

High-Realism PvE DayZ Server — Updated Design Summary

This document summarizes the updated server design for the High Realism PvE vs AI DayZ server.

1. Overview

A hardcore, high-realism PvE world with AI factions, dynamic economy, and regional difficulty scaling.

Economy, spawn settings, and territories will be generated programmatically.

2. Server Philosophy

- Coast = safe, early-game
- Midlands = medium difficulty
- North = extremely hostile
- AI factions, roaming patrols, and missions expand world immersion
- Automated dynamic economy driven by AI microservices

3. Core Systems

3.1 AI Systems

- Expansion AI patrols
- Dynamic AI encounters
- Static faction zones
- Optional raiding squads

3.2 Economy

- Scarce resources
- Programmatic Tiers 1–4 loot regions
- Dynamic price adjustments
- Seasonal modifiers

3.3 Missions

- Escort missions
- Supply runs
- Stronghold clears
- Bunker unlock sequences

4. Region Definitions

- **Coastal Region:** Low zombies, more animals, low-tier loot
- **Midlands:** Mixed threats, moderate infected clusters
- **North:** Hostile wildlife, bandits, elite infected variants

5. Programmatic Config Pipeline

All configuration files in the GitHub repo will be generated from a unified design model:

- serverDZ.cfg
- types.xml
- events.xml
- economy XMLs
- env/ territories
- messages.xml
- init.c
- startup scripts

6. Deployment Model

- Local server hosted behind OVH middlebox
- GitHub Actions auto-sync (pull only)
- Auto-restart on schedule
- Discord integration for admin tools and monitoring