

Game Challenges

Co-op

```
entity {
  entityDef coop_game_challenge {
    inherit = "info/game_challenge/battlearena";
    class = "idGameChallenge_PVP";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = true;
    disableAIPooling = false;
    edit = {
      networkSerializeTransforms = false;
      modeFlags = {
        allowRespawning = true;
        allowBulletPenetration = false;
      }
      difficultySettings = {
        playerIncomingDamageScale = "campaign/playerincomingdamage";
        aiIncomingDamageScale = "campaign/aiincomingdamage";
        healthPickupScale = "campaign/healthpickup";
        armorPickupScale = "campaign/armorpickup";
        ammoPickupScale = "campaign/ammopickup";
        bfgAmmoPickupScale = "campaign/bfgammopickup";
        healthDropScale = "campaign/healthdrop";
        armorDropScale = "campaign/armordrop";
        ammoDropScale = "campaign/ammodrop";
        bfgAmmoDropScale = "campaign/bfgammodrop";
      }
    }
    scoreLimit = 99;
    numLives = 0;
    numRounds = 99;
    actorModifierListDecl = "actormodifiers_pvp";
    gcGameEventCallouts = {
      slayerPowerWeapon = "pvp/combat_events/slayer_power_weapon";
```

```

    demonSummonedCallout = "pvp/combat_events/general_card_event";
    demonEffectCallout = "pvp/combat_events/general_card_event";
    demonEffectStatusTimer = "pvp/status_timers/demon_effect";
    demonQuickUse1Callout = "pvp/combat_events/general_card_event";
    demonQuickUse2Callout = "pvp/combat_events/general_card_event";
    damageBoostCallout = "pvp/combat_events/general_card_event";
    damageBoostStatusTimer = "pvp/status_timers/timer_damage_boost";
    hasteCallout = "pvp/combat_events/general_card_event";
    hasteStatusTimer = "pvp/status_timers/timer_haste";
    mitigationCallout = "pvp/combat_events/general_card_event";
    mitigationStatusTimer = "pvp/status_timers/timer_damage_mitigation";
    invulnerableCallout = "pvp/combat_events/general_card_event";
    invulnerableStatusTimer = "pvp/status_timers/timer_invulnerable";
    berserkCallout = "pvp/combat_events/general_card_event";
    berserkStatusTimer = "pvp/status_timers/timer_berserk";
    regenCallout = "pvp/combat_events/general_card_event";
    regenStatusTimer = "pvp/status_timers/timer_regeneration";
    lootBlockedCallout = "pvp/voiced/loot_blocked";
    lootBlockedStatusTimer = "pvp/status_timers/timer_loot_blocked";
    extraLifeCallout = "pvp/combat_events/general_card_event";
    demonCriticalHealth = "";
    demonCriticalRecovery = "pvp/voiced/demon_healed";
    slayerCriticalHealth = "pvp/voiced/slayer_health_critical";
    everyoneCritical = "main_heavy";
}

hitConfirmSoundsInfo = "default";
characterStatusEventText = {
    invulnerableText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45053";
        color = {
            r = 0.87450999;
            g = 0.87450999;
            b = 0.87450999;
        }
    }
    toughenedText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45054";
        color = {
            r = 0.87450999;

```

```
        g = 0.87450999;
        b = 0.87450999;
    }
}

vulnerableText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45055";
    color = {
        r = 0.87450999;
        g = 0.87450999;
        b = 0.87450999;
    }
}

strengthenedText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45056";
    color = {
        r = 0.87450999;
        g = 0.87450999;
        b = 0.87450999;
    }
}

hastedText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45057";
    color = {
        r = 0.87450999;
        g = 0.87450999;
        b = 0.87450999;
    }
}

slowedText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45058";
    color = {
        r = 0.87450999;
        g = 0.87450999;
        b = 0.87450999;
    }
}

berserkingText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45059";
    color = {
```

```

    r = 0.87450999;
    g = 0.87450999;
    b = 0.87450999;
}

}

lootBlockedText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45060";
    color = {
        r = 0.87450999;
        g = 0.87450999;
        b = 0.87450999;
    }
}

}

aiSpawnPoolDecl = "maps/game/pvp/battlemode";
enableBrinkOfDeath = true;
desummonKillDamage = "damage/hazard/pvp_round_kill";
slayerHighlightDecl = "pvp/demon_view_slayer_outline";
demonHighlightDecl = "pvp/demon_view_slayer_outline";
teammateHighlightDecl = "pvp/demon_view_slayer_outline";
slayerHighlightLOSBoxDecl = "highlight_los_slayer";
demonSpawnTargetEntity = "online/summon_target";
demonSpawnTargetEntityOneHit = "online/summon_target_onehit";
playerSpawnDef = "player";
teamSuperSettings = {
    damageFactorAI = 9.99999975e-05;
    tickFactor = 0.003299999998;
}
playerAlwaysFullBodyGibs = true;
maxPlayersPerTeam = {
    ptr = {
        ptr[0] = 1;
        ptr[1] = 2;
    }
}

demonOutlineColor = {
    g = 0.501960993;
}

demonAllyOutlineColor = {

