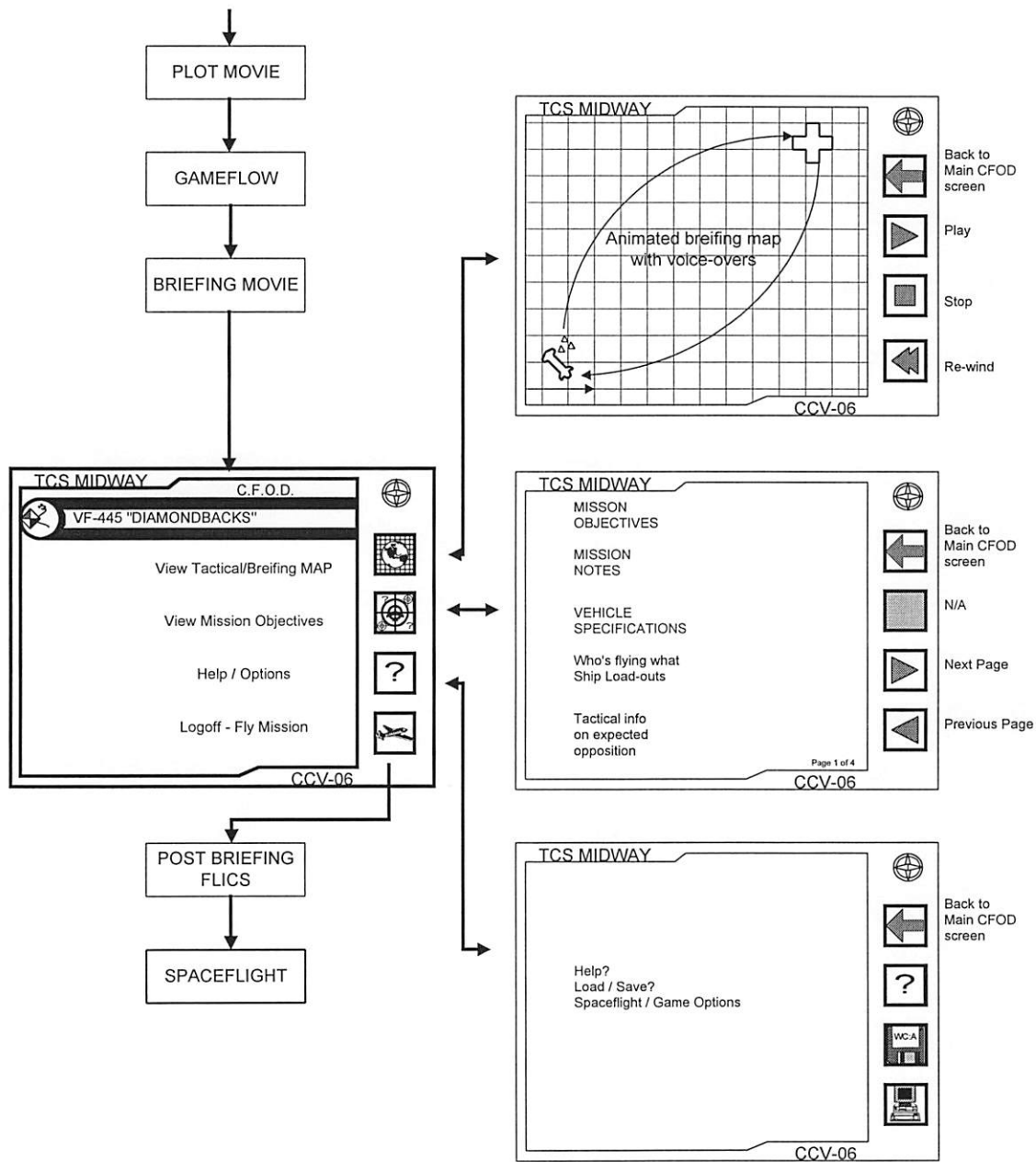


# P(?)A(?)D(?)D(?) - Specs

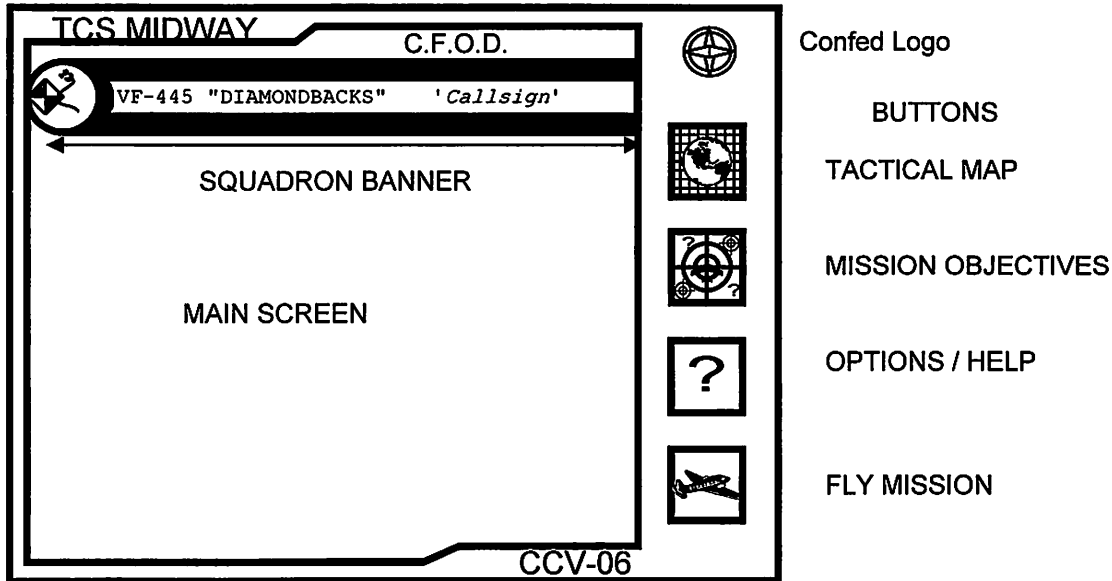
- Pilot? Assistant? Data? Display? - ??
- Flight Ops Tactical Display - Billy
- Combat Flight Ops Display - Me
- Pilots Personal Assistant - Aviation Week
- Pilots Data Transfer Module - Aviation Week
- Integrated Combat Information System - Me & Aviation Week

For purposes that only I know, the PADD/FOTD/CFOD thingy, will be referred to as the **CFOD** for the remainder of this document.  
**CFOD 'FLOW' EXAMPLE**



After BRIEFING movie, cut to full screen of CFOD - MAIN MENU screen

### CFOD MAIN MENU



### As CFOD appears:

- MAIN SCREEN transition : from a neutral state ( blank - dark blue ? ), two scan-lines sweep the area of the MAIN SCREEN ( one sweeping horizontally, one vertically ) leaving behind some sort of subdued CONFED / TCS MIDWAY insignia (background bitmap filling MAIN SCREEN)
- each button blinks from inactive (grayish) to active (colored and lit) in sequence from bottom to top
- SQUADRON BANNER slides into main screen from right to left, or drops in from the top.

### Description CFOD - MAIN MENU

- the outer frame surrounding the MAIN SCREEN and the BUTTONS should appear as a metallic/plastic flat-screen monitor housing, the text and graphic ( TCS MIDWAY, CCV-06, Confed Logo ) on the outer frame could appear as being either engraved or raised-lettering.
- the BUTTONS are not buttons in the normal sense, they are more of a mini touch-sensitive display screen, with each 'button' being able to display several different icons indicating the different functions.
- if necessary, a text definition of each button's function could be displayed in the lower left corner of the MAIN SCREEN ( when the cursor is over a button )

### PUSHING A BUTTON

- when a button is 'pushed', it should flash brighter and have an associated 'beep' type noise.
- when a button is pushed the SQUADRON BANNER will retract off of the MAIN SCREEN from left to right
- after a button is pushed, all buttons will turn grayish (inactive) one at a time, from top to bottom as the MAIN SCREEN transitions to the neutral state ( two scan-lines sweeping the MAIN SCREEN in the opposite direction from the opening, leaving a blank-dark blue MAIN SCREEN)

