## GTA Online Spy Satellite DLC – Military Services – Aerial Attack Drones – Reaper or Predator Drones – Engaging Target – Firing Missiles – Homing and Non-Homing



This software development project is a sample presentation for interview purposes.

To understand the contents of this presentation, please view the media on my LinkedIn page titled GTA Online Spy Satellite DLC Development Project - Latest Update!!

The targeting system for the Reaper or Predator drone is currently being designed from a top-level conceptual view.

The key assumption is that all weapons must know when a player is not inside and not out of reach of the weapons. If the weapon's targeting system is designed accordingly, it can cover all possible scenarios that involve weapons and modes of targeting, with little modification to accommodate other weapons.

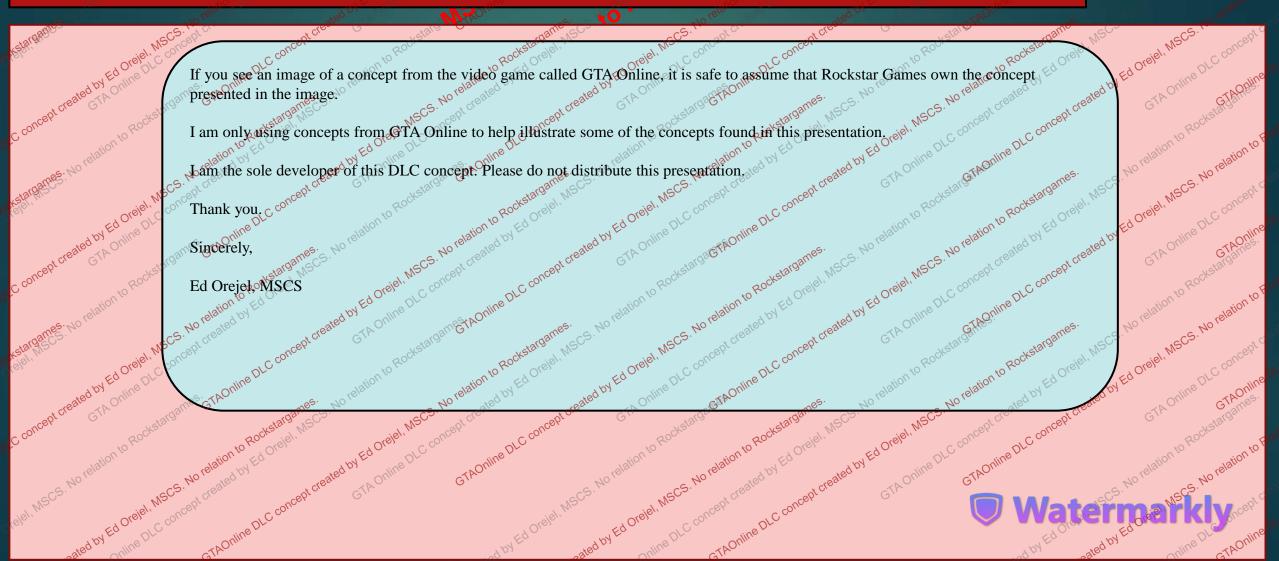
I think Rockstar Games designed their weapon's targeting system to accomplish this task. The targeting system in this presentation intends to accomplish this task. There is no code or consulting with Rockstar Developers in the making of this targeting system.

The colors used in the shapes do not hold significance. The shapes are aligning with software development flowchart standards



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#### Hydra Aircraft



#### **Oppressor**



#### **Oppressor MKII**



#### **Homing Launcher**



#### Currently working on the homing system.

GTA Online appears to use similar homing systems for the following vehicles and weapons:

- Hydra aircraft
- Homing launcherd Orel
- Oppressor 200
- Oppressor MKII
- Ruiner 2000

Some informative slides are shown in this presentation to help illustrate the concept of a homing system.

