CIT 447: Project 3 Deliverable 1

Game Working title: Act of Terror

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The idea of this game is that we simulate terrorist attacks for modern day terrorism. This could be a program that could be used by the US Military for for creating and deploying life saving tactics to defend themselves against terrorist attacks. With this simulation program, it could teach people about possible terrorist threats and how to counter them. We want this to be helpful in aiding against foreign groups that wish to do harm to others.

The purpose, as briefly mentioned above, is to simulate possible terrorist attacks in an attempt to learn and create tactics and strategies that could save lives. Our goal is to provide the user with insight about foreign terrorist groups and what they can do. We feel that a simulation of sorts would be the best action to take when it comes to modern day solutions against the war on terrorism. Simulations can provide hands on scenarios that allow the user to experience everyday frontline events, without actually needing to enlist in the military.

The technical requirements and outlined features are as follows.

- Placeable Actors/Forces
  - Standing reactive ai tree
  - Equipment settings
- Enemies
  - Active goal ai depending on scenarios
- Resource system for placing actors and adding equipment
- Equipment upgrade widget
  - Clickable widget on actors to upgrade player soldiers
- Level scenarios
  - Multiple difficulty scenarios and goals
  - 3 objective types
    - Bomb Defense/defuse

- - ■ Hostage
    - ■ Defend
  - ○ 3 maps with the three objective types.

Group member tasks:

Nick: Weapons coding and design
Izzy: Equipment upgrading, widgets, components
Tanner: Actor ai, enemy and player
Anthony: Level design and scenario code

Project research: This project is going to try and involve realistic scenarios and data for scenario simulation, the links that follow are listed to give us vectors to improve our simulation.

- ● https://www.blauer.com/dispatch/swat-team-weapons-and-equipments/
- ● https://www.militaryfactory.com/special-forces/swat-team-weapons.asp
- ● https://www.ncjrs.gov/pdffiles1/nij/grants/223855.pdf
- ● https://www.policemag.com/342525/improving-swat-operations

Github link: https://github.com/CIT447-ActOfTerror/SWATSIM