Hunt Data Setup

The purpose of this document is to list all of the steps necessary for editing regaion/animal spawn data and then pushing the converted XML files up to the server.

Files Needed & Checked Out

- Hunt_Region_#.xlsx //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XLS/Hunts/Hunt_Region_#.xlsx
    - This is an exclusive check out
- Hunt.xml   //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XML/Generated/Hunt.xml
- Configuration.xml   //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XML/Configuration.xml
- Spawners.xml   //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XML/Generated/Spawners.xml
- Hunt_Region_#.xml //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XML/Generated/Hunts/Hunt_Region_#.xml
- Spawners_Hunt_Region_#.xml //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XML/Generated/Spawners/Spawners_Hunt_Region_#.xml

The order of the regions were reorganized. The following are the old and new orderings. #Hunts corresponds to the Hunt_Region_#.xlsx file for that hunt.

Level Number	Region	#Hunts	Gameplay
Tutorial	Siberia	5	Done

1	New Zealand	22	Done
2	Utah		
3	Tanzania		
4	Texas		
5	Montenegro		
6	Argentina		
7	Namibia		
8	Kentucky		
9	Montana		
10	Mongolia		
11	Oregon		
12	Canada		
13	Alaska		
14	Belarus		
15	Siberia		

Key Fields for Level Designers in Hunt_Region_#.xlsx

Yellow Header Items

HuntSku

hunt.#.# = hunt.[region #].[hunt order number]
Example: hunt.1.1 is New Zealands' hunt 1

HuntType

STANDARD, TROPHY - These are the two types of hunts we have in a region.
Note: Trophy hunts don't have a field called **FirstTimePackage** in the yellow hunt header. But Trophy hunts have **TrophyHuntCharacter** which is used to specify the trophy objective characters or Master Hunter character.

HuntName

Format:
STANDARD Hunts - Region | #-#
Example: New Zealand | 1-2

TROPHY Hunts - Hunt [trophy animal]
Example: Hunt Trophy Cougar

ShortName

#-#
Example: 1-2

HuntDescription

Name of the hunt
Example: **Hunt Arapawa Rams** or **Hunt For A Trophy Cougar**

HuntDirections

Hunt instructions reflecting the hunt objective.
Example: Kill 2 Chamois

MissionID

Mission file name
Example: Mission_NewZealand_1
This is the unity file name associated with the HuntSku.

FeaturedImage

animal[animalName]
Example: animalChamois
Note: Featured Image names can be found here - https://docs.google.com/spreadsheets/d/1TT4N0NRZmGNh6V8sbsijJpwWj9xC9igtB2Jz-ORQi
uw/edit?usp=sharing under Animal Portrait Name

FeaturedImageText

This is the name of the animal.
Example: Chamois

ShouldAnimalsIgnoreGunShots

TRUE/FALSE
Determines if animals will flee (FALSE) or ignore gunshots (TRUE).
Examples:
    Set to FALSE for "stampede" style hunts where a group of animals are running on splines throughout the life of the hunt ignoring gun fire.
    Set to TRUE for normal hunts.

UseTimeLimitBeforeAnimalsLeave

TRUE/FALSE
This is the Alert Timer bar that appears at the top of the in-hunt UI.
Example: TRUE = Alert TImer bar appears in-hunt. FALSE = No Alert Timer bar, hunt has unlimited time limit.

RecommendedWeaponType

RIFLE
SHOTGUN
BOW
These are the 3 main types of weapons. Determined by PM.

RecommendedWeaponSubType

Rifle -
    BOLT - one shot per bolt pull
    AR - fully automatic
    SEMI - one shot per trigger pull
Shotgun -
    PUMP - one pump per shot
    BREAK - barrel break to reload
Bow -
    TBD

Example Yellow Header Sections:
STANDARD Hunts -

	HuntSku	HuntType	HuntName	ShortName	HuntDescription	HuntDirections	MissionID	FeaturedImage	FeaturedImageText	ShouldAnimalsIgnoreGunshots	UseTimeLimitBeforeAnimalsLeave	RecommendedWeaponType	RecommendedWeaponSubType
HuntConfiguration	hunt.1.1	STANDARD	New Zealand	1-1	1-1	Hunt Chamois	Kill 2 Chamois	Mission_NewZealan	animalChamois	Chamois	TRUE	FALSE	SHOTGUN	PUMP

