

Doomsday Engine - Feature #1281

Random monster variations

2003-09-11 16:55 - jhansonxi

Status: Closed	Start date: 2003-09-11
Priority: Normal	% Done: 50%
Assignee:	
Category: Enhancement	
Target version:	
Description Similar to RFE #769507 but based on a thread in the New Doom forum which seems to have vanished. Problem: All monsters of the same type are exact duplicates. Solution: Add random variances to monsters. Initial restriction: Do not change the map format (random attributes applied to existing monsters at map load) Possible aspects: <ol style="list-style-type: none">1. Random skin selection or coloring decals (hair, skin, uniform)2. Sounds3. Speed4. Vision (detection) range5. Dropped items (ammo quantity, weapon, health, armor)6. Behavior: attack, retreat, bezerk (attack other monster without provaction), suicide (attacks a barrel or intentionally enters a crusher), seeks and uses certain player items (health, armor, weapons)7. Damage resistance (hit points, pain sector immunity, weapon type damage resistance)8. Offensive capability (weapon damage, rate-of-fire, fire sequence pattern, missile spread pattern)9. Tactical skills (leading shots, hiding)10. Strategic skills (buttons, path mapping) Labels: Customizability	
Related issues:	
Related to Feature #1216: Using alternative resources alongside the originals	Rejected 2003-06-30
Related to Feature #1616: Selector for sprites	New 2013-10-21
Related to Feature #1246: Support newer model formats and skeletal animation	Closed 2013-10-12

History

#1 - 2003-09-14 20:40 - papercut2

Logged In: YES
user_id=1566636

Umm... Well zombies and imps already have a few different death, and sight sounds, not to mention the random pitch variations, but you would have to import sounds into a wad and play with that specific wad.

Monsters stealing health kits and soulspheres will be extremely frustrating.

Random skin is done with the wad file, you'd have to import

a ton of monster skin variations if you want that, but maybe a random color blending for imps would be pretty cool (some darker than others)

Speed changes could be cool and annoying in different ways.

Zombies dont really use tactics or strategy (Watch Dawn of the Dead or example)

#2 - 2003-10-05 09:48 - chrisdragon

Logged In: YES
user_id=763563

Sounds interesting, may prove to add extra variety to the game.

#3 - 2006-08-02 03:25 - dark_pulse

Logged In: YES
user_id=649259

It sounds interesting, but it'd pretty much kill what we've come to assoiate the Doom engine games as, and that's lots of Dumb monsters shooting at you. You can pretty much find the above in Unreal or Unreal II.

Still, it is a nice suggestion, and should be considered as such.

#4 - 2016-08-09 10:52 - skyjake

- *Tags set to Resources, Definitions*
- *Category set to Enhancement*
- *Status changed from New to Closed*
- *% Done changed from 0 to 50*

This is now possible with the new 3D models, where Doomsday Script can be used for random textures, for instance. Also, animation sequences can have random variations. Closing as obsolete, though.

#5 - 2016-08-09 10:52 - skyjake

- *Related to Feature #1246: Support newer model formats and skeletal animation added*