

The Grineer Hellion

A case study in NPC design and implementation

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www.warframe.com



AI GAME
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GDC 14

What is Warframe?

- Fast, action-packed, multiplayer, co-op, 3rd person shooter
- Multiple enemy factions
- Procedural Levels for repeat mission play-throughs
- Players level up their gear and abilities
- Free-to-play allows us to improve and add features and support the community



Space Ninjas with machine guns!

What is Warframe?



www.warframe.com

It's the Grineer!



The Environment



The Environment



The Environment



The Environment



The Grineer Hellion

- Rocket-man!
- Jet Pack gives him mobility and allows him to dodge attacks
- Long jumps to outmaneuver players
- Iconic hover attack with missile-swarms in addition to his assault rifle



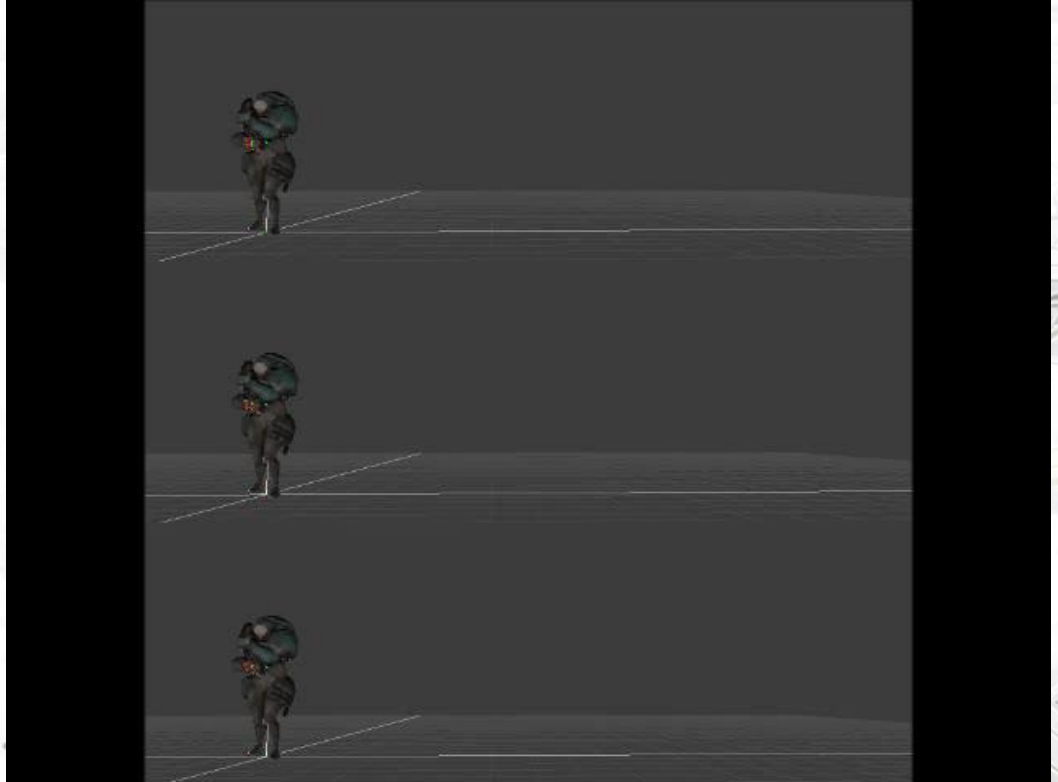
Technical Considerations

- Behavior Tree allows for easily self contained code
- Warping animation-driven dodges
- NavMesh dodge position search
- Possibly animation-driven hover attack
- Procedural hover attack for prototype while we wait for animations



Dodge Animations

- Animation Driven Dodges
- Loads of iterations
- Animations needed to be quick enough for game-play
- Identify what is important in the movement
- Animations needed to suit the character
- Needed to have a little weight to the movements



The Hover Attack



- Procedural hover attack
- Not limited by animations
- Important to have a distinct, recognizable audible cue
- Sound needs to fit the feel of the character
- Visual FX help to stand out from environment



The Twist

- This is great but...
- Jet Pack needs to be used for enhanced movement too.
- Needs to be able to jump from one ledge to another or across a ravine or up onto a catwalk
- Needs to jump between islands of NavMesh
- Could use explicit jump action
- Nav-Bridges
- But we want a more free-form solution



The Solution



- Dynamic, run-time Off-Nav Links
- Follow visible targets only
- Quick nav traces to find landing positions and couple raycasts to check for collisions mid jump
- Again, code can be self-contained inside a behavior
- This saves LDs from having to place explicit links throughout the environment and provides more freedom of movement

Finished Product





NINJAS PLAY FREE AT

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