

Reunion 2.0 (and REDUX) Progress

Colour Code Key

- **Black:** Reunion 2.0 To Be Done
- **Dark Blue:** REDUX To Be Done
- **Amber:** Done - Testing
- **Green:** Done - Completed
- **Dark Red:** Decided not to do / bad idea / negative feedback etc.
- **Light Red:** Can't do / too difficult / not possible in FSO etc.
- **Light Blue:** Might be done by someone else, MVP updates etc.

UPDATE - 6th of September 2022: I'm splitting phase one in two, so Phase 0.5 and Phase One. This is because the changes needed for Phase 0.5 are almost done already and make enough of an improvement that they are worth a release of their own.

Update - 14th of September 2022:

I'm splitting the various phases in to several sub-phases so that:

A - each phase number will match Reunion's Act structure, which should make things easier to keep track of.

B - allow for a more consistent roll-out of smaller updates.

Also, I'm splitting some of the planned upgrades into a separate but complimentary development project I'm provisionally calling 'REDUX'. This is to ensure these upgrades are optional as opposed to being obligatory and 'baked in'. This too will be split into separate phases.

Reunion 2.0 Phase 1A : ETA - Late 2022

Overarching Goal:

To enhance the playability and quality of acts one and two by fixing errors, improving the writing, introducing Quality of Life enhancements and adding already existing third-party mods/addons. All of these will then be included as standard in act three.

Weapon Rebalance

- Buffed the spear antimatter lance - range, power and velocity doubled. The weapon is now far more effective and justifies the very low RoF and very high energy usage - now testing for balance.
- May need to nerf slightly as it may now be a little OP. Voelkel's unreleased buff is less than mine and might be more balanced. Will playtest and act accordingly.
- Possible nerfing of Subach Alpha as per Voelkel's unreleased WiP patch based on feedback he received. Playtesting required.
- Reduce Njord missile cruisers' missile launchers' refire rate, but increase damage-per-missile to compensate. Goal – no more getting pinned down taking out warhead spam in missions that feature them as hostiles. **Suggest double damage per missile, but half the refire rate**
- Check ships' gun points in-game match descriptions on the loadout screen, ship selection screen, tech room etc.

Writing, Spelling and Grammar

- Added TTS for all Act One missions - implemented. Done.
- Updating Act One's writing, fixing spelling and grammar errors - ongoing.
- Check for non-displaying messages/anim/non-functional TTS etc. – ongoing.

Quality of Life Enhancements

- Added auto-aim - implemented and tested: Done. The degree of auto-aim can be set by the player or turned off completely.
- Add HD Hud icons

Ship Rebalance

- Nerfed the Scylla drone carrier's hit points - now the same as the SC Cain. Balance testing for the two missions that feature it is ongoing. One Jackhammer torpedo to the shielded reactor will destroy it entirely. Reducing HP to SC Cain levels means that dogpiling with fighters and bombers is now a viable tactic too. Balance testing is needed to fine-tune up or down the Scylla's HP.
- May need to fine-tune the reactor's shield. Currently near impervious to standard primaries and secondaries. Do we want to change this?
- Implement Voelkel's nerfed Sarissa (it has fewer gunports.)
- Ensure 'Check Hull' for all capital turrets - Rak, Ravana, Cain, Lilith especially – AAA beams were shooting through hulls in some situations. Check for proper implementation.

Graphics and sound

- Create icons for the antimatter new primaries
 - o Spear Antimatter Lance - sniper weapon - high power draw, low RoF, long range, high damage. Almost beam like when fired.
 - o Promethrus X - General Purpose primary
 - o Claymore - slightly better General Purpose primary
 - o Subach Alpha - rapid fire General Purpose primary

Knossos, Nebular etc.

Package and update on Knossos, set dependencies, flags etc etc.

Socials etc.

Set up Reunion 2.0 Discord server.

Help required: I can probably do most of phase 1A on my own by reading and watching tutorials, but any offer of additional help is of course welcome and will speed things up considerably. Chance of phase 1A being completed - Almost guaranteed.

REDUX Phase 1A: ETA - Late 2022

Enhanced Flight Mechanics - Project XYZ Part One

- Project Star-Dancer. Added reverse, lateral and vertical thrust to all fighters and bombers (except heavy and super heavy Shivan bombers) Implemented - now testing. Initial results are positive.

Goal: The player having these abilities will be a major Quality of Life enhancement, and will open up new tactical opportunities.

- Friendly AI possessing these abilities increases their effectiveness.
- Enemy AI possessing these abilities increases the challenge they present.
- Both appear to work well with Fury AI.
- Overall balance preserved, possibly even enhanced.
- Write Project Star-Dancer Tech Room entry (so there is an in-game reason for these abilities being introduced.)

