

# Racer AI Implementation Plan - VN Racing

**Project:** PrototypeRacing - Mobile Racing Game

**Document:** Racer AI Implementation Plan

**Version:** 1.0

**Date:** 2025-11-12

**Status:** Ready for Implementation

## Overview

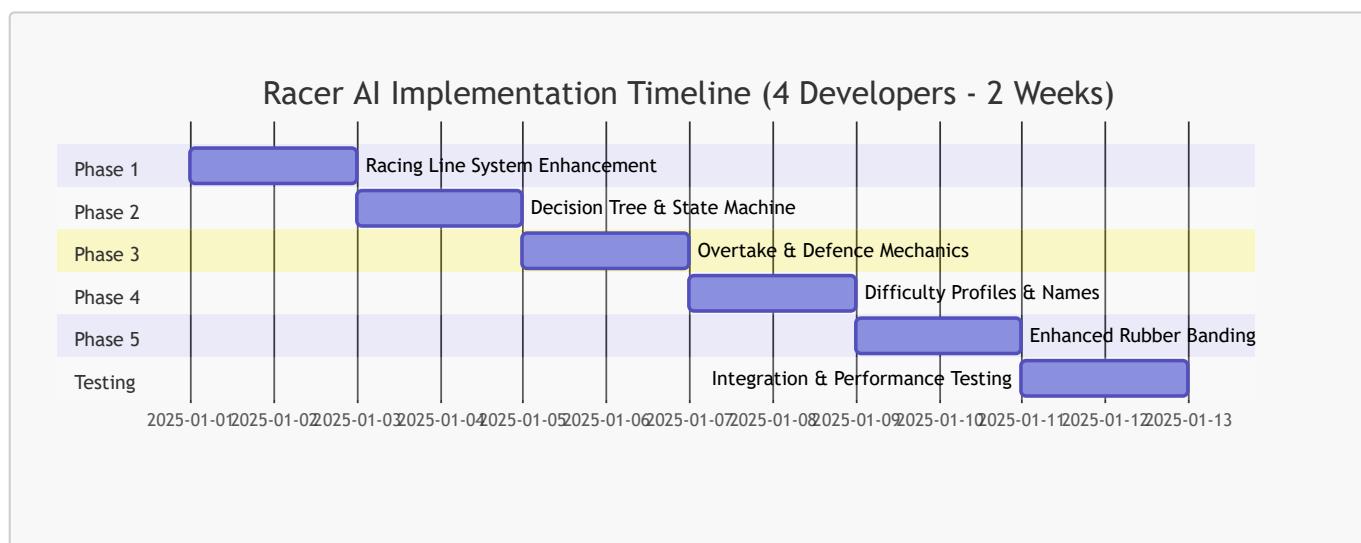
This plan breaks down the Racer AI V5 implementation into 5 major milestones with detailed tasks, optimized for rapid delivery with a 4-developer team.

**Timeline:** 10 working days (2 weeks) with 4 developers working in parallel

**Team Size:** 4 developers + 1 designer + 1 level designer

**Delivery Target:** 2-week sprint from start to production-ready AI system

## Milestones & Timeline



**Total Duration:** 10 working days (2 weeks)

### Phase Breakdown:

- Week 1 (Days 1-5):** Phase 1 (2d) + Phase 2 (2d) + Phase 3 Day 1 (1d)
- Week 2 (Days 6-10):** Phase 3 Day 2 (1d) + Phase 4 (2d) + Phase 5 (2d) + Testing (2d, overlapping)

## Phase 1: Racing Line System Enhancement (Days 1-2)

**Goal:** Implement multi-racing line support with lane management

**Duration:** 2 days

**Dependencies:** GuideLineSubsystem (existing)

**Parallelization Strategy:** 4 developers work on independent components simultaneously

## Tasks

### 1.1 Create RacingLineManager Component

- **Task:** Create URacingLineManager class (C++)
  - **Files:** RacingLineManager.h, RacingLineManager.cpp
  - **Effort:** 1 day
  - **Owner:** Developer 1
  - **Details:**
    - Define FRacingLineSet struct (Main/Inside/Outside splines)
    - Implement GetRacingLine(ERacingLineType) function
    - Implement lane assignment system
    - Add lane offset tracking