A slight variation in the accuracy of the Oppressor MKII missiles and the Ruiner 2000 missiles exists in that the missile types from these two vehicles are more precise than other variants. Further, Rockstar Games added a modification to the Oppressor MKII missiles in that they are no longer as a longer of the Company of the Com to the Oppressor MKII missiles in that they are no longer as precise.

Ruiner 2000 missiles remain unchanged in their precision.

#### Ruiner 2000



Ruiner 2000







#### Javelin Missile Launcher



#### M202 Flash Rocket Launcher



The Javelin missile launcher is possible too unique to add into GTA Online current homing system mechanism.

If the particular motion that the Javelin creates upon launches not included with the weapon's video game equivalents then it is not a Javelin missile system. The motion the Javelin missile makes upon fire should be included in any type of video game simulation.

Perhaps the Javelin missile launcher will be included in STA6.

The homing system for GTA6 should also be different from the current system found in GTA Online.

The M202 Flash Rocket Cauncher might also prove a bit too mique for GTA Online's current homing system.

The M202 should be in GTA6.



#### Ruiner 2000 Missile Fired

The image shows a missile that has been fired from the Ruiner 2000.

These missiles are very precise.

While the Ruiner 2000 and Hydra aircraft might use the same targeting system, it appears there is a variation for precision.

by Ed Orejal, MEOS



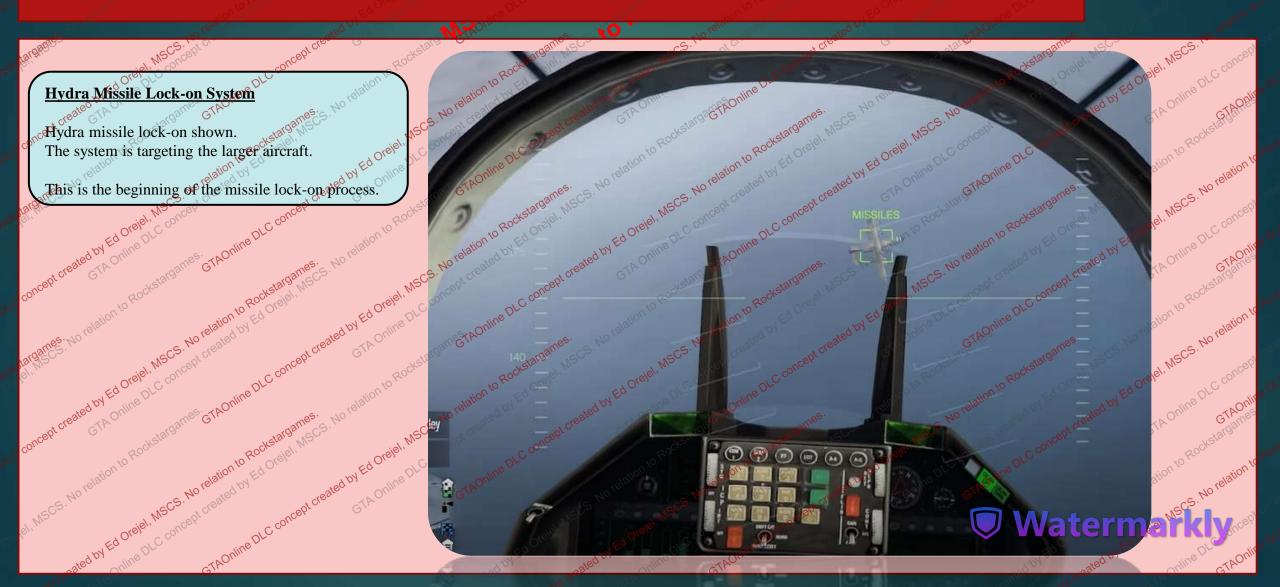
#### Hydra Missile Lock-on System

Hydra missile lock-on shown.

The lock-on system can be turned on and off.

Thing off the system results in without a guid-













#### EMW Homing System

The system shown here is an electro-magnetic wave homing system.

There are various ways to home in on an aircraft.