Help required: Minimal

Reunion 2.0 Phase 1B : ETA - Early 2023

Graphics and Sound

- Add Nu Argo (Might be done via MPVs)
- Add XXXX's new Delta Serpentis background
- HD main halls as a dependency
-
- Implement XXXX's bigger and better weapon icons thing. (Might be done via MPVs)
- Fix any sound and music issues

Writing

- Write tech room entries, Knossos description etc.

Knossos, Nebular etc.

Request SVN from ????

Request Hosted Projects status on HLP – contact ???

Help required: I can probably do most of phase 1B on my own by reading and watching tutorials, but I will probably need to ask questions too.

Any offer of additional help is of course welcome and will speed things up considerably. Chance of phase 1B being completed - Very high.

REDUX Phase 1B: ETA - Early 2023

Project XYZ part Two

- Next step - add reverse, lateral and vertical thrust to heavy and super heavy Shivan bombers – Nephilim, Seraphim and Vindhyachal, then test. I'm doing this separately as this may make them too challenging and break mission balance, so I may need to remove these abilities from these ship classes again.

Reunion 2.0 Phase One C: ETA - Mid 2023

Writing

- Write wiki
- Write walkthrough

Weapons

- Add ammo for ballistic weapons (Maxim etc. as per BP etc.)
- Possibly add torp firing turrets for Shivan capital ships - check if Orph3u5 is happy for Reunion to use these assets.
 - Will need extensive balance testing if implemented.
- Possibly add torp firing turret for Fenris etc. - check if Series Resurrecta team is happy for Reunion to use this asset.
 - Will need extensive balance testing if implemented.

Graphics and Sound

- Higher-res loading screens
- AI upscale of older models?
- Create a new thumbnail for Knossos

- Fix any sound and music issues

Misc:

- Add hull repairing and ballistic ammo re-arming support ship.
- Add 'message in the middle of screen' script.
- Add easier to read 'dyslexia friendly' fonts
- Add auto turn off engine glows
- Add additional checkpoints where needed.
- Add XXXX's highlight turrets and subsystems with a Big red X thing
- Add 'badgering Betty' voice alert from BP – check if the BP team is happy to use the asset.
- Commission then implement 'afterburner turns off glide' feature.

REDUX Phase 1C: ETA - Mid 2023

Weapons

- Project Salvo / 'Better Blobs': Rebalance weapons - crap blob turrets in particular – increase RoF and projectile velocity. Goal - make capital ships dangerous to be too near for too long, similar to BP WiH.
 - Write project Salvo tech room entry (so there is an in-game reason for these abilities being introduced.)
 - Possibly buff fire rate and velocity of Shivan fighter primaries - possibly port from Bem Cavalgar? Goal – to make Shivans more challenging.
 - Will need extensive balance testing if implemented.

- Possibly port enhanced Shivan missiles from Bem Cavalgar too? Goal – to make Shivans more challenging and missiles a credible threat. Again - balance issues? May need to increase susceptibility to ECM 'spoofing'.

Reunion 2.0 Phase 2A: ETA - late 2023

Writing

- Spelling and grammar fixes for act two

Reunion 2.0 Phase 2B: ETA - Mid 2024

Writing

Overhaul Act Two's story arch. Make the story more engaging, the characters more multi-dimensional etc.

FRED

Basic Re-FREDing some act two missions to make them more interesting / dynamic / less frustrating.

Help required:

- *For the writing I will be fine with on my own (brainstorming ideas is always welcome of course.)*
- *I should be fine with basic ReFREDing by this point.*

Reunion 2.0 Phase 2C: ETA - Late 2024

This MAY include introducing mechanics that MAY feature more heavily in Act Three, including:

- ECM as in BP (Beam jamming, spoofing torpedoes etc.)
- Stealth fighters
- Subspace inhibition
- Subspace interdiction
- Sub Space Missile strikes
- Shivan rail gun and missile artillery ship – will need to commission.
- In-mission nightmare visions/hallucinations that affect the player and possibly some AI pilots (similar to what the Lucifer does in BP AoA.)

Help required:

- *Probably quite a bit as these could be fairly complex additions which I might not be able to figure out on my own.*
- *If this proves too difficult then I may abandon Phase 2C and scale back ideas for act three.*

Phase Three – Late ETA 2025

- Write Act three plot, characters, missions etc.
- FRED Act three missions and end credits sequence
- Commission Shivan factory shipyard
- Commission new or repurpose older models to fill new roles if needed.
- Source additional music and sound effects as necessary
- Basically - everything needed to make Act Three

Help required: *Probably quite a bit as a whole act from scratch might be beyond my abilities if learning how to FRED and the like doesn't go well.*

Absolute worst-case scenario if I can't get help and I can't do it on my own - release Act three as a written story - I won't leave you all in suspenders ;-)