A basic example of monitoring suspicious behavior while respecting privacy and security standards:

**class** AntiCheatSystem {  
 constructor() {  
 **this**.suspiciousActivityThreshold = 0;  
 **this**.warningCount = 0;  
 **this**.maxWarnings = 3;  
 }  
  
 *// Monitor player movement and actions*  
 monitorPlayerBehavior(player) {  
 **const** movementPatterns = **this**.analyzeMovement(player);  
 **const** aimPatterns = **this**.analyzeAimAccuracy(player);  
   
 **if** (**this**.isAbnormalBehavior(movementPatterns, aimPatterns)) {  
 **this**.handleSuspiciousActivity(player);  
 }  
 }  
  
 *// Analyze player movement patterns*  
 analyzeMovement(player) {  
 *// Implementation for movement analysis*  
 *// Check for impossible speeds, wall clipping, etc.*  
 **return** {  
 speed: player.speed,  
 position: player.position,  
 lastPositions: player.positionHistory  
 };  
 }  
  
 *// Check for suspicious aim patterns*  
 analyzeAimAccuracy(player) {  
 *// Implementation for aim analysis*  
 *// Check for impossible accuracy, snap aiming, etc.*  
 **return** {  
 accuracy: player.accuracy,  
 reactionTime: player.reactionTime,  
 headshots: player.headshotRatio  
 };  
 }  
  
 *// Issue warning to player*  
 issueWarning(player) {  
 **this**.warningCount++;  
 **if** (**this**.warningCount >= **this**.maxWarnings) {  
 **this**.reportPlayer(player);  
 } **else** {  
 *// Send warning message to player*  
 console.log(`Warning ${**this**.warningCount}/${**this**.maxWarnings}: Suspicious activity detected`);  
 }  
 }  
  
 *// Report player to moderation system*  
 reportPlayer(player) {  
 *// Implementation for reporting system*  
 console.log("Player reported for suspicious activity");  
 *// Add to moderation queue for review*  
 }  
}  
  
*// Usage example*  
**const** antiCheat = **new** AntiCheatSystem();

This code provides a foundation for:

* Monitoring player behavior
* Detecting suspicious patterns
* Implementing a warning system
* Reporting suspicious activity for review

Rather than immediately banning players or collecting IPs, this approach:

* Uses behavior analysis to detect potential cheating
* Implements a warning system
* Sends suspicious cases for human moderation
* Follows legal and privacy guidelines

Would you like me to explain how to implement any specific part of this system in more detail?