### 1.2 Extend GuideLineSubsystem

- **Task:** Add multi-line support to GuideLineSubsystem
  - **Files:** GuideLineSubsystem.h, GuideLineSubsystem.cpp
  - **Effort:** 1 day
  - **Owner:** Developer 2
  - **Details:**
    - Add GetGuideLine(ERacingLineType) overload
    - Implement GetDistanceToNearestLine() function
    - Add GetTempLane(int32 LaneOffset) support
    - Ensure backward compatibility with existing code

### 1.3 Create Racing Line Placement Tools (Blueprint)

- **Task:** Create BP\_RacingLineManager actor
  - **Files:** Content/AI/Blueprints/BP\_RacingLineManager.uasset
  - **Effort:** 0.5 day
  - **Owner:** Developer 3
  - **Details:**
    - Visual editor for placing 3 racing lines
    - Auto-generate Inside/Outside from Main line (optional)
    - Validation tools (check line continuity, spacing)
    - Debug visualization (draw splines in-game)

### 1.4 Implement Racing Line Offset Calculation

- **Task:** Add offset calculation to RacingLineManager

- **Files:** RacingLineManager.cpp
- **Effort:** 0.5 day
- **Owner:** Developer 4
- **Details:**
  - Implement formula:  $D = \text{Random}[-a, a]$  where  $a = 0.5 * \text{DistanceToNearestLine}$
  - Add per-vehicle offset storage
  - Ensure offsets are recalculated on lane change

## 1.5 Update Track Levels with Racing Lines

- **Task:** Place 3 racing lines in test track
  - **Files:** Track level assets
  - **Effort:** 1 day (parallel with tasks 1.1-1.4)
  - **Owner:** Level Designer
  - **Details:**
    - Place Main, Inside, Outside lines for 1 test track
    - Validate line spacing and continuity
    - Test with existing AI (should still work with Main line)

## 1.6 Integration Testing

- **Task:** Test multi-line system with existing AI
  - **Effort:** 0.5 day
  - **Owner:** All Developers (1-4)
  - **Details:**
    - Verify AI can follow all 3 lines
    - Test lane switching
    - Validate offset calculations
    - Performance test (8 AI on different lines)

### Phase 1 Deliverables:

- RacingLineManager component
  - Multi-line support in GuideLineSubsystem
  - Racing line placement tools
  - 1 test track with 3 racing lines
  - Integration tests passing
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## Phase 2: Decision Tree & State Machine (Days 3-4)

**Goal:** Implement AI decision-making logic and state management

**Duration:** 2 days

**Dependencies:** Phase 1 (Racing Line System)

**Parallelization Strategy:** 4 developers split core component, decision checks, integration, and testing

Tasks

## 2.1 Create AIDecisionComponent & State Machine

- **Task:** Create `UAIDecisionComponent` class with full state machine
  - **Files:** `AIDecisionComponent.h`, `AIDecisionComponent.cpp`
  - **Effort:** 1.5 days
  - **Owner:** Developer 1
  - **Details:**
    - Define `EAIDecisionState` enum (NormalDriving, CheckingConditions, etc.)
    - Implement state machine logic
    - Add global cooldown timer (3-5s)
    - Implement `UpdateDecisionTree(float DeltaTime)` function
    - Implement all state transitions

## 2.2 Implement Decision Checks

- **Task:** Add condition checking functions
  - **Files:** `AIDecisionComponent.cpp`
  - **Effort:** 1 day
  - **Owner:** Developer 2
  - **Details:**
    - `CheckObstacleAhead(float& OutDistance)` - raycast/sphere trace
    - `CheckOvertakeOpportunity(AActor*& OutTarget)` - speed differential check
    - `CheckDefenceNeed(AActor*& OutThreat)` - proximity check
    - `CheckNOSConditions()` - straight detection + gauge check