### BUTTONS for CFOD MAIN MENU

- TACTICAL MAP with BRIEFING V/O
- MISSION OBJECTIVES / SPECS
- OPTIONS / HELP
- FLY MISSION

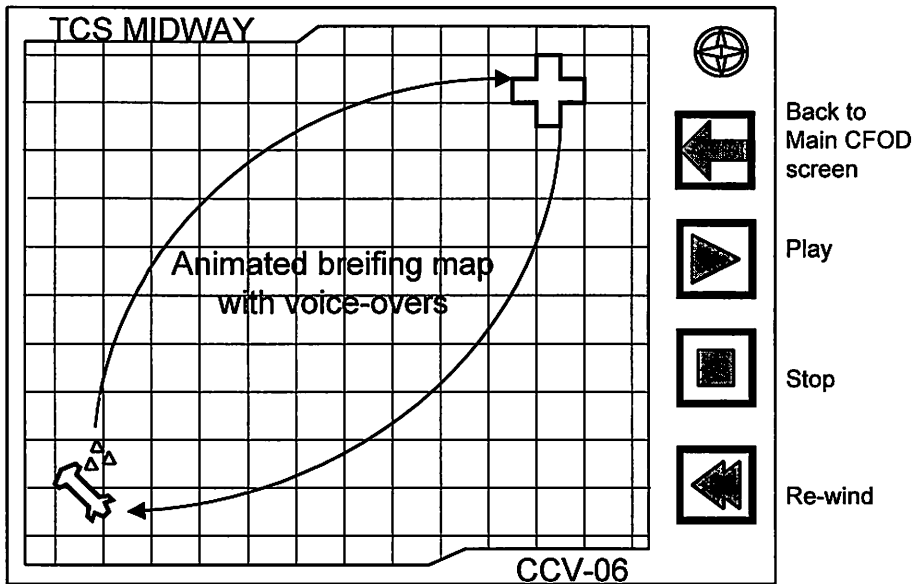
### ART NEEDED for CFOD MAIN MENU

- MAIN SCREEN background - TCS MIDWAY / CONFED insignia
- MAIN SCREEN neutral state - blank, dark blue
- SCAN LINE animation
- BUTTON ART - one for each button ( TAC-MAP, OBJECTIVES, HELP, FLY ) in three states: inactive, active and selected.
- CFOD frame - text ( TCS MIDWAY, CCV-06) and Confeg logo

**EFFECTS NEEDED for CFOD MAIN MENU**

- button 'beep'
- SCAN LINE sound?
- SCAN-LINE effect

**CFOD - TACTICAL MAP with BRIEFING VOICE OVERS**



- MAIN SCREEN transition : from the neutral state, two scan-lines will sweep the area of the MAIN SCREEN ( one sweeping horizontally, one vertically ) leaving behind grid-lines at regular intervals.
- while the MAIN SCREEN transitions to its new state, each button will blink from inactive (grayish) to active (colored and lit) in sequence from bottom to top, and display the appropriate icons with respect to the MAIN SCREEN.

**DESCRIPTION - CFOD - TACTICAL MAP with BRIEFING VOICE OVERS**

- this is where the player will receive the voice-overs for each mission briefing, while they watch animations that depict mission objectives on a 2D map on the MAIN SCREEN
- hopefully, at some point the voice-overs and the animations will be linked together so that they never slip out of phase with each other.

**PUSHING A BUTTON**

- when a button is 'pushed', it should flash brighter ( selected ) and have an associated 'beep' type noise and activate whatever function it represents.
- if a second button is pressed it should un-select the first button ( putting it back into the active mode ) and then become 'selected'
- if the BACK button is pressed all buttons will turn grayish (inactive) one at a time, from top to bottom as the MAIN SCREEN transitions to the neutral state ( two scan-lines sweeping the MAIN SCREEN in the opposite direction from the opening, leaving a blank-dark blue MAIN SCREEN)

**BUTTONS for CFOD TACTICAL MAP**

- BACK to CFOD MAIN MENU
- PLAY starts the v/o briefing and map animation

- STOP stops the v/o and animation
- RE-WIND rewinds the v/o and animation to the beginning

