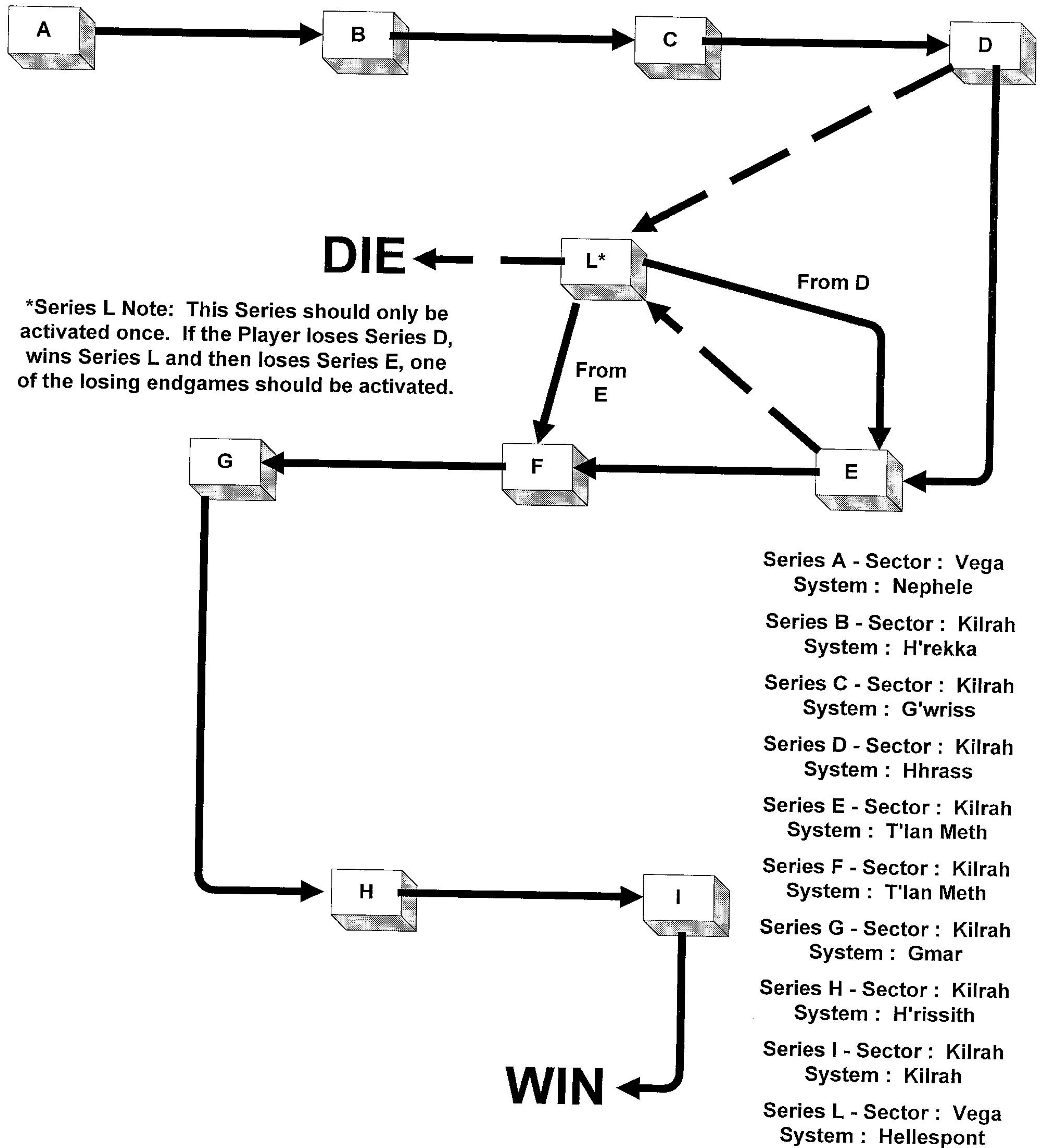


WC5 Systems and their associated Series



WING COMMANDER V SERIES FLOW-CHART



Cain, Billy

To: potter ben;guent
Cc: sommers
Subject: MCP

Please let me know if you see anything out of the ordinary, or if there are extra ways to get to Series L that I've missed. Please be **specific**.

