Games Engines 2 – Assignment Script

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Battlestar Galactica Scene

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| Event Sequence | Description | Camera Position |
| 1 | Fade in | Free Camera |
| 2 | Shaky Pan/Zoom to lone Battlestar | Free Camera |
| 3 | 1 or 2 Vipers launch from Battlestar to investigate debris | Free Camera |
| 4 | First person view launch from battlestar in viper | FP in viper |
| 5 | Seeking random point | FP in viper |
| 6 | Base star jumps in | FP in viper |
| 7 | Base star launches cylon raiders x 25-50 (shaky zoom) | Free Camera |
| 8 | Shaky camera back to battlestar as more vipers launch | Free Camera |
| 9 | Battle starts | Free Camera |
| 10 | Vipers and cylon raiders pursue each other firing lasers | Offset/pursue viper |
| 11 | Camera focuses on battlestar as it fires cannons and nuke | Free Camera |
| 12 | Follow nuke towards base star | Offset/pursue nuke |
| 13 | Nuke is intercepted and destroyed, destroying surrounding ships | Free Camera |
| 14 | Back to the battle between vipers and cylon raiders | Free Camera |
| 15 | Camera follows a viper, viper is destroyed | Offset/pursue viper |
| 16 | Back to battlestar, second nuke launched | Follow second nuke |
| 17 | Follow nuke through battle scene | Follow nuke |
| 18 | Nuke misses target | Free Camera |
| 19 | Follow viper, destroy cylon raider | Offset/pursue viper |
| 20 | Back to final nuke from battlestar | Follow third nuke |
| 21 | Cylon raiders attempt to destroy nuke | Camera behind cylon raider |
| 22 | Vipers destroy more raiders | Camera behind viper |
| 23 | Back to base star | Follow nuke |
| 24 | Base star explodes | Free Camera |
| 25 | Cylon raiders float aimlessly | Free Camera |
| 26 | Fade Out |  |