TROPHY Hunts -

	HuntSku	HuntType	HuntName	ShortName	HuntDescription	HuntDirections	MissionID	FeaturedImage	FeaturedImageText	ShouldAnimalsIgnoreGunshots	UseTimeLimitBeforeAnimalsLeave	TrophyHuntCharacter	RecommendedWeaponType	RecommendedWeaponSubType
HuntConfiguration	hunt.1.3	TROPHY	Hunt Trophy Cougar	1-3	Hunt For a Trophy Cougar	Kill a Trophy Cougar	Mission_NewZealand_3	animalCougar	Trophy Cougar	FALSE	TRUE	TrophyObjectives_Character_Taika	SHOTGUN	PUMP

ObjectiveConfiguration

Sku

This is the Objective Sku

Value

This the value associated with the Objective.
Examples: Number of kills = 3 | Number of Lung Shots = 1 | Number of Reloads = 1

Objective

ID

This is the order of the objectives.
0 = Main Objective
1 = First secondary objective
2 = Second secondary objective

IsMain?

TRUE/FALSE
Sets the Objective as a main objective (TRUE) or not (FALSE).

Name

Same as the HuntDescription from the Yellow Header.

Description

Same as HuntDescriptions from the Yellow Header.

TaskFilter

This is the objective type, taken from the table below.

Objective types referenced from Objective Sku and TaskFilter table below:

Objective Sku/TaskFilter Table

Task Filters	Objective Sku
OBJECTIVE_KILLS	OBJECTIVE_KILLS_MIN
OBJECTIVE_HEART_KILLS	OBJECTIVE_HEART_KILLS_MIN
OBJECTIVE_EYE_KILLS	OBJECTIVE_EYE_KILLS_MIN
OBJECTIVE_HEAD_KILLS	OBJECTIVE_HEAD_KILLS_MIN
OBJECTIVE_LUNG_KILLS	OBJECTIVE_LUNG_KILLS_MIN
OBJECTIVE_BRAIN_KILLS	OBJECTIVE_BRAIN_KILLS_MIN
OBJECTIVE_MISSION_TIME	MISSION_TIME_MAX

OBJECTIVE_AMMO	AMMO_MAX
OBJECTIVE_MISSES	MISSES_MAX
OBJECTIVE_RELOAD_USES	RELOAD_USES_MAX
OBJECTIVE_SCOPE_USES	SCOPE_USES_MAX
OBJECTIVE_INFRARED_USES	INFRARED_USES_MAX
OBJECTIVE_TROPHY_KILLS	OBJECTIVE_KILLS_TROPHY_MIN
OBJECTIVE_TROPHY_LUNG_KILLS	OBJECTIVE_LUNG_KILLS_TROPHY_MIN
OBJECTIVE_TROPHY_HEART_KILLS	OBJECTIVE_HEART_KILLS_TROPHY_MIN
OBJECTIVE_TROPHY_BRAIN_KILLS	OBJECTIVE_BRAIN_KILLS_TROPHY_MIN
OBJECTIVE_TROPHY_HEAD_KILLS	OBJECTIVE_HEAD_KILLS_TROPHY_MIN
OBJECTIVE_TROPHY_EYE_KILLS	OBJECTIVE_EYE_KILLS_TROPHY_MIN

Example of Objective section:

	Sku	Value	Type			
ObjectConfiguration	OBJECTIVE_KILLS_MIN		2 LONG			
	Id	IsMain?		Name	Description	TaskFilter
Objective	0	TRUE		Hunt Chamois	Kill 2 Chamois	OBJECTIVE_KILLS

AnimalSpawn

SpawnerID

Created in Hunt.xlsx and then copied into Unity.

- Naming convention - AnimalName(alphabetic sequence)(number for # of animals spawning from spawner)
  - Examples:
    - DeerA = first deer spawner, only 1 deer spawns
    - DeerB3 = third deer spawner, spawns 3 deer

Animal SKU

Obtained from the AnimalConfigurations tab in Hunt.xlsx

- Name - Player facing name
- AnimalBaseSku - name in lower case - all 1 word - this is basically the subspecies of the animal
- Sku - name.#, where # is the version or subspecies of the animal

IsObjective

TRUE/FALSE
When set to TRUE, the animal will be counted towards objective kill requriements when shot/killed.
When set to FALSE, the killed animal will not be counted towards objective kill requirements.