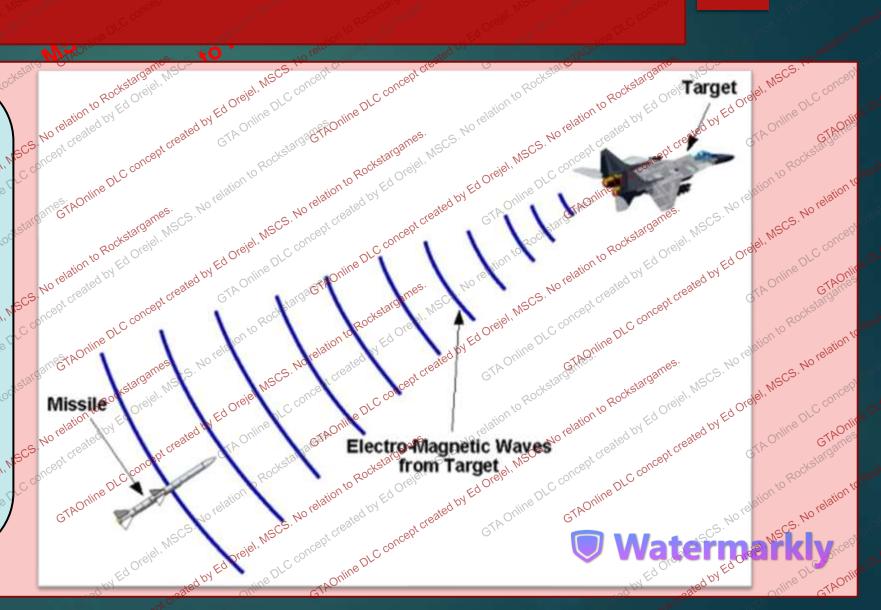
Aircraft, by me, are thought to emit certain signals that can be detected by other systems.

From the image, I assume that aircraft emit electro-magnetic waves that can be detected by systems inside of missiles?

I assume <u>all</u> aircraft and missiles emit other types of signals that can be tracked and targeted by other systems.

The image was found online. I am not sure if this ability is possible to implement.

The ability does not sound impossible to ated by Ed Oreic implement.



# Infrared-Guided Missile (Heat Seeker)

The system shown here is an infrared-guided missile system.

This missile is commonly known as the heat well online seeker missile system.

The heat seeker missile system detects an aircraft's heat signature and uses it as a targeting point.

Other variations of heat seeker missiles can be achieved using the heat seeker system's abilities.

The image was also found online.

The ability can be implemented.

An infrared-guided missile locks onto a bright heat source in a certain band of wavelengths.

Aircraft engine nozzles are especially attractive targets.