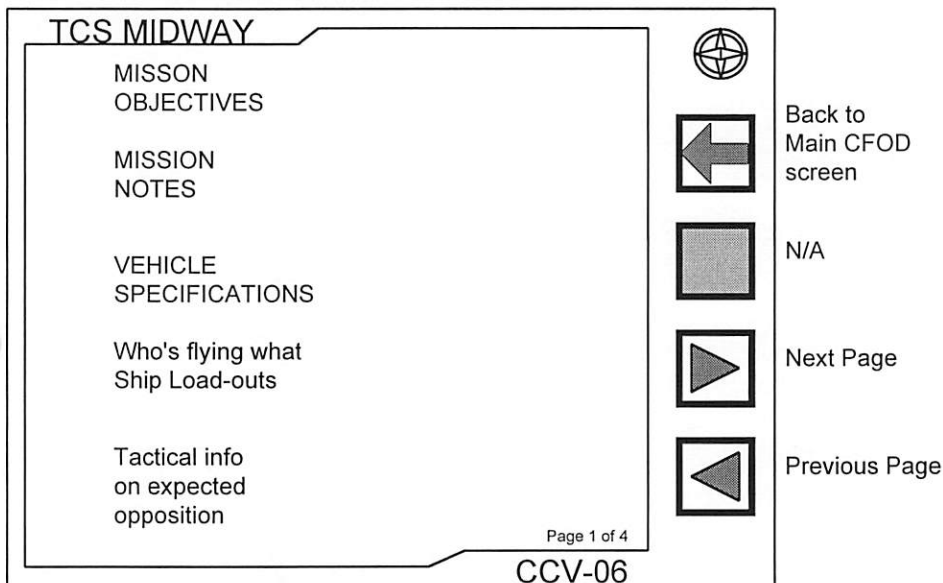
#### ART NEEDED for CFOD TACTICAL MAP

- BACK, PLAY, STOP, RE-WIND buttons
- MAP GRID to a non specific scale ( at least right now )
- ICONS for all SHIPS, FIGHTERS, OBJECTS that need to be shown in the map
- ANIMATIONS for placing, moving, destroying, shooting, torpedoing objects on the map

#### EFFECTS NEEDED for CFOD TACTICAL MAP

- CAMERA movement effects ( track left, right, up, down, zoom in, zoom out )
- SOUNDS for placing, moving, destroying, shooting, torpedoing objects on the map
- ANIMATIONS for placing, moving, destroying, shooting, torpedoing objects on the map
- SCAN-LINE effect
- MED tool to make all this stuff..

#### CFOD - MISSION OBJECTIVES / SPECS



- MAIN SCREEN transition : from the neutral state, two scan-lines will sweep the area of the MAIN SCREEN ( one sweeping horizontally, one vertically ) leaving behind some sort of subdued CONFED / TCS MIDWAY insignia (background bitmap filling MAIN SCREEN) and MISSION BRIEFING TEXT ( on top of background bitmap ) starting at page 1.
- while the MAIN SCREEN transitions to its new state, each button will blink from inactive (grayish) to active (colored and lit) in sequence from bottom to top, and display the appropriate icons with respect to the MAIN SCREEN.

#### DESCRIPTION CFOD - MISSION OBJECTIVES / SPECS

- this portion of the CFOD will display a text briefing for the current mission, a summary of the squadrons, ships and pilots involved.
  - MISSION OBJECTIVES: a text version of the v/o
  - ORDER OF BATTLE: squadrons, fighters and load-outs, pilots involved in mission
  - THREAT DATA: expected opposition
- generally each of these categories would be contained on their own page(s), that the player can flip through.
- the current page number will be displayed in the lower right corner of the CFOD (ex. 1 of 4 )
- switching between pages will be accomplished with a scan-line swipe (left to right) of the MAIN SCREEN area

#### BUTTONS for CFOD - MISSION OBJECTIVES / SPECS

- BACK to CFOD MAIN MENU

- non-active button
- NEXT PAGE - cycles forward through the available pages, stops at last page
- PREVIOUS PAGE - cycles backward through the available pages, stops at first page.

