

# 2016

HoD Servers

Dango

## [SARGE AI ROADMAP]

This document serves as an informational guide as to where I am taking development for Sarge AI for Arma 3: Exile specifically, however; This addon is compatible with any Arma 3 mod to my knowledge as it does not rely on any specific data sets.

# Sarge AI RoadMap

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Original Creator: SARGE @ <https://github.com/Swiss-Sarge>

Arma 3: Exile Fork: Dango @ <https://github.com/Teh-Dango>

## 1. Initialization

- 1.1. Sarge AI executes the same on Arma 3, no changes required.
- 1.2. AI Factions altered to accommodate Exile settings.
- 1.3. Alterations to where the code is initialized, i.e. Server or Headless Client.

## 2. Runtime

- 2.1. Remote Execution (RE) calls were converted to Arma 3 standard.
- 2.2. Convert various functions to more efficient Arma 3 functions.
- 2.3. Headless Client functionality added to increase AI count.
- 2.4. Enhanced debugging for more comprehensive understanding.
- 2.5. Reduction in overall global/local variable count to increase performance.
- 2.6. UPSMON updated to Arma 3 version.

## 3. Features

### 3.1. Dynamic Spawns

- 3.1.1. Land
- 3.1.2. Vehicles
- 3.1.3. Helicopters
- 3.1.4. Planes

### 3.2. Static Spawns

- 3.2.1. Land
- 3.2.2. Base Guards
- 3.2.3. Vehicles
- 3.2.4. Helicopters
- 3.2.5. Planes

### 3.3. Hostility System

- 3.3.1. ~~Friendlys consider player hostile when shot or killed.~~
- 3.3.2. ~~Friendlys consider player hostile below the respect threshold.~~
- 3.3.3. ~~Reward system based on AI kills.~~
- 3.3.4. ~~Friendly kill penalizes respect.~~
- 3.3.5. ~~Hostile kill rewards respect.~~
- 3.3.6. ~~Notify player of respect changes.~~

### 3.4. Configurable Loadout

- 3.4.1. Uniform
- 3.4.2. Primary.
- 3.4.3. Sidearm.
- 3.4.4. Tools.
- 3.4.5. Vest.
- 3.4.6. Backpack.

### 3.5. Black List

- 3.5.1. ~~Coordinate based~~
- 3.5.2. Adjustable Size

### **3.6. Experience System**

- 3.6.1. ~~Experience Gain~~
- 3.6.2. ~~Level Gain~~
- 3.6.3. ~~Damage reduction per level~~

### **3.7. Kill Messages**

- 3.7.1. Notify server of who killed who

### **3.8. Vehicle Stealing**

- 3.8.1. Unlocked vehicles only
- 3.8.2. ~~Only steal based on distance to destination~~

### **3.9. AI Restraining**

- 3.9.1. Chance for AI to break restraint
- 3.9.2. Chance for AI to retaliate after breaking free
- 3.9.3. Other friendly AI retaliates when restraining

### **3.10.      Player Awareness**

- 3.10.1. Camp Fires
- 3.10.2. Running Vehicles
- 3.10.3. Lights
- 3.10.4. Loud Noises

### **3.11.      AI Interaction**

- 3.11.1. Request Healing
- 3.11.2. Request Backup

### **3.12.      AI K9 Units**

- 3.12.1. Chance for AI to spawn with a dog