## 2.3 Integrate with SimulatePhysicsCar & Debug Tools

- **Task:** Add DecisionComponent to AI vehicles and create debug visualizer
  - **Files:** `SimulatePhysicsCar.h`, `SimulatePhysicsCar.cpp`,  
`Content/AI/Blueprints/BP_AIDebugVisualizer.uasset`
  - **Effort:** 1 day
  - **Owner:** Developer 3
  - **Details:**
    - Add `UAIDecisionComponent* DecisionComponent` property
    - Create component in `BeginPlay()` for AI cars
    - Call `UpdateDecisionTree()` from timer (not Tick)
    - Expose Blueprint events for state changes
    - Display current AI state above vehicle
    - Show cooldown timer
    - Visualize decision checks (raycasts, proximity spheres)

## 2.4 Unit Testing & Integration

- **Task:** Write unit tests and integration tests
  - **Files:** `AIDecisionComponent.spec.cpp`
  - **Effort:** 0.5 day
  - **Owner:** Developer 4

- **Details:**
  - Test state transitions
  - Test cooldown timing
  - Test condition checks with mock data
  - Test edge cases (multiple conditions true)
  - Integration test with SimulatePhysicsCar

## Phase 2 Deliverables:

- AIDecisionComponent with full state machine
  - All decision check functions implemented
  - Integration with SimulatePhysicsCar
  - Debug visualization tools
  - Unit tests passing
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## Phase 3: Overtake & Defence Mechanics (Days 5-6)

**Goal:** Implement tactical maneuvers (overtaking and defending)

**Duration:** 2 days

**Dependencies:** Phase 1 (Racing Lines), Phase 2 (Decision Tree)

**Parallelization Strategy:** 4 developers split overtaking, defence, probability, and testing

### Tasks

#### 3.1 Create AIOvertakeController Component & Line Selection

- **Task:** Create `UAIOvertakeController` class with line selection
  - **Files:** `AIOvertakeController.h`, `AIOvertakeController.cpp`
  - **Effort:** 1 day
  - **Owner:** Developer 1
  - **Details:**
    - Define `FOvertakeContext` struct
    - Implement `TryInitiateOvertake(AActor* Target)` function
    - Implement `UpdateOvertake(float DeltaTime)` function
    - Add retry logic (max 2 retries)
    - `SelectOvertakeLine(AActor* Target)` - choose Inside/Outside based on target position
    - Check if selected line is clear (no other vehicles)
    - Fall back to Main line if both blocked

#### 3.2 Implement Defence Mechanics

- **Task:** Add defensive maneuvers
  - **Files:** `AIOvertakeController.cpp`
  - **Effort:** 1 day
  - **Owner:** Developer 2

- **Details:**

- `TryInitiateDefence(AActor* Threat)` function
- `SelectDefenceLine(AActor* Threat)` - block threat's overtake line
- Apply slight speed reduction during defence
- Duration: 2-3 seconds

### 3.3 Implement Probability-Based Activation & Integration

- **Task:** Add skill activation probability and integrate with decision tree
  - **Files:** `AIOvertakeController.cpp`, `AIDecisionComponent.cpp`, `SimulatePhysicsCar.cpp`
  - **Effort:** 0.5 day
  - **Owner:** Developer 3
  - **Details:**
    - `RollActivationChance(float Probability)` function
    - Easy: 20% overtake, 40% defence
    - Medium: 50% overtake, 70% defence
    - Hard: 80% overtake, 90% defence
    - Call `TryInitiateOvertake()` when in Overtaking state
    - Call `TryInitiateDefence()` when in Defending state
    - Handle state transitions on success/failure

### 3.4 Gameplay Testing & Tuning

- **Task:** Test overtake/defence in races
  - **Effort:** 0.5 day
  - **Owner:** All Developers (1-4) + Designer
  - **Details:**
    - Test with 8 AI racers
    - Validate overtake success rates per difficulty
    - Tune probabilities for balance
    - Fix edge cases (stuck in overtake, infinite retries)

#### Phase 3 Deliverables:

- AIOvertakeController component
- Overtake and defence mechanics working
- Probability-based activation
- Integration with decision tree
- Gameplay tests passing