Health

Set value indicates the number of shots required to kill the animals. Set by PM.

PredatorRadius

Determines the range a predator will be alerted to attack the player. Set to something large (100) to cover the entire region.
Set to 1 if alerting a predator is not desired.

PredatorAttackProbabiilty

Sets the probability an alerted predator will attack. Value between 0.0 to 1.0

SpawnerRarityType

STANDARD/TROPHY
This is to designate particular spawners as a regular (STANDARD) or a TROPHY animal.
Usually set to Standard except for a TROPHY animal.

Example of Animal Spawners

	SpawnerID	AnimalSku	IsObjective	Health	PredatorRadius	PredatorAttackProbability	SpawnerRarityType
AnimalSpawn	RamA	sheep.5	TRUE		1	1	1 STANDARD
AnimalSpawn	RamB	sheep.5	TRUE		1	1	1 STANDARD
AnimalSpawn	RamC	sheep.5	TRUE		1	1	1 STANDARD
AnimalSpawn	RamD	sheep.5	TRUE		1	1	1 STANDARD

Text Configuration & Associated In-Hunt Locations

The following are examples of where each text cell appears in the game (pre-hunt modal, in-game start modal, and in-game upper info bar)

Step Up Trophy Hunt Text

Hunt Name		In Game Modal - Target Animal	In Game Modal - Hunt Details
HuntName	ShortName	HuntDescription	HuntDirections
Taika's Trophy Challenge	1-4	Ihaka the Pacific Goat	Kill Tahrs To Score More Than 400 Points
Type			
LONG			
LONG			
Prehunt Modal Step 2	In Game - Upper Info Bar (Step 2)		
Name	Description	TaskFilter	
Kill Ihaka The Pacific Goat With A Lungshot	Take Out Ihaka The Pacific Goat with a Lungshot	OBJECTIVE_TROPHY_LUNG_KILLS	
Kill Tahrs To Lure Out Ihaka	Kill Tahrs To Score More Than 400 Points	OBJECTIVE_SCORE	
Prehunt Modal Step 1	In Game - Upper Info Bar (Step 1)		

Normal Hunt Text

Hunt Name		In Game Modal - Target Animal	In Game Modal - Hunt Details
HuntName	ShortName	HuntDescription	HuntDirections
New Zealand | 1-3	1-3	Hunt Chamois	Kill 2 Chamois
Type			
LONG			
LONG			
LONG			
	Prehunt Modal - (Steps) 1, 2, & 3		
Name	Description	TaskFilter	
2 Little Rams	1 Kill 2 Chamois	OBJECTIVE_KILLS	
Breathtaking	2 Get 1 Kill with a Lungshot	OBJECTIVE_LUNG_KILLS	
Score	3 Complete With More Than 200 Points	OBJECTIVE_SCORE	

		In Game Modal - Target Animal	In Game Modal - Hunt Details
	1 In Game Modal - Main Objective & In Game Upper Info Bar		
	2 In Game Modal - Challenge Objective 2		
	3 In Game Modal - Challenge Objective 3		

Non-Step Up Trophy Hunt

|		In Game Modal - Target Animal	In Game Modal - Hunt Details
HuntName	ShortName	HuntDescription	HuntDirections
Liam's Final Trophy Challenge	2-10	Lincoln the Elk	Take Out Lincoln the Elk with a Lungshot
Type			
LONG			
Prehunt Modal Step 1	In Game - Upper Info Bar (Step 1)		
Name	Description	TaskFilter	
Kill Lincoln the Elk	Take Out Lincoln the Elk with a Lungshot	OBJECTIVE_TROPHY_LUNG_KILLS	

For all of these examples above, play the game to see each part (pre-hunt, In Game modal, and In Game upper bar) to double check your work.

Importing XLSX Files Into XMLs

Importing Hunt Configs From Unity

After you've saved the Hunt.xlsx file and are satisfied with the edits, go ahead and export the sheet into the XML file. Remember, you need to have all of the XML files checked out.