If there are missions that are cut, let me know.

If there are variables we should be tracking globally (that I've missed), let me know.

I am aware that there is a LOT of cleanup this code could have, but I wrote it this way to be simple to understand.

Series L is at the bottom. All I need to do is link it in whenever it's possible to activate it.

Thanks!
bjc

```
void Function001 ()
{
//*****
//SERIES L is in Function002
//*****

//*****
//SERIES A has been cut
//*****

//*****
//SERIES B
//*****

    MCP_RunMission(MISSION_B1)
    MCP_RunMission(MISSION_B2)

//run b3a if b2 = won
//run b3b otherwise

    if ( g_B2_WON )
    {
        MCP_RunMission(MISSION_B3A)
    }

    else
    {
        MCP_RunMission(MISSION_B3B)
    }

//run b4a if won b3a or b3b
//run b4b otherwise

    if ( g_B3a_WON || g_B3b_WON )
    {
        MCP_RunMission(MISSION_B4A)
    }
}
```

~~g-won~~

g-B1-WON


```

MCP_RunMission(MISSION_B4B)

//run c1 if won B3a or B3b
//end of game otherwise

//*****
//SERIES C
//*****

MCP_RunMission(MISSION_C1)

//run c2a if completely successful
//run c2b if bridge damaged
//run c2c if engines damaged
//end of game if engines and bridge damaged

    if ( g_C1_WONCOMPLETE )
    {
        MCP_RunMission(MISSION_C2A)
    }

    if ( g_C1_BRIDGE_DAMAGED )
    {
        MCP_RunMission(MISSION_C2B)
    }

    if ( g_C1_ENGINES_DAMAGED )
    {
        MCP_RunMission(MISSION_C2C)
    }

//run c3a if won c2ab or c
//run c3b if lost c3ab or c

    if ( g_C2_WON )
    {
        MCP_RunMission(MISSION_C3A)
    }

    else
    {
        MCP_RunMission(MISSION_C3B)
    }

//*****
//SERIES DL (losing path for D series)
//*****

//run dl1 if you lost c3a or b
//goto dl1 if you won c3a or b

    if ( g_C3_WON )
    {
        goto SERIESDSTART;
    }

MCP_RunMission(MISSION_DL1)

//run dl2 regardless
//
//dl2 should get tougher for the player if he lost dl1
//but will not launch a different mission

MCP_RunMission(MISSION_DL2)

```



```

//*****
//SERIES D
//*****

SERIESDSTART:

//run d1 regardless

    MCP_RunMission(MISSION_D1)

//run d2 regardless

    MCP_RunMission(MISSION_D2)

//run d3 regardless

    MCP_RunMission(MISSION_D3)

//at this point, the player MAY get sidetracked to
//the L series (losing) and will have to return here
//at the completion of his jaunt
//
//otherwise the player begins the E series

    if ( g_D3_WON == 0 )
    {
        //this function will run the L series
        //and it will know if the player's been here before.
        Function002()
    }

//*****
//SERIES E
//*****

    MCP_RunMission(MISSION_E1)

//if player wins E1 goto E2
//if player loses E1, goto E3b

    if ( g_E1_WON )
    {
        MCP_RunMission(MISSION_E2)
    }

    else
    {
        goto E3B
    }

//if the player wins E2, goto E3a
//if the player loses E2, goto E3a

    {
        MCP_RunMission(MISSION_E3A)
    }

//if the player wins E3a, goto E4a
//otherwise, play E3b

    if ( g_E3a_WON )
    {
        goto E4A;
    }

