**User Information System**

The User Information System (UIS) keeps track of a user’s accomplishments such as headshots and overall kills and weapon kits. Accomplishments are divided into three sections: Story, Special Ops, and Multiplayer. They are recorded during gameplay and viewed from computers in the base. The information is written to a file specific to the user. This file is transferred when the player joins a game over the Internet. The following statistics are available, but derived numbers, such as rations, are not stored.

**Personal Stats**

* Kills
* Deaths
* K/D Ratio
* Headshots
* Fire-Arm Kills
* Non-Fire-Arm Kills
* Kilometers Traveled on Foot
* Suicides
* Vehicle Kills
* Matches Won (Multiplayer Only)
* Matches Lost (Multiplayer Only)
* Win/Loss Ratio (Multiplayer Only)

Story statistics are stored in seven separate sections- one for each Iron Eagles character and one called “Session.” The character’s statistics are updated when the player uses that character. Ethan Miles will represent their own game, because a the host must always play as Miles. The other 5 characters will collectively represent the player’s time in other games. The “Session” statistics are used when the player is a guest in another game. They represent the user’s statistics for the current session. At the end of the session, or when the user changes characters, the session statistics are added to the character that was used and then reset.

At floor 3 of the HQ building (see [HQ Info](HQ%20Info.docx)), the player can view the character statistics at the corresponding character’s computer. They can choose to see either overall statistics for the character or session statistics if they are at their own computer (Chip is at Chip’s desk). At any other desk, the session statistics are unavailable. Overall statistics are calculated as Character + Session.

The UIS also stores all information on weapon kits for use on the base and in

multiplayer matches, multiplayer gear, and [scorestreaks](Multiplayer%20Score%20System.docx). Story mode weapon kits are stored separately because they do not need to be transferred.  
  
The following example of the format used for storing data in the UIS is simplified. Repetitive information is skipped with the marker “<!—Etc.--!>” and information such as weapon attachments and textures are omitted.

**Example XML**

<User>

<Username>Bob</Username>

<Multiplayer>

<Weapon Kits>

<Kit 1>

<Primary 1>ABR</Primary 1>

<Primary 2>Breacher</Primary 2>

<Side Arm>CACG</Side Arm>

<Lethal>Frag</Lethal>

<Tactical>Flashbang</Tactical>

<Equipment>Mortar</Equipment>

<Dart>Explosive</Dart>

<TA>Glitch</TA>

<Booster>Ninja</Booster>

</Kit 1>

<Kit 2>

<!—Etc.--!>

</Kit 2>

<!—Kits 4-9--!>

<Kit 10>

<!—Etc.--!>

</Kit 10>

</Weapon Kits>

<Gear>

<!—Insert all armor sets --!>

</Gear>

<Vehicles>

<V1>

<Type>Jeep</Type>

<Attachments>

<Attach 1>

<Type>Turret</Type>

<Location>Top</Location>

</Attach 1>

<Attach 2>

<Type>Missle</Type>

<Location>Left</Location>

</Attach 2>

</Attach 3>

<Type>NULL</Type>

<Location>NULL</Location>

</Attach 3>

<!—Etc.--!>

</Attachments>

<Seats>

<S1>Available</S1>

<S2>AI</S2>

<S3>Available</S3>

<S4>NULL</S4>

<S5>NULL</S5>

</Seats>

</V1>

<!—Etc.--!>

</Vehicles>

<Personal Stats>

<Kills>217</Kills>

<Deaths>308</Deaths>

<Headshots>36</Headshots>

<FA Kills>102</FA Kills>

<NFA Kills>83</NFA Kills>

<KmT>15029</KmT>

<Suicides>13</Suicides>

<Vehicle Kills>32</Vehicle Kills>

<mWon>22</mWon>

<mLost>156</mLost>

</Personal Stats>

</Multiplayer>

<Special Ops>

<Kills>147</Kills>

<Deaths>136</Deaths>

<Headshots>12</Headshots>

<FA Kills>120</FA Kills>

<NFA Kills>5</NFA Kills> <KmT>2134</KmT>

<Suicides>0</Suicides>

<Vehicle Kills>22</Vehicle Kills>

</Special Ops>

<Story>

<Viper>

<Kills>974</Kills>

<Deaths>213</Deaths>

<Headshots>356</Headshots>

<FA Kills>874</FA Kills>

<NFA Kills>100</NFA Kills> <KmT>8456</KmT>

<Suicides>2</Suicides>

<Vehicle Kills>312</Vehicle Kills>

</Viper>

<Caesar>

<!—Etc.--!>

</Caesar>

<!—All other characters--!>

<Session>

<!—Etc.--!>

</Session>

</Story>

</Base>

<Primary 1>CT Fusion</Primary 1>

<Primary 2>Rail Gun</Primary 2>

<Side Arm>Buckeye</Side Arm>

<Lethal>Throwing Knife</Lethal>

<Tactical>Tear Gas</Tactical>

<Equipment>RCTC</Equipment>

<Dart>Bubble Cam</Dart>

<TA>Titan</TA>

<Booster>Fitness</Booster>

</Base>

</User>