In Unity, go to Configuration > Specific > Hunt > Hunt_Region_#
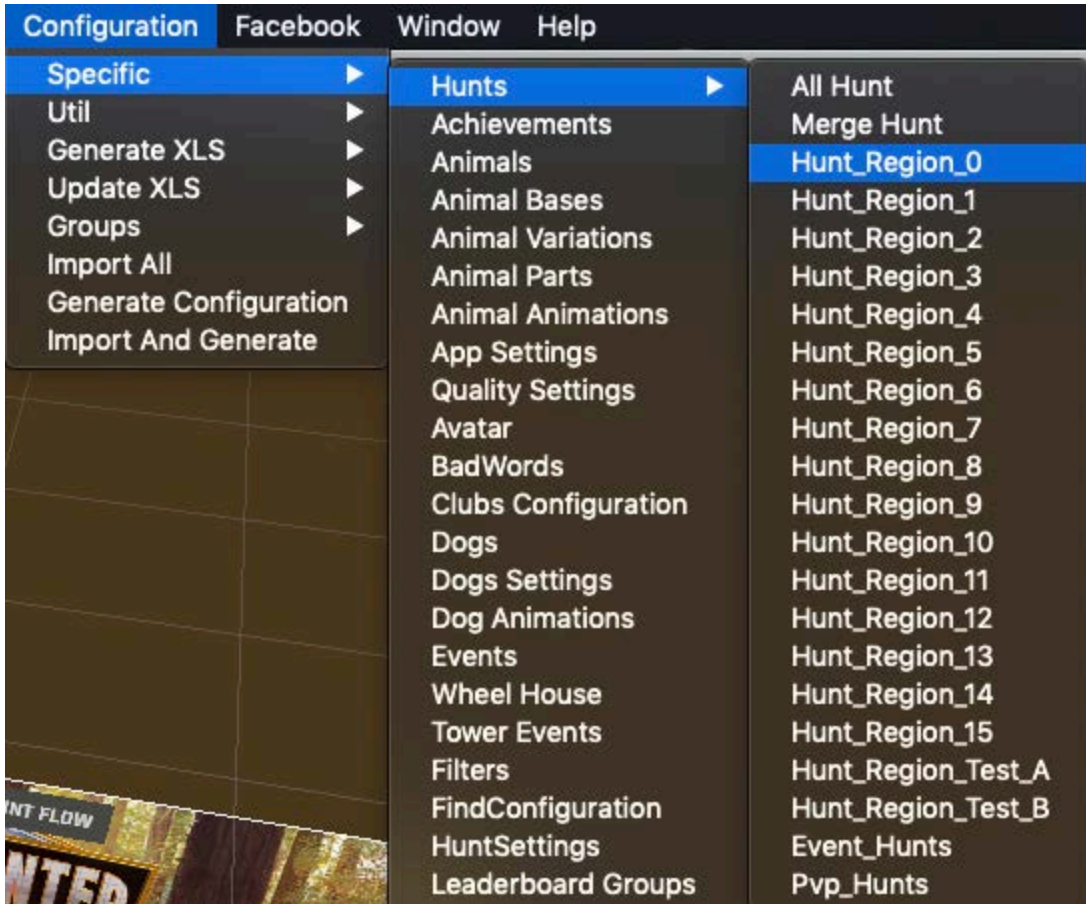
Clicking on Hunt_Region_# will begin the export process for the Hunt.xml, Hunt_Region_#.xml, and Spawners_Hunt_Region_#.xml files and will take under a minute. Watch the console's "white" messages that will announce when the process is finished.
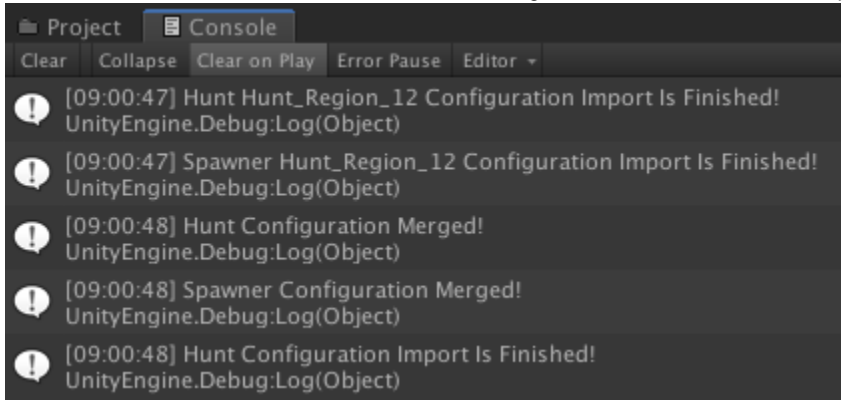
Be sure to collect all of the XLSX, XML, & UNITY files in your Default Changelist and move them into a specific Changelist for your edits. This way, when you check in, you'll have all necessary files under one Changelist. Make this check **BEFORE ANY CHECK INS!!!!**

```
▼ ⚠ 1486891          jkung          public          Editing Region 12 hunts
    📄 //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XLS/Hunts/Hunt_Region_12.xlsx #32/32 <binary+Fl>
    📄 //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XML/Configuration.xml #1612/1612 <text>
    📄 //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XML/Generated/Hunt.xml #902/902 <text>
    📄 //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XML/Generated/Spawners.xml #865/865 <text>
    📄 //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XML/Generated/Hunts/Hunt_Region_12.xml #5/5 <text>
    📄 //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Configs/XML/Generated/Spawners/Spawners_Hunt_Region_12.xml #5/5 <text>
    📄 //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Content/Missions/Canada/Mission_Canada_1.unity #9/9 <binary+l>
    📄 //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Content/Missions/Canada/Mission_Canada_1.unity.meta #10/10 <text>
    📄 //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Content/Missions/Canada/Mission_Canada_2.unity #12/12 <binary+l>
    📄 //depot/glupen/DeerHunter/DeerHunter18/trunk/DeerHunter_Unity/Assets/Content/Missions/Canada/Mission_Canada_2.unity.meta #13/13 <text>
  📁 Shelved Files (0)
```
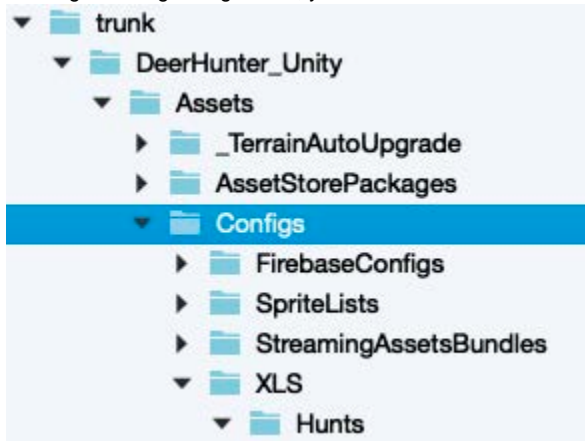
Uploading Data