## Phase 4: Difficulty Profiles & Name Generation (Days 7-8)

**Goal:** Implement AI difficulty profiles and name generation system

**Duration:** 2 days

**Dependencies:** Phase 2 (Decision Tree), Phase 3 (Overtake/Defence)

**Parallelization Strategy:** 4 developers work on data assets, assignment, names, and integration in parallel

## Tasks

### 4.1 Create Difficulty Profile Data Assets & Assignment

- **Task:** Create Data Assets and implement assignment logic
  - **Files:** Content/AI/Data/DA\_AIProfile\_\*.uasset, AIManagerSubsystem.h, AIManagerSubsystem.cpp
  - **Effort:** 1 day
  - **Owner:** Developer 1
  - **Details:**
    - Define FAIDifficultyProfile struct in C++
    - Create 3 Data Assets with values from Racer\_AI\_V5.md
    - Easy: 90% performance, 20% overtake, 40% defence
    - Medium: 100% performance, 50% overtake, 70% defence
    - Hard: 110% performance, 80% overtake, 90% defence
    - AssignDifficultyProfiles(ETrackDifficulty) function
    - Easy Track: 80% Rookie, 20% Racer
    - Medium Track: 50% Rookie, 25% Racer, 25% Pro
    - Hard Track: 50% Racer, 50% Pro

### 4.2 Create AI Name Data Table & Generation

- **Task:** Create DT\_AINames DataTable and name generation logic
  - **Files:** Content/AI/Data/DT\_AINames.uasset, AIManagerSubsystem.cpp
  - **Effort:** 0.5 day
  - **Owner:** Developer 2
  - **Details:**
    - Define FAINameEntry struct
    - Populate with names from Racer\_AI\_V5.md
    - Easy: 10 names (Phuoc Razor, Liam Dash, etc.)
    - Medium: 10 names (Marcus Steel, Lena Rogue, etc.)
    - Hard: 10 names (Rafael Wraith, Naomi Lynx, etc.)
    - GenerateAIName(EAIDifficulty) function
    - Random selection from appropriate difficulty tier
    - Avoid duplicate names in same race

### 4.3 Apply Difficulty Profiles to AI

- **Task:** Integrate profiles with AI components
  - **Files:** AIDecisionComponent.cpp, AIOvertakeController.cpp, SimulatePhysicsCar.cpp
  - **Effort:** 1 day
  - **Owner:** Developer 3
  - **Details:**
    - Apply performance scale to vehicle stats
    - Use profile probabilities in overtake/defence

- Apply reaction time delays
- Apply steering precision to PID controller

#### 4.4 Testing & Tuning

- **Task:** Test all 3 difficulty profiles
  - **Effort:** 0.5 day
  - **Owner:** All Developers (1-4)
  - **Details:**
    - Race against Easy/Medium/Hard AI
    - Validate performance differences are noticeable
    - Tune probabilities if needed
    - Verify name generation works correctly

#### Phase 4 Deliverables:

- 3 Difficulty Profile Data Assets
  - AI Name DataTable with 30 names
  - Difficulty assignment system
  - Name generation system
  - Profiles applied to all AI behaviors
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### Phase 5: Enhanced Rubber Banding (Days 9-10)

**Goal:** Implement advanced rubber banding with crash recovery and distance-based scaling

**Duration:** 2 days

**Dependencies:** Phase 4 (Difficulty Profiles)

**Parallelization Strategy:** 4 developers split component, scaling, crash recovery, and integration

#### Tasks

##### 5.1 Create RubberBandingComponent & Distance Scaling

- **Task:** Create `URubberBandingComponent` class with distance-based scaling
  - **Files:** `RubberBandingComponent.h`, `RubberBandingComponent.cpp`
  - **Effort:** 1 day
  - **Owner:** Developer 1
  - **Details:**
    - Define `FRubberBandConfig` struct
    - Implement `UpdateRubberBanding(float DeltaTime)` function
    - Add disable timer (first 10 seconds)
    - `CalculatePerformanceScale(float DistanceToPlayer)` function
    - Far behind (>7000): 130% performance
    - Far ahead (<-7000): 80% performance
    - Within range: Linear interpolation 80%-130%
    - Apply scale to speed and acceleration