Watermarkly

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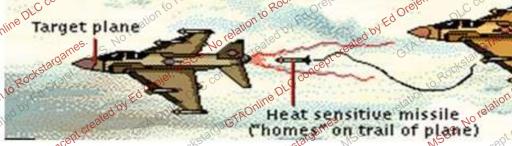
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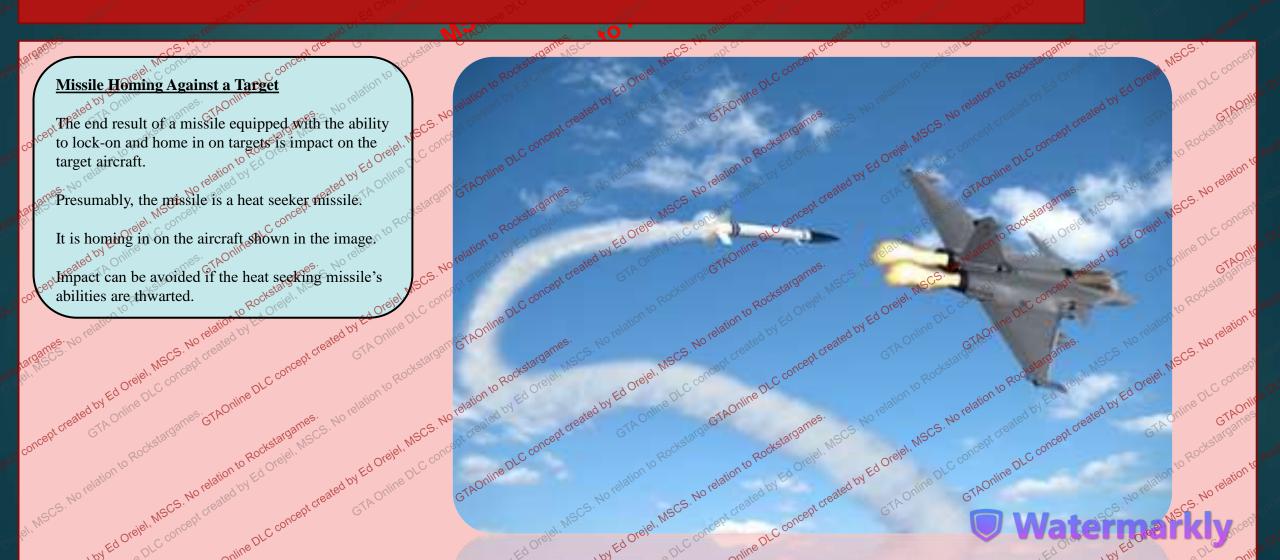
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The ability can be implemented.

INFRARED HOMING



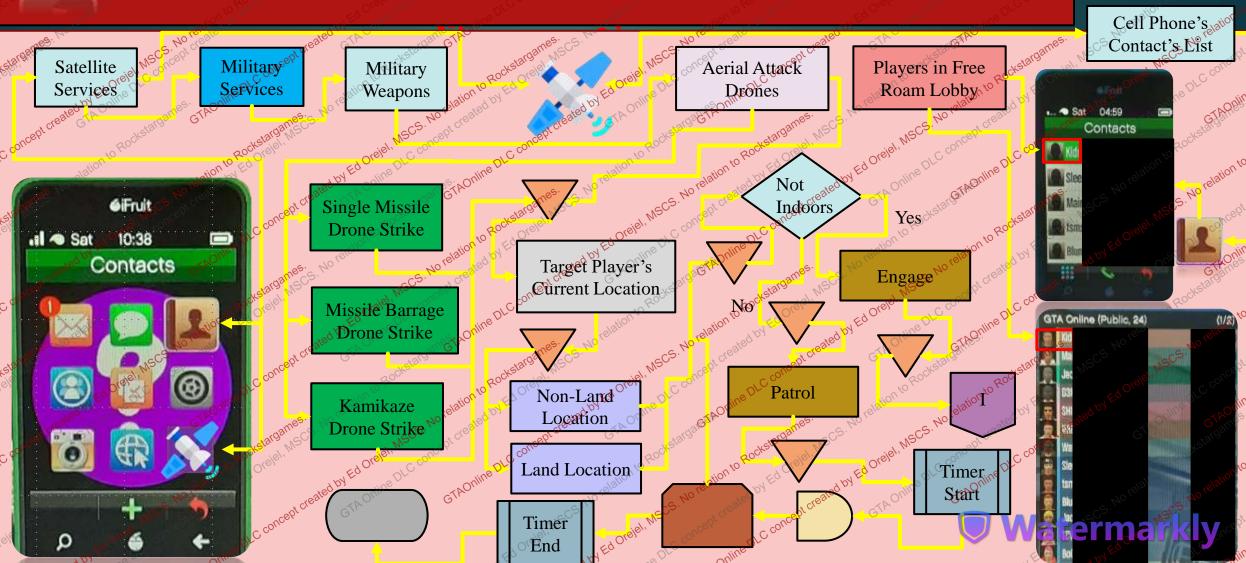
Infra-red homing refers to a guidance system which uses the infra-red light emissions of a target to track it. Missiles which use infra-red seeking are often referred to as "heat-seekers". Infra-red is just below the visible spectrum of light and is radiated mostly by hot bodies.





