Flags (Conquest)

General

Holding flags is the main objective in conquest mode.

For the attackers to win, they must hold more than half of all flags for 5 minutes.

In order for the defenders to win, the attackers must run out of their available time of 30 minutes.

Both timers are mutually exclusive. This means that if the attackers' 5-minute timer is active, the defenders' 30-minute timer is inactive. The same applies the other way round, but the attackers' 5-minute timer counts up to 5 minutes again in the background as long as it is inactive.

Behavior

| Status	Condition	Result
IDLE	No enemy team and no capturing progress on the flag	Nothing happens
Capturing	Other team is in the majority on the flag	Capturing progress inceases
Uncapturing	Holding team is in the majority on the flag	Capturing progress decreases
IDLE with progress	No team is on the flag, but there is still capturing progress on it	Capturing progress decreases slowly
Tie	Both holding team and other team is on the flag with the same amount of players	Nothing happens

- When the capturing progress reaches 100 %, the team that had capturing progress on the flag is now the new holding team
- "Team in majority" means that the team has the most players on the flag compared to the other team.

Appearance in world

Particles

The green or red particles on the ground are marking a flag area. The particle color is the current holding team of the flag. That means, if the flag is currently controlled by the defenders, the particles are green. When the attackers are holding the flag, the particles are red.

Here you can see how that looks:
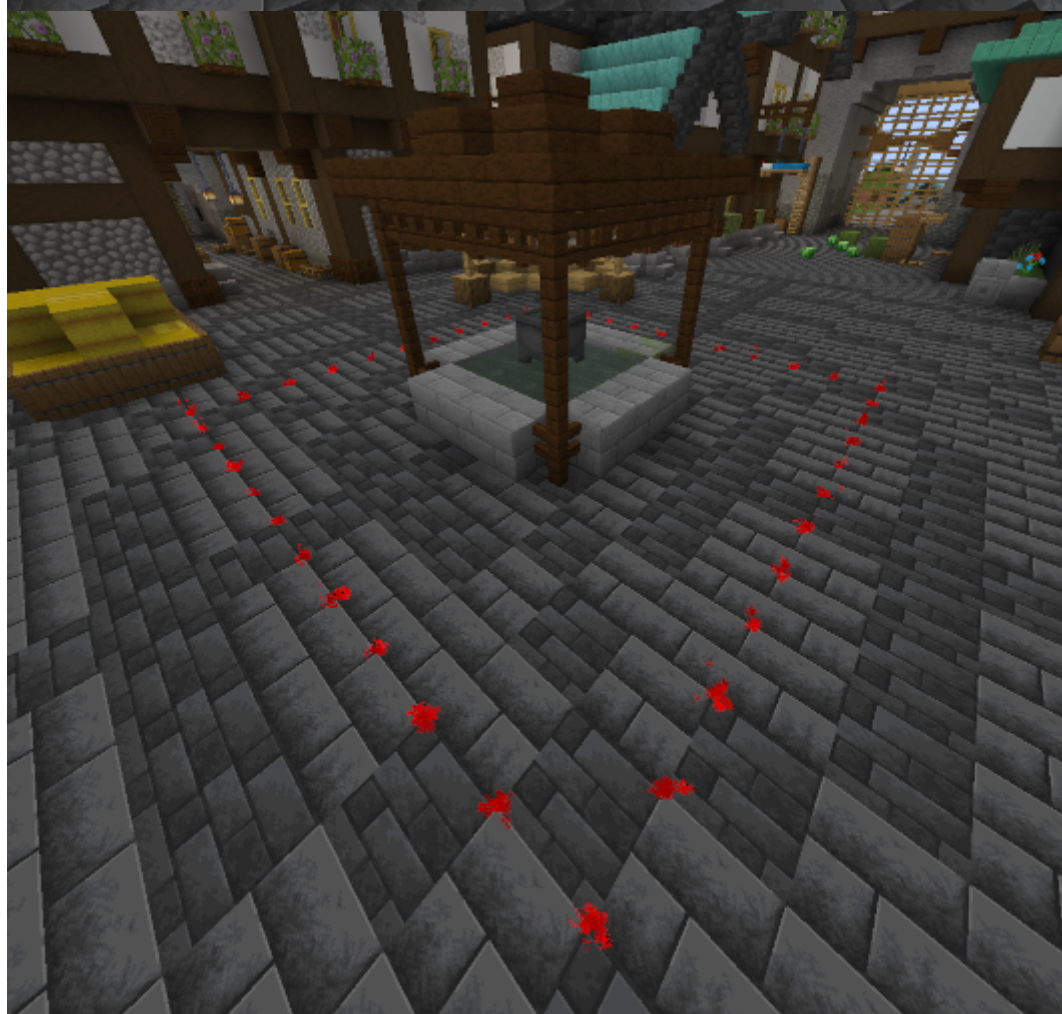