## 5.2 Implement Crash Recovery & Integration

- **Task:** Add crash detection and integrate with AIManagerSubsystem
  - **Files:** `RubberBandingComponent.cpp`, `AIManagerSubsystem.cpp`
  - **Effort:** 0.5 day
  - **Owner:** Developer 2
  - **Details:**
    - Detect crash (speed = 0 for > 1 second)
    - Disable rubber banding during crash
    - Apply recovery boost until speed > 100 km/h
    - Re-enable rubber banding after recovery
    - `UpdateRubberBanding(float DeltaTime)` in AIManagerSubsystem
    - Update all AI rubber banding components
    - Track player position for distance calculations

## 5.3 Create Rubber Banding Data Asset

- **Task:** Create BP\_RubberBandConfig Data Asset
  - **Files:** `Content/AI/Data/DA_RubberBandConfig.uasset`
  - **Effort:** 0.25 day
  - **Owner:** Developer 3
  - **Details:**
    - Expose all tuning parameters
    - BackDistanceLimit, FrontDistanceLimit
    - MinScalePerformance, MaxScalePerformance
    - DisableTime, CrashRecoverySpeed

## 5.4 Testing & Balancing

- **Task:** Test rubber banding in various scenarios
  - **Effort:** 0.25 day
  - **Owner:** All Developers (1-4)
  - **Details:**
    - Test with player far ahead
    - Test with player far behind
    - Test crash recovery
    - Test first 10 seconds (should be disabled)
    - Tune parameters for balanced races

## Phase 5 Deliverables:

- RubberBandingComponent
- Distance-based performance scaling
- Crash recovery system
- Integration with AIManagerSubsystem
- Tunable Data Asset
- Balanced rubber banding

# Integration & Performance Testing (Days 9-10, overlapping with Phase 5)

**Goal:** Comprehensive testing and optimization

**Duration:** 2 days (overlapping with Phase 5)

**Dependencies:** All phases complete

**Parallelization Strategy:** 4 developers run integration, performance, mobile testing, and documentation in parallel

## Tasks

### 6.1 Integration Testing & Performance Optimization

- **Task:** Test all AI systems and optimize for mobile
  - **Effort:** 1 day
  - **Owner:** Developer 1 + 2
  - **Details:**
    - Full race with 8 AI (mixed difficulties)
    - Verify all behaviors work (overtake, defence, NOS, rubber banding)
    - Test on multiple tracks
    - Fix integration bugs
    - Profile AI systems (CPU, memory)
    - Implement distance-based update frequency
    - Optimize decision tree checks
    - Reduce unnecessary calculations

### 6.2 Mobile Device Testing

- **Task:** Test on target mobile devices
  - **Effort:** 1 day
  - **Owner:** Developer 3 + 4
  - **Details:**
    - Test on mid-range Android device (Developer 3)
    - Test on mid-range iOS device (Developer 4)
    - Measure FPS, memory, battery usage
    - Optimize if below targets

### 6.3 Gameplay Balancing & Documentation

- **Task:** Final gameplay tuning and documentation
  - **Effort:** 0.5 day
  - **Owner:** All Developers (1-4)
  - **Details:**
    - Tune difficulty probabilities
    - Tune rubber banding parameters
    - Adjust racing line offsets
    - Balance AI competitiveness

- Update implementation docs
- Code review for all new components
- Document tuning parameters

### **Integration Testing Deliverables:**

- All AI systems integrated and working
  - Performance targets met (30 FPS, <50MB memory)
  - Mobile device testing complete
  - Gameplay balanced and fun
  - Documentation complete
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## Dependencies & Risks

### Dependencies

Task	Depends On	Blocker Risk
Phase 2	Phase 1 (Racing Lines)	Medium - Can prototype without multi-lines
Phase 3	Phase 1, Phase 2	High - Needs decision tree and racing lines
Phase 4	Phase 2, Phase 3	Medium - Can implement in parallel
Phase 5	Phase 4	Low - Independent system
Testing	All Phases	High - Needs complete system

