

GAMEFLOW

This file is 'Owned' by: Billy Cain

Gameflow Overview

Fewer rooms to navigate, more interactivity in each. Clicking around gameflow rooms looking for something to do is not interactivity. We'll minimize the rooms the player can navigate to two (we'll add a third room, the Commander's Club, well into the game as an extension of the Recreation Room). There will always be something to do in one of these two rooms. We will maintain the feeling of a large ship by showing extra rooms/sets in cut scenes.

If the player knows what he wants to do, he should know where he needs to go to do it. Each room has a theme. If the player wants character interaction, he knows to go to the Recreation Room. If the player wants to check on his personal stats (kill score, rank, or the ship he's flying) or move on to the next mission, the player knows to go to the Ready Room. If there is anything else to do in the rest of the ship, the 'Flick Click' door will be open. Clicking here automatically takes the player where he needs to go for conversation and returns him to the Recreation Room when he's finished.

Two clicks away from the action and anything the player needs to do. Options screens (game control, save games, etc.) should be no more than two layers deep. The design should make the most common activity (save game / load game) the easiest to access.

Interact with the world not option screens. Real world representation for player activities wherever possible (kill board, simulator, object viewer, universe map, Quick save & Quick load, view stats).

DOORS

If the player can travel to another room, that choice should be represented on the screen with a door. Each option should be visually represented on the screen. There should be no hunting the screen with the mouse to find out the choices. This includes having to move a mouse over a door to find out if it opens. If it's important that the player pass through a door it should be open to give the player a visual clue.

Open door:

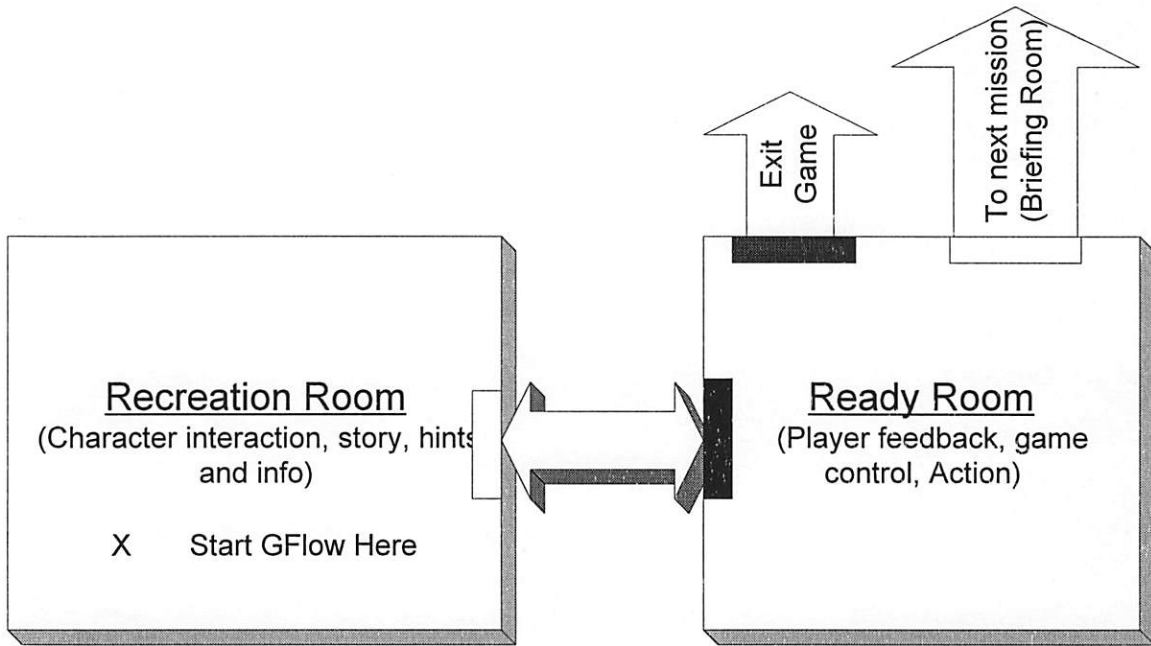
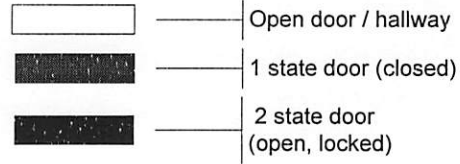
Sends the message 'There is something to do through here'.

Locked door:

'This way is not an option'. Does not open with mouse over it.

Example: When the player has entered the Ready Room during a SCRAMBLE mission, he won't be able to go back into the Rec Room. We're trying to funnel the player back out into a mission. He will have to click on the Briefing Room door and he'll be launched. All in the interest of NOT CONFUSING our customers.

WC5 Gameflow Diagram



Interactive Sets and their elements

These are the rooms that are navigable by the player. These are not the only rooms on the ship.

MIDWAY - Recreation Room (Interactive Set)

This is where the player goes to interact with other characters. Spacious room.

Ready Room door (set element)

Click here to get back into the action, or to get player feedback.

Kill board (set element)

List of pilots and their kills. Player gets to see where he stands compared to the rest of the flight crew.

Object Viewer (set element)

Rotating 3D object viewer. Graphical database for the player to view all ships and weapons he has encountered. Complete with a statistical description - text and/or speech. This can be accessed from different areas: simulator, personal computer, and this dedicated location. Must have arrows to control rotation and navigate menus. [See WC SIMULATOR.DOC for more information.]

Universe Map (set element)

The map of WC5. This piece has the enviable position of being the first thing cut in the event of art cuts. A map should be included in the box, so maybe this is redundant, but it sure would be cool to watch the war unfold on the map in front of the player both in the game and on the player's wall.

