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 = {
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□□□□□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 = 0.00329999998;
□□}
□□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 = {
□□□□num = 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 = {
□□□□num = 1;
□□□□item[0] = {
□□□□□branchKey = "CONTROLLERPAD_DECL";
□□□□□branchResult = {
□□□□□□value = 0.1;
□□□□□}
□□□□}
□□□}
□□}
□□respawnStatusEffects = {
□□□num = 0;
□□}
□□idealRespawnDistanceFromSlayer = 0;
□□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_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 = 0.00329999998;
□□}
□□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 = {
□□□□num = 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;
```

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    }
    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;
                }
            }
        }
    }
    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;
□}
}
}
```

Created 2023-08-23 00:38:40 PDT by Velser
Updated 2024-02-12 20:56:54 PST by Velser