```

```
    r = 1;
    g = 0.501960993;
    b = 0;
}

fillColorDemonSees = {
    r = 0.199999988;
    g = 0.199999988;
    b = 0.199999988;
    a = 0.850000024;
}

fillColorSlayerSees = {
    r = 0.199999988;
    g = 0.199999988;
    b = 0.199999988;
    a = 0.850000024;
}

fillColorHitFlash = {
    g = 0;
    b = 0;
    a = 0.501960993;
}

slayerHighlightOptions = {
    allyDemon = "EHM_ALWAYS";
    enemyDemon = "EHM_ALWAYS";
    allySlayer = "EHM_ALWAYS";
    enemySlayer = "EHM_ALWAYS";
}

demonHighlightOptions = {
    allyDemon = "EHM_ALWAYS";
    enemyDemon = "EHM_ALWAYS";
    allySlayer = "EHM_ALWAYS";
    enemySlayer = "EHM_ALWAYS";
}

raceToStyle = true;

pvpGameEventCallouts = {
    roundOne = "";
    roundTwo = "";
    roundThree = "";
    roundFour = "";
```

```

roundFinal = "";
preMatchFiveSecondsRemaining = "";
preMatchFourSecondsRemaining = "";
preMatchThreeSecondsRemaining = "";
preMatchTwoSecondsRemaining = "";
preMatchOneSecondRemaining = "";
roundStart = "";
finalRound = "";
demonsRoundLost = "";
slayerRoundLost = "";
slayerKilled = "pvp/voiced/slayer_killed";
demonKilled = "pvp/voiced/slayer_killed";
demonsKilled = "pvp/voiced/slayer_killed";
slayerVictory = "";
demonVictory = "";
demonRespawningSoon = "";
respawnFiveSecondsRemaining = "";
respawnFourSecondsRemaining = "";
respawnThreeSecondsRemaining = "";
respawnTwoSecondsRemaining = "";
respawnOneSecondRemaining = "";
demonRespawned = "pvp/voiced/demon_resurrected";
delayDuringSync = {
    hum = 1;
    item[ 0] = "pvp/voiced/slayer_killed";
}
}
jockeyTimeDuration = {
    value = 0;
}
roundCalloutTimeDuration = {
    value = 0.1;
}
roundStartCalloutDelaySec = {
    value = 0;
}
roundEndCalloutDelaySec = {
    value = 0;
}
}

```

```

    upgradeUIDelaySec = {
        value = 0;
    }
    upgradeUIDuration = {
        value = 0;
    }
    matchEndCalloutDelaySec = {
        value = 0;
    }
    matchEndResultsDelaySec = {
        value = 0;
    }
    pvpProgressionScoringDecl = "battle_arena";
    pvpLifecycleManager = {
        podiumAvatarEntDefs = {
            num = 7;
            item[ 0 ] = "podiums/avatars/archvile";
            item[ 1 ] = "podiums/avatars/doom_marine";
            item[ 2 ] = "podiums/avatars/mancubus";
            item[ 3 ] = "podiums/avatars/pain_elemental";
            item[ 4 ] = "podiums/avatars/revenant";
            item[ 5 ] = "podiums/avatars/marauder";
            item[ 6 ] = "podiums/avatars/dreadknight";
        }
        podiumLayers = {
            num = 1;
            item[ 0 ] = "game/pvp/podium_stage";
        }
        slayerPodiumEntities = "pvp_match_slayer_podium_";
        demonPodiumEntities = "pvp_match_demon_podium_slot_";
        characterAnimBlendMS = 0;
        playerAppearSound = "play_pvp_staging_spawnin";
    }
    slayerPVPLoadoutDecl = "pvploadout/default";
    demonPVPLoadoutDecl = "pvpdemonloadout/default";
    respawnTimeSec = {
        branchPairs = {
            num = 1;
            item[ 0 ] = {

