



Creating Objectives



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Dystopia is driven by an objective system, and so the methodology of creating these objectives approaches an art form. It takes careful and deliberate skill to meld together the perfect blend of cyberspace combat, cyberspace puzzles, meatspace combat, traps, and a triggerable object to create a great objective.

The first thing you should ask in creating your objective is probably "What is the trigger?". Essentially, the "trigger" consists of some entity or group of entities that a player must reach and interact with to complete the objective. The most basic ones are simple meatspace breakables and panels. More complicated versions involve cyberspace assault; either from a JIP that the defending team must hold or from spawns. Even more elaborate objectives can involve meatspace or cyberspace puzzles, where a series of buttons must be pressed to accomplish a goal. Physics entities can even be used, like a dys_objective or a phistball. Some involve a king-of-the-hill mentality, where a team must hold a location for a certain amount of time.

-More to come-

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