### Risks & Mitigation

#### **Risk 1: Performance Below Target (30 FPS)**

**Probability:** Medium

**Impact:** High

**Mitigation:**

- Implement distance-based LOD early
- Profile frequently during development
- Use timers instead of Tick
- Optimize decision checks (cache results)

#### **Risk 2: Rubber Banding Too Aggressive/Weak**

**Probability:** High

**Impact:** Medium

**Mitigation:**

- Make all parameters data-driven
- Extensive playtesting
- Designer-friendly tuning tools

- Multiple test scenarios

### Risk 3: AI Behaviors Conflict (Overtake + Defence)

**Probability:** Medium

**Impact:** Medium

**Mitigation:**

- Clear state machine with priorities
- Global cooldown prevents spam
- Thorough state transition testing
- Debug visualization tools

### Risk 4: Racing Line Content Workload

**Probability:** Medium

**Impact:** Medium

**Mitigation:**

- Create automated line generation tools
- Start with 1 test track
- Parallelize track work with code development
- Provide clear placement guidelines

### Risk 5: Integration with Existing Code Breaks Features

**Probability:** Low

**Impact:** High

**Mitigation:**

- Maintain backward compatibility
- Comprehensive regression testing
- Feature flags to disable new AI
- Incremental integration

### Risk 6: Team Coordination Overhead

**Probability:** Medium

**Impact:** Medium

**Mitigation:**

- Daily standup meetings (15 min)
- Clear task ownership and boundaries
- Shared coding standards and conventions
- Code review process for all merges
- Use feature branches to avoid conflicts
- Pair programming for complex integrations

# Resource Allocation

## Team Structure

Role	Allocation	Responsibilities
Developer 1	100% (2 weeks)	Core AI systems (Decision, Difficulty, Rubber Banding, Integration)
Developer 2	100% (2 weeks)	Tactical systems (Overtake, Racing Lines, Performance)
Developer 3	100% (2 weeks)	Supporting systems (Tools, Debug, Defence, Testing)
Developer 4	100% (2 weeks)	Quality assurance (Unit tests, Integration, Mobile testing)
Level Designer	20% (1 week)	Racing line placement

**Total Team Effort:** 4 Developers × 2 weeks = 8 Developer-weeks

## Milestone Ownership

Milestone	Primary Owner	Support	Parallel Work
Phase 1: Racing Lines	Developer 2	Developer 1, 3, 4, Level Designer	D1: Component, D2: Subsystem, D3: Tools, D4: Tests
Phase 2: Decision Tree	Developer 1	Developer 2, 3, 4	D1: Core logic, D2: Checks, D3: Integration, D4: Tests
Phase 3: Overtake/Defence	Developer 1	Developer 2, 3, 4	D1: Overtake, D2: Defence, D3: Integration, D4: Tests
Phase 4: Difficulty Profiles	Developer 1	Developer 2, 3, 4	D1: Data assets, D2: Names, D3: Application, D4: Tests
Phase 5: Rubber Banding	Developer 1	Developer 2, 3, 4	D1: Component, D2: Integration, D3: Data, D4: Tests
Testing & Optimization	All Developers	-	D1-D2: Performance, D3-D4: Mobile devices

## Success Criteria

### Technical Success

- All 5 phases complete and integrated
- 30 FPS on mid-range mobile with 8 AI racers
- <100ms decision latency
- No critical bugs or crashes

### Gameplay Success

- AI follows 3 racing lines with visible variety

- Overtake/defence behaviors trigger appropriately
- Difficulty differences are noticeable and balanced
- Rubber banding keeps races competitive but fair
- AI names display correctly per difficulty

## Code Quality

- All components follow project coding standards
  - Unit tests for decision logic
  - Integration tests for full AI system
  - Code reviewed and approved
  - Documentation complete
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## Next Steps

1. **Review this plan** with team and stakeholders
2. **Set up project tracking** OpenProject
3. **Begin Phase 1** (Racing Line System Enhancement)
4. **Schedule weekly check-ins** to track progress
5. **Prepare test environment** (test track, debug tools)

**Ready to proceed to Implementation phase!**