```

```

[[[[branchKey = "CONTROLLERPAD_DECL";
[[[[branchResult = {
[[[[[value = 0.1;
[[[[[
[[[[[
[[[[[
[[[
[[respawnTimeCapSec = {
[[[defaultValue = {
[[[[value = 0.1;
[[[[[
[[[branchPairs = {
[[[[hum = 1;
[[[[item[0] = {
[[[[[branchKey = "CONTROLLERPAD_DECL";
[[[[[branchResult = {
[[[[[[value = 0.1;
[[[[[[[
[[[[[[[
[[[[[[[
[[[[[
[[respawnStatusEffects = {
[[[[hum = 0;
[[[[[
[[idealRespawnDistanceFromSlayer = 0;
[[slayerLayersToActivate = {
[[[[hum = 1;
[[[[item[0] = "game/pvp/slayer_team";
[[[[[
[[demonLayersToActivate = {
[[[[hum = 1;
[[[[item[0] = "game/pvp/demon_team";
[[[[[
[[layersToDeactivate = {
[[[[hum = 1;
[[[[item[0] = "game/pvp/permanently_hidden";
[[[[[
[[musicWinState = "music_ghost_states/pvp_lose";
[[musicLoseState = "music_ghost_states/pvp_lose";

```

```

    musicHealthCriticalState = "music_ghost_states/main_heavy";
    closeCallHealthThreshold = 50;
    clutchThreshold = 5;
    comebackThreshold = 3;
    surpriseTimeLimit = {
        value = 3;
    }
    surviveThreshold = 4;
    requiredPlayerCount = 2;
    respawnHealthScalar = 0.5;
    powerUpgradeRound = 99;
    soundOcclusionBypass = false;
    gameDifficulty = "DIFFICULTY_NIGHTMARE";
    spawnPosition = {
        x = 1;
        y = 1;
        z = 1;
    }
}
}

```

Slayer vs Slayer

```

entity {
    entityDef deathmatch_game_challenge {
        inherit = "info/game_challenge/battlearena";
        class = "idGameChallenge_PVP";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = true;
        disableAIPooling = false;
        edit = {
            networkSerializeTransforms = false;
            modeFlags = {
                allowRespawning = true;
                allowBulletPenetration = false;
            }
        }
        scoreLimit = 3;
    }
}

```

```

numLives = 0;
numRounds = 5;
actorModifierListDecl = "actormodifiers_pvp";
gcGameEventCallouts = {
    slayerPowerWeapon = "pvp/combat_events/slayer_power_weapon";
    demonSummonedCallout = "pvp/combat_events/general_card_event";
    demonEffectCallout = "pvp/combat_events/general_card_event";
    demonEffectStatusTimer = "pvp/status_timers/demon_effect";
    demonQuickUse1Callout = "pvp/combat_events/general_card_event";
    demonQuickUse2Callout = "pvp/combat_events/general_card_event";
    damageBoostCallout = "pvp/combat_events/general_card_event";
    damageBoostStatusTimer = "pvp/status_timers/timer_damage_boost";
    hasteCallout = "pvp/combat_events/general_card_event";
    hasteStatusTimer = "pvp/status_timers/timer_haste";
    mitigationCallout = "pvp/combat_events/general_card_event";
    mitigationStatusTimer = "pvp/status_timers/timer_damage_mitigation";
    invulnerableCallout = "pvp/combat_events/general_card_event";
    invulnerableStatusTimer = "pvp/status_timers/timer_invulnerable";
    berserkCallout = "pvp/combat_events/general_card_event";
    berserkStatusTimer = "pvp/status_timers/timer_berserk";
    regenCallout = "pvp/combat_events/general_card_event";
    regenStatusTimer = "pvp/status_timers/timer_regeneration";
    lootBlockedCallout = "pvp/voiced/loot_blocked";
    lootBlockedStatusTimer = "pvp/status_timers/timer_loot_blocked";
    extraLifeCallout = "pvp/combat_events/general_card_event";
    demonCriticalHealth = "pvp/voiced/demon_health_critical";
    demonCriticalRecovery = "pvp/voiced/demon_healed";
    slayerCriticalHealth = "pvp/voiced/slayer_health_critical";
}
hitConfirmSoundsInfo = "default";
characterStatusEventText = {
    invulnerableText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45053";
        color = {
            r = 0.87450999;
            g = 0.87450999;
            b = 0.87450999;
        }
    }
    toughenedText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45054";
    }
}