Military Services – Aerial Attack Drones – Reaper or Predator Drones – Engaging Target – Firing Non-Homing Missile(s)

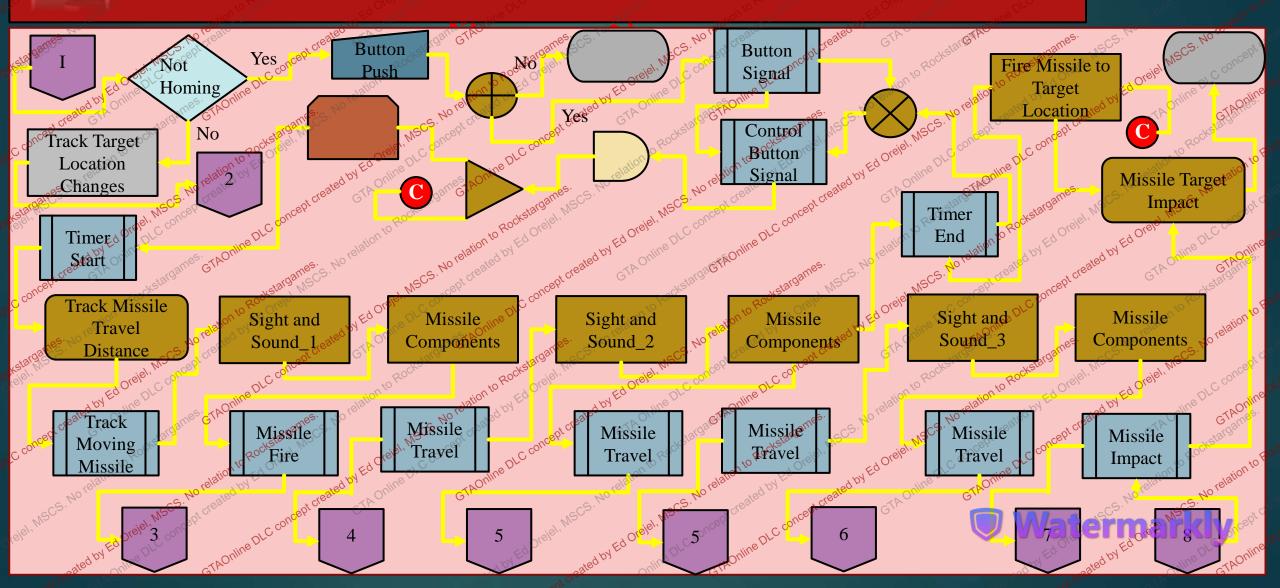
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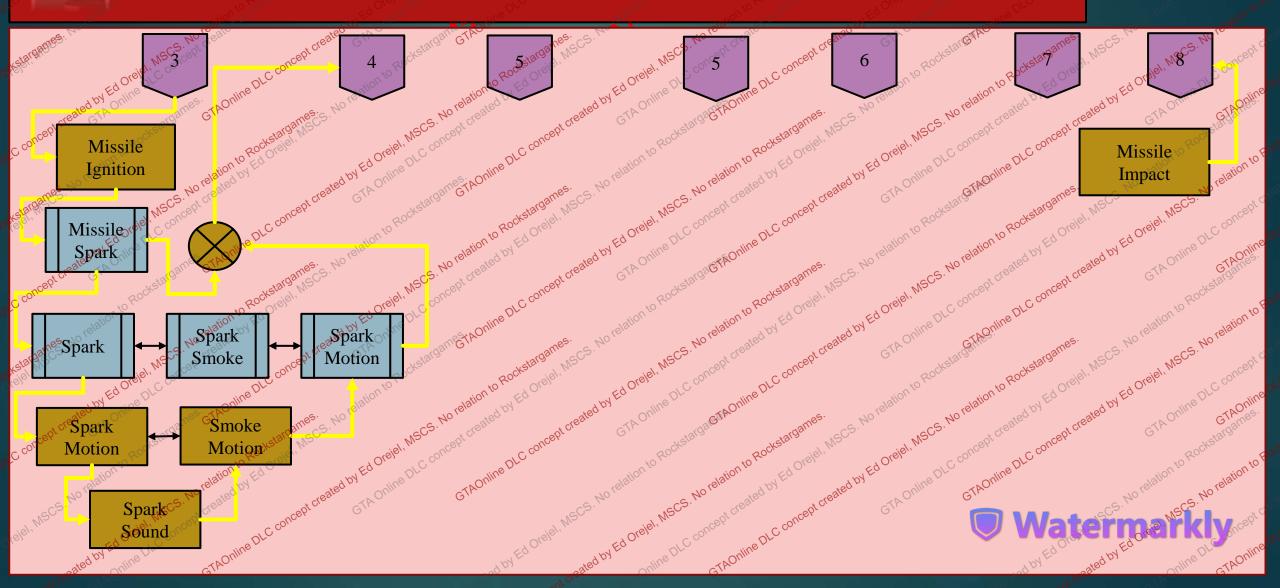