The final step in importing XLSX files is to consolidate all of the XMLs into Configuration.xml which is the one data file that's uploaded to the server.

Before generating configuration, you MUST SYNC TO CONFIGS

This step is important because it grabs any new data that's been checked in before you push all that data into the configuration.xml file. If a sync isn't performed, its likely that your generated configuration will stomp someone's data.

Generating Configs

Go to Configuration > Generate Configuration
This will start the export process for the Configuration.XML.
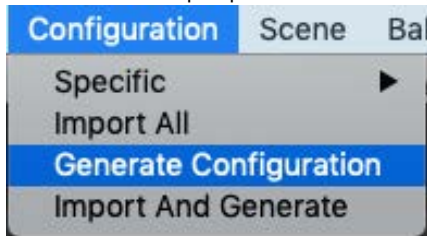
Upload Data To The Server Via Admin Panel Portal

Bring up the portal in your web browser: http://dh-dev-admin.glupen.studio.glulive.com:8081/game_configuration

It should look like this:

Game Server Status

Ready ☑

Select Game Version

Version: [ex.: 1.2.3]   **Select**

Follow this link for instructions on how to create and use your own variant server, Uploading Data to the Server. Everyone must use a variant to test their config changes. Never upload to Trunk (0.5.0, for example). Always upload to your variant (0.5.0-jkung2, for example) to test before uploading your configuration.xml file to trunk (0.5.0).

Note that Configurations.xml combines data from all other config files. If you don't sync with the Configs folder on P4, **you run the risk of stomping other people's work!** Always sync to Configs before Generating Configurations.

Hit the Choose Files button and navigate to Assets Configs XML Configuration.xml