```

```

    color = {
        r = 0.87450999;
        g = 0.87450999;
        b = 0.87450999;
    }
}

vulnerableText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45055";
    color = {
        r = 0.87450999;
        g = 0.87450999;
        b = 0.87450999;
    }
}

strengthenedText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45056";
    color = {
        r = 0.87450999;
        g = 0.87450999;
        b = 0.87450999;
    }
}

hastedText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45057";
    color = {
        r = 0.87450999;
        g = 0.87450999;
        b = 0.87450999;
    }
}

slowedText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45058";
    color = {
        r = 0.87450999;
        g = 0.87450999;
        b = 0.87450999;
    }
}

berserkingText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45059";
    color = {

```

```

    r = 0.87450999;
    g = 0.87450999;
    b = 0.87450999;
}

}

lootBlockedText = {
    textId = "#str_decl_powerup_statuseffect_GHOST45060";
    color = {
        r = 0.87450999;
        g = 0.87450999;
        b = 0.87450999;
    }
}

}

aiSpawnPoolDecl = "maps/game/pvp/battlemode";
enableBrinkOfDeath = false;
desummonKillDamage = "damage/hazard/pvp_round_kill";
slayerHighlightDecl = "pvp/slayer_view_demon_outline";
demonHighlightDecl = "pvp/demon_view_teammate_outline";
teammateHighlightDecl = "pvp/demon_view_teammate_outline";
slayerHighlightLOSBoxDecl = "highlight_los_slayer";
demonSpawnTargetEntity = "online/summon_target";
demonSpawnTargetEntityOneHit = "online/summon_target_onehit";
playerSpawnDef = "player";
teamSuperSettings = {
    damageFactorAI = 9.99999975e-05;
    tickFactor = 0.003299999998;
}
playerAlwaysFullBodyGibs = true;
maxPlayersPerTeam = {
    ptr = {
        ptr[0] = 1;
        ptr[1] = 2;
    }
}

demonOutlineColor = {
    g = 0.501960993;
}

demonAllyOutlineColor = {
    r = 1;
    g = 0.501960993;
}

