1. **Selected Game**

Counter-Strike 2

1. **Event Identification**

In a regular Counter-Strike 2 gameplay, there are plenty of action event that are engaging and worth to be captured as a clips for content creator. Those events such as, getting a chain of kills on opponents informed with a kill banners pops up rapidly and huge amount of blasting sound like gunfire and nades explosion can be used as an indicator that define a moment that worth got clipped. The kill notification in a form of kill banner and the gunfire and explosions sound can be used as a cue for the automated gameplay creation tools to save those moments.

Outside the gameplay Counter-Strike 2 also has an exciting moment that the community are always waiting for, It is when the streamers or content creator managed to pull a rare cosmetics in game such as gun skins that are so expensive. The pool of weapons got spined and randomized, when pulled skins get decided the gold batch shape logo is appeared if the pulled cosmetics is the rarest one. That also can be used as a cue for the automated gameplay creation tools to save those moments.

1. **Event justification**

One of the most important and hardest things in CS 2 is getting frag. If the user managed to do multiple consecutive kills that shows that the user are played well and possesses a good skill sets: reflect, aim, movement, etc. Those skills are honed with a lot of practice, so when the user finally managed to do that it is definitely worth capturing and recorded to be shared to the community.

Counter-strike 2 also makes the players are on the edge of their seat when there is a massive gun fight kicking off. It is when all the player got excited because they need to attack or defend (depending on which sides they are playing) the opposing team. This scenario is often executed after the attacking sides do a setup phase. It is where the players are creating a path by using a utilization item such as smoke, flash, or grenade that allows them to take over the opponent’s defended site to create space for planting the bomb. This also a form of displaying a strategy that obviously a key part of the game that enjoyed by the viewers who are watching. These two events needs to get recorded and published so that the larger amount of CS2 community are able to watch.

1. Detection Criteria

* UI Elements: When the player got a kill, the UI going to shows a blinking kill banner that can be used as a great indicator that the player got a kill.
* Non-UI methods: A massive gun fight is something that can be recognize from the sound of guns that being fired, nades that are blasting or flashing.
* **Trigger**:

To automatically detected a rapid multiple consecutive kills, the automated gameplay clip creation tools going to note the timing from the players one kill to another kill. if the timings are tight that mean there was a chain of kills happened. That is going to be a trigger to give a command for clip tools to capture the moment.

The trigger for recording and the setup battle and clash between both sides is the gunfight sounds. So, when those sounds are listened by the clip creation tool they act like a command to turn on the recording. they will trigger the tools to start recording the highlight. The highlight should record a few seconds before and after the gun fight first heard. For example 10 seconds before to catch the players who are setting up an attack and 15 seconds after the gun fight first heard to record the battle for the control of the bomb-site.

* **False Positive Mitigation**

Given there are a lot of things happening in a round of CS2, the kills banner might get detected with the clip creation tools even when the kills banner is not showing on the screen. To minimize this error, the clip creation tools can be instructed to restrictly monitor some area of the UI that going to show the kills banner. To do this a detection box can be use to focus on the changes on the area of UI that matter.

* **Detection Criteria**

User should be able to do remap key binding to activate the automated gameplay clip creation, so the key bind wont conflict with the other key bind the user use.

After the clip is recorded it should saved under the folder called Eklipse and the clip naming format should be formatted YYYY.MM.DD – HH.MM.SS.