```

E3B:

```

        MCP_RunMission(MISSION_E3B)

//if the player wins E3b, goto E4b
//otherwise he'll be dead

        if ( g_E3b_WON )
        {
                goto E4B;
        }

//
//      else
//      {
//              losing endgame
//      }

E4A:
        MCP_RunMission(MISSION_E4A)

//if the player wins E4a, goto Series F
//otherwise he'll be dead

        if ( g_E4a_WON )
        {
                goto SERIES_F;
        }

//
//      else
//      {
//              losing endgame
//      }

E4B:
        MCP_RunMission(MISSION_E4B)

//if the player wins E4b, goto Series F
//otherwise he'll be dead

//this could be written better, I know. bjc

        if ( g_E4b_WON )
        {
                goto SERIES_F;
        }

//
//      else
//      {
//              losing endgame
//      }

//*****
//SERIES F
//*****

SERIES_F:
        MCP_RunMission(MISSION_F1)

        MCP_RunMission(MISSION_F2)

//if the player wins F2, goto F3
//otherwise goto F4b

        if ( g_F2_WON )
        {
                goto F4B;

```



```

    }

    MCP_RunMission(MISSION_F3)

//if the player wins F3, goto F4(a)
//otherwise goto F4b

    if ( g_F3_WON )
    {
        goto F4;
    }

    else
    {
        goto F4B;
    }

F4:
    MCP_RunMission(MISSION_F4)

//if the player wins F4(a), goto F5
//otherwise goto F4b

    if ( g_F4_WON )
    {
        goto F5;
    }

F4B:
    MCP_RunMission(MISSION_F4B)

//if the player wins F4b, goto F5
//otherwise, goto F6b

    if ( g_F4b_WON )
    {
        goto F5;
    }

    else
    {
        goto F6b;
    }

F5:
    MCP_RunMission(MISSION_F5)

//if the player wins F5, goto F6(a)
//otherwise, goto F6b

    if ( g_F5_WON )
    {
        goto F6;
    }

    else
    {
        goto F6B;
    }

F6:
    MCP_RunMission(MISSION_F6)

//if the player wins F6, then goto Series G

```

```

        if ( g_F6_WON )
        {
            goto SERIES_G;
        }

//this mission has been cut! bjc
//
//F6B:
//
//      MCP_RunMission(MISSION_F6B)

//*****
//SERIES G
//*****

SERIES_G:

//run this mission regardless

    MCP_RunMission(MISSION_G1)

//run this mission regardless

    MCP_RunMission(MISSION_G2)

//run this mission regardless

    MCP_RunMission(MISSION_G3)

//run this mission regardless

    MCP_RunMission(MISSION_G4)

//at this point, the player MAY get sidetracked to
//the L series (losing) and will have to return here
//at the completion of his jaunt
//
//otherwise the player begins the H series

    if ( g_G4_WON == 0 )
    {
        //this function will run the L series
        //and it will know if the player's been here before.

        Function002()
    }

//*****
//SERIES H
//*****

    MCP_RunMission(MISSION_H1Y)

//if the player wins OR loses, he plays H2y

    goto H2Y;

    MCP_RunMission(MISSION_H1Z)

//if the player wins OR loses, he plays H2z

    goto H2Z;

H2Y:
//play H2y and then goto H3, regardless

```



```

        MCP_RunMission(MISSION_H2Y)
        goto H3;

H2Z:
//play H2z and then goto H3, regardless

        MCP_RunMission(MISSION_H2Z)

H3:
//play H3 regardless

        MCP_RunMission(MISSION_H3)

//if player wins H3, goto H4
//otherwise goto H5

        if ( g_H3_WON )
        {
                MCP_RunMission(MISSION_H4)

                //play regardless

                MCP_RunMission(MISSION_H5)
        }

        else
        {
                MCP_RunMission(MISSION_H5)
        }

        if ( g_H5_WON )
        {
                MCP_RunMission(MISSION_H6)
        }

//      else
//      {
//              losing endgame
//      }

//*****
//SERIES I
//*****

//run I1 regardless

        MCP_RunMission(MISSION_I1)

//run I2 regardless

        MCP_RunMission(MISSION_I2)

//run I3 regardless

        MCP_RunMission(MISSION_I3)

//if player wins I3, then play I4
//otherwise play I3b

        if ( g_I3_WON )
        {
                goto I4;
        }

        else

```



```
//      else
//      {
//          player loses the game
//      }
//
```

```
PLAYER_DID_L_SERIES =1;
```

```
}
```