```

```
    b = 0;
}

fillColorDemonSees = {
    r = 0.199999988;
    g = 0.199999988;
    b = 0.199999988;
    a = 0.850000024;
}

fillColorSlayerSees = {
    r = 0.199999988;
    g = 0.199999988;
    b = 0.199999988;
    a = 0.850000024;
}

fillColorHitFlash = {
    g = 0;
    b = 0;
    a = 0.501960993;
}

slayerHighlightOptions = {
    allyDemon = "EHM_NONE";
    enemyDemon = "EHM_NONE";
    allySlayer = "EHM_ALWAYS";
    enemySlayer = "EHM_NONE";
}

demonHighlightOptions = {
    allyDemon = "EHM_ALWAYS";
    enemyDemon = "EHM_ALWAYS";
    allySlayer = "EHM_ALWAYS";
    enemySlayer = "EHM_ALWAYS";
}

raceToStyle = true;

pvpGameEventCallouts = {
    roundOne = "pvp/voiced/round_one";
    roundTwo = "pvp/voiced/round_two";
    roundThree = "pvp/voiced/round_three";
    roundFour = "pvp/voiced/round_four";
    roundFinal = "pvp/voiced/final_round";
    preMatchFiveSecondsRemaining = "pvp/chimes/five";
    preMatchFourSecondsRemaining = "pvp/chimes/four";
    preMatchThreeSecondsRemaining = "pvp/chimes/three";
}
```

```

    preMatchTwoSecondsRemaining = "pvp/chimes/two";
    preMatchOneSecondRemaining = "pvp/chimes/one";
    roundStart = "pvp/voiced/fight";
    finalRound = "pvp/voiced/final_round";
    demonsRoundLost = "pvp/voiced/demons_round_lost";
    slayerRoundLost = "pvp/voiced/slayer_round_lost";
    slayerKilled = "pvp/voiced/slayer_killed";
    demonKilled = "";
    demonsKilled = "pvp/voiced/demons_killed";
    slayerVictory = "pvp/voiced/slayer_won_the_match";
    demonVictory = "pvp/voiced/demons_won_the_match";
    demonRespawningSoon = "pvp/voiced/demon_resurrecting_soon";
    respawnFiveSecondsRemaining = "pvp/chimes/resurrect_five";
    respawnFourSecondsRemaining = "pvp/chimes/resurrect_four";
    respawnThreeSecondsRemaining = "pvp/chimes/resurrect_three";
    respawnTwoSecondsRemaining = "pvp/chimes/resurrect_two";
    respawnOneSecondRemaining = "pvp/chimes/resurrect_one";
    demonRespawned = "pvp/voiced/demon_resurrected";
    delayDuringSync = {
        hum = 3;
        item[ 0 ] = "pvp/voiced/slayer_killed";
        item[ 1 ] = "pvp/voiced/demons_won_the_match";
        item[ 2 ] = "pvp/voiced/slayer_round_lost";
    }
}

jockeyTimeDuration = {
    value = 5;
}

roundCalloutTimeDuration = {
    value = 3;
}

roundStartCalloutDelaySec = {
    value = 2;
}

upgradeUIDelaySec = {
    value = 0;
}

matchEndCalloutDelaySec = {
    value = 0;
}

matchEndResultsDelaySec = {

```

```

    value = 0;
}

pvpProgressionScoringDecl = "battle_arena";
pvpLifecycleManager = {
    podiumAvatarEntDefs = {
        num = 7;
        item[ 0] = "podiums/avatars/archvile";
        item[ 1] = "podiums/avatars/doom_marine";
        item[ 2] = "podiums/avatars/mancubus";
        item[ 3] = "podiums/avatars/pain_elemental";
        item[ 4] = "podiums/avatars/revenant";
        item[ 5] = "podiums/avatars/marauder";
        item[ 6] = "podiums/avatars/dreadknight";
    }
    podiumLayers = {
        num = 1;
        item[ 0] = "game/pvp/podium_stage";
    }
    slayerPodiumEntities = "pvp_match_slayer_podium_";
    demonPodiumEntities = "pvp_match_demon_podium_slot_";
    character AnimBlendMS = 0;
    playerAppearSound = "play_pvp_staging_spawnin";
}

slayerPVPLoadoutDecl = "pvploadout/default";
demonPVPLoadoutDecl = "pvpdemonloadout/default";

respawnTimeSec = {
    branchPairs = {
        num = 1;
        item[ 0] = {
            branchKey = "CONTROLLERPAD_DECL";
            branchResult = {
                value = 0;
            }
        }
    }
}

respawnTimeCapSec = {
    defaultValue = {
        value = 0;
    }
    branchPairs = {

```

```

    num = 1;
    item[ 0] = {
        branchKey = "CONTROLLERPAD_DECL";
        branchResult = {
            value = 0;
        }
    }
}

respawnStatusEffects = {
    num = 0;
}

idealRespawnDistanceFromSlayer = 100;

slayerLayersToActivate = {
    num = 1;
    item[ 0] = "game/pvp/slayer_team";
}

demonLayersToActivate = {
    num = 1;
    item[ 0] = "game/pvp/demon_team";
}

layersToDeactivate = {
    num = 1;
    item[ 0] = "game/pvp/permanently_hidden";
}

musicWinState = "music_ghost_states/pvp_win";
musicLoseState = "music_ghost_states/pvp_lose";
closeCallHealthThreshold = 50;
clutchThreshold = 5;
comebackThreshold = 3;
surpriseTimeLimit = {
    value = 3;
}

surviveThreshold = 4;
requiredPlayerCount = 2;
soundOcclusionBypass = false;
}
}

```