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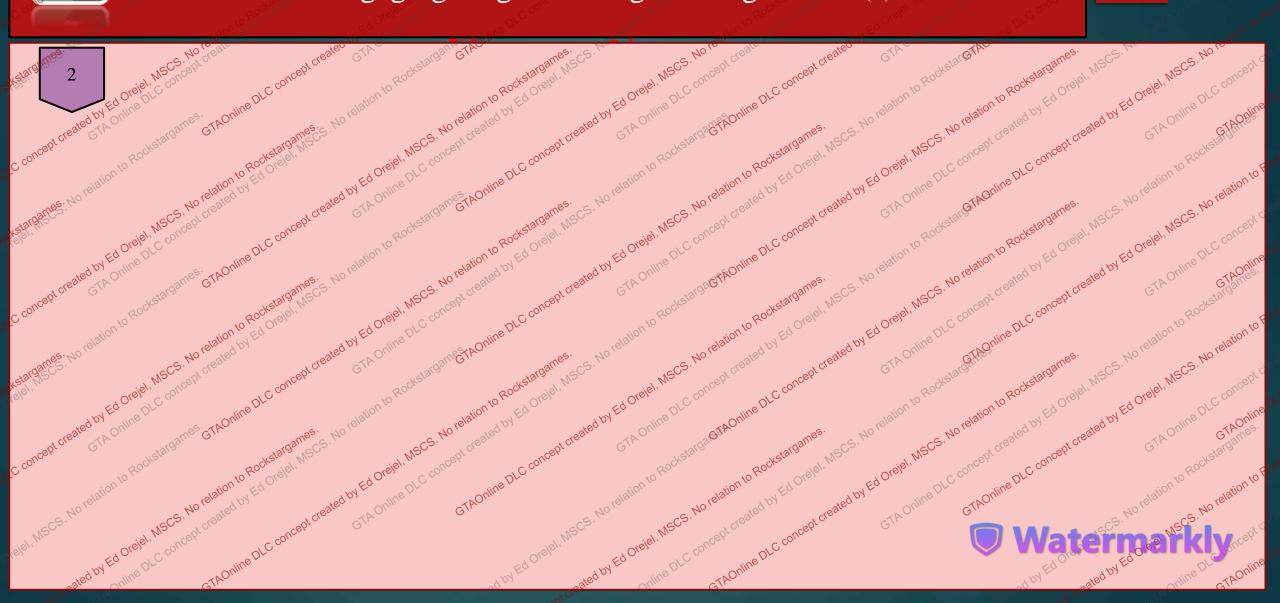




## Military Services – Aerial Attack Drones – Reaper or Predator Drones – Engaging Target – Firing Homing Missile(s)









## Military Carvices – Aerial Attack Drones – Reaper or Predator Drones – Engaging Target – Firing Non-Homing Missile(s)