#### PUSHING A BUTTON

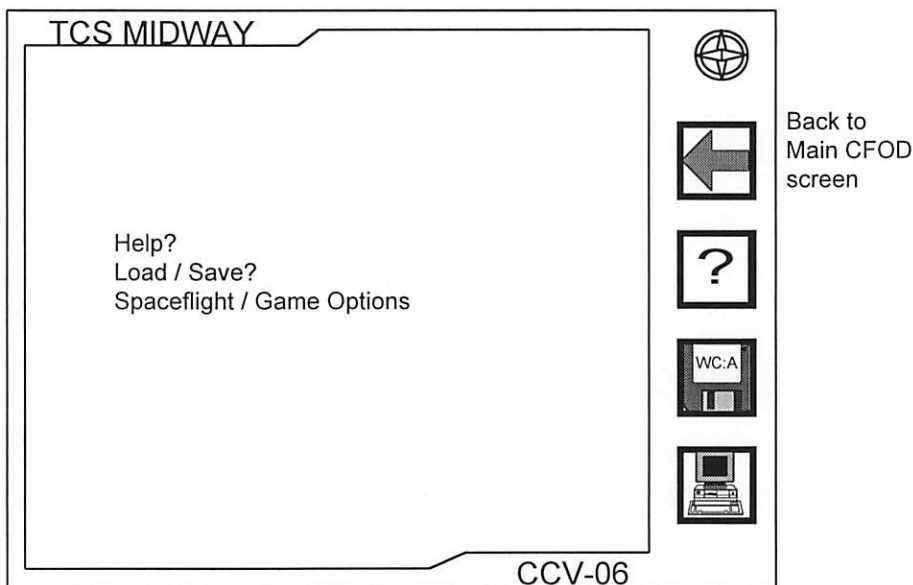
- when a button is 'pushed', it should flash brighter ( selected ) and have an associated 'beep' type noise and activate whatever function it represents.
- if a second button is pressed it should un-select the first button ( putting it back into the active mode ) and then become 'selected'
- if the BACK button is pressed all buttons will turn grayish (inactive) one at a time, from top to bottom as the MAIN SCREEN transitions to the neutral state ( two scan-lines sweeping the MAIN SCREEN in the opposite direction from the opening, leaving a blank-dark blue MAIN SCREEN)

#### ART NEEDED for CFOD - MISSION OBJECTIVES / SPECS

- BACK, NULL, NEXT PAGE, PREVIOUS PAGE
- MAIN SCREEN background - TCS MIDWAY / CONFED insignia
- TEXT PAGES?

#### EFFECTS NEEDED for CFOD - MISSION OBJECTIVES / SPECS

- SCAN-LINE effect



- MAIN SCREEN transition : from the neutral state, two scan-lines will sweep the area of the MAIN SCREEN ( one sweeping horizontally, one vertically ) leaving behind some sort of subdued CONFED / TCS MIDWAY insignia (background bitmap filling MAIN SCREEN) and HELP TEXT ( on top of background bitmap ).
- while the MAIN SCREEN transitions to its new state, each button will blink from inactive (grayish) to active (colored and lit) in sequence from bottom to top, and display the appropriate icons with respect to the MAIN SCREEN.

#### DESCRIPTION CFOD - MISSION OBJECTIVES / SPECS

- this portion of the CFOD will possibly allow to make last minute adjustments to game options, save a game, and access the help menu

#### BUTTONS for CFOD - MISSION OBJECTIVES / SPECS

- BACK to CFOD MAIN MENU
- non-active button

- Save / Load? a game
- Game options

#### **PUSHING A BUTTON**

- when a button is 'pushed', it should flash brighter ( selected ) and have an associated 'beep' type noise and activate whatever function it represents.
- if a second button is pressed it should un-select the first button ( putting it back into the active mode ) and then become 'selected'
- if the BACK button is pressed all buttons will turn grayish (inactive) one at a time, from top to bottom as the MAIN SCREEN transitions to the neutral state ( two scan-lines sweeping the MAIN SCREEN in the opposite direction from the opening, leaving a blank-dark blue MAIN SCREEN)

#### **ART NEEDED for CFOD - MISSION OBJECTIVES / SPECS**

- BUTTON ART/ICONS
- MAIN SCREEN background - TCS MIDWAY / CONFED insignia
- HELP TEXT PAGES?

#### **EFFECTS NEEDED for CFOD - MISSION OBJECTIVES / SPECS**

- SCAN-LINE effect