Simulator (set element)

This will be the arena in which you can test fly other ships, and play scenarios that are designed for training. Examples are: Wave after wave of enemy ships. Compete for high score with your ship mates. Should have some way to access the object viewer (see above). [See WC Simulator.Doc for more information.]

Interaction Area #1 (set element)

Location for animating video sprite. Player clicks on sprite to initiate conversation. Area must be large enough so that the animating sprite doesn't overlap any other animations in the room.

Interaction Area #2 (set element)

Interaction Area #3 (set element)

MIDWAY - Ready Room (Interactive Set)

This is where the player goes to get ready for his next mission (save game and other game controls), view his personal stats, and view the stats of various ships he has encountered.

There will be no movie-type Interaction Areas in this room. If there is a movie you must see in the Ready Room, it will play automatically upon entering the room from the Rec Room.

Briefing Room door (will take player to Flight Deck for scrambles) (set element)

Click here for action. Clicking here will begin the transition to spaceflight. This door heads directly into the briefing room, unless there is a scramble. The player will get his mission briefing (in the briefing room), view his mission in the PADD, and then get new ship, and then be

launched into spaceflight. Door will be locked until player has completed all mission critical conversations, then the door will open.

Recreation Room door (set element)

Click here for character interaction. Door is always open.

Locker (set element)

Here's where the player views his military rank, medals, and other rewards. Analogous to lockers in WC I, II, IV.

Terminal Monitor (set element)

This will have the same look and feel as the PADD. There will be buttons for:

- Save games - Choose from list of Autosave and manually saved games.
- Game control (options and preferences: video-mode, sound, etc.)
- Load games

Quick Save (set element)

Save a game with one click. Analogous to the bunk beds in WC I. The first time you use this, it will ask you to select a Quicksave slot. Then each time you use this button (during the same gaming period) it will save over this Quicksave game.

Quick Load (set element)

Loads your previously Quicksaved game with one click. Image should be consistent with the Quick Save image. If you don't have a Quicksaved game, it will prompt the player with "You haven't picked a Quicksave slot yet."

Escape Hatch door (exit game) (set element)

This Hatch remains closed until the mouse is placed over it. Then the door animates to open and the player is prompted 'Quit Game? (Y/N)' It exits the game.

Relay Station - main hall (Interactive Set)

Similar in function to the asteroid base in WC3. A large hangar with a place for the player to save his games. And an simple way for the player to know how to fly the next mission (i.e. sprite of his ship).

Terminal Monitor (set element)

This will have the same look and feel as the PADD. There will be buttons for:

- Save games - Choose from list of Autosave and manually saved games.
- Game control (options and preferences: video-mode, sound, etc.)
- Load games

Interaction Area #4 - says to player 'click here to fly' (set element)

Player's ship may be too difficult to do with damage level / squadron markings. So whatever gump we put here will have to be a strong indicator that this is to get back in the cockpit and FLY.

Gameflow Walkthrough

1. Player begins in the Rec Room. 'CLICK' on the door 'To Ready Room'.
2. Player is in the Ready Room now. 'CLICK' on the entrance to 'Briefing Room'.
3. **Mission briefing. Movie-** Player in Briefing Room with Commander in charge saying " blah blah hello..." Built into each pilot's desk is a small view screen, the PADD.
4. Full screen (engine supported) view of the PADD.
5. The 3D version of Nav map (or ¾ Isometric view) shows the mission being run similar to a board game with ships moving to intercept each other, etc.. (This would use the data in mission editor to script objects movement, etc..) There is a voice over by the CAG.
6. The view screen will also access the 'Object Viewer' database which will display the player's ship and loadout for the mission. The player will not get to change these settings. After the player is satisfied he knows the mission, he clicks 'FLY MISSION'.
7. Back to **Pre-flight Movie** - Player would be show player hopping into flight suit and into fighter or being lowered into fighter similar to SPACE: Above and Beyond.
8. **Launch.** Instead of having a flick play to show fighters launching we will show the 3D Engine from a outside camera angle. View will be from outside the launch tube looking into it. We will script ship movement to fly through and out of tube & past camera. This will be extremely cool with dynamic lighting... maybe there is a spotlights or tubeway? (runway) lights that light ship as it comes out.
9. **Mission.** PLAYER FLIES MISSION :)
10. End of Mission- Player Confirms landing (automatically by default), engages the automatic landing sequence, then reads stats of his performance from a cockpit VDU (stats like weapon effectiveness, kills, friendlies killed, ship damage).
11. The game takes control of the player's ship, and we cut to an outside camera on the landing bay. We script the ship flying into the bay and it lands. Once again we are in the 3D Engine and all the damage from battle, etc.. should be shown on the fighter. Stats would be kept in medal place (Ready Room locker) in player's flight log (this could used to describe an Autosaved game)...
12. **Movie** - Player is then shown walking from landing bay with mechanic or other crew member saying "You might try flying your ship next time..." or "good job..."
13. Full screen (engine supported) view of the PADD, with flight stats, etc available to view.
14. [OPTIONAL] **Movie-** Player just finished viewing the PADD, and is told how he did in the mission...says " way to take out that ace pilot, now we have a chance at getting to that enemy carrier." for plot specific debriefings.
15. [OPTIONAL] **Plot Specific Movies.** Movie-player automatically runs any scenes that are critical to advancing the plot that take place outside of the main two room.
16. Player ends mission and appears in Recreation Room - where player can engage in conversations before continuing on to next mission.