

Cain, Billy

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Sent: Monday, August 11, 1997 1:45 PM
To: ML WCP DESIGN
Cc: ML WCP PROGRAMMERS
Subject: Priorities in attack mode:

As of the next executable, all objects will take notice of their priorities when scanning for targets to attack. So, there are a few rules of thumb to bear in mind when setting a priority for an object on an attack list. (Note that defend list and ignore list do not care about priorities)

- No object may have a zero priority--the game will fatal and tell you this
- If ship A is shot by ship B repeatedly, ship A bumps up ship B's priority by 10 for every shot over 3 in a row. This will cause menaces to raise on people's shitlists.
- Objects will naturally attempt to find the LEAST targetted object to attack
- Objects will naturally attempt to find the HIGHEST priority object to attack
- When these two potential targets are not the same, it selects one or the other by equating priority to # of targetted objects as follows:

$overallpriority = priority - 30 * \#targettedObjects$

...and so it has the following effect:

Ship A has 10 objects targetting on him. Priority=75
Ship B has 8 objects targetting on him. Priority=25

I see that Ship A and Ship B are potential targets for me to attack. I compare them such that

Ship A=75-30*10 and Ship B=25-30*8.
Ship A=-225 Ship B=-215.

Because Ship B's overall priority is greater than Ship A, we attack ship B, even though its literal priority value is lower by 50 points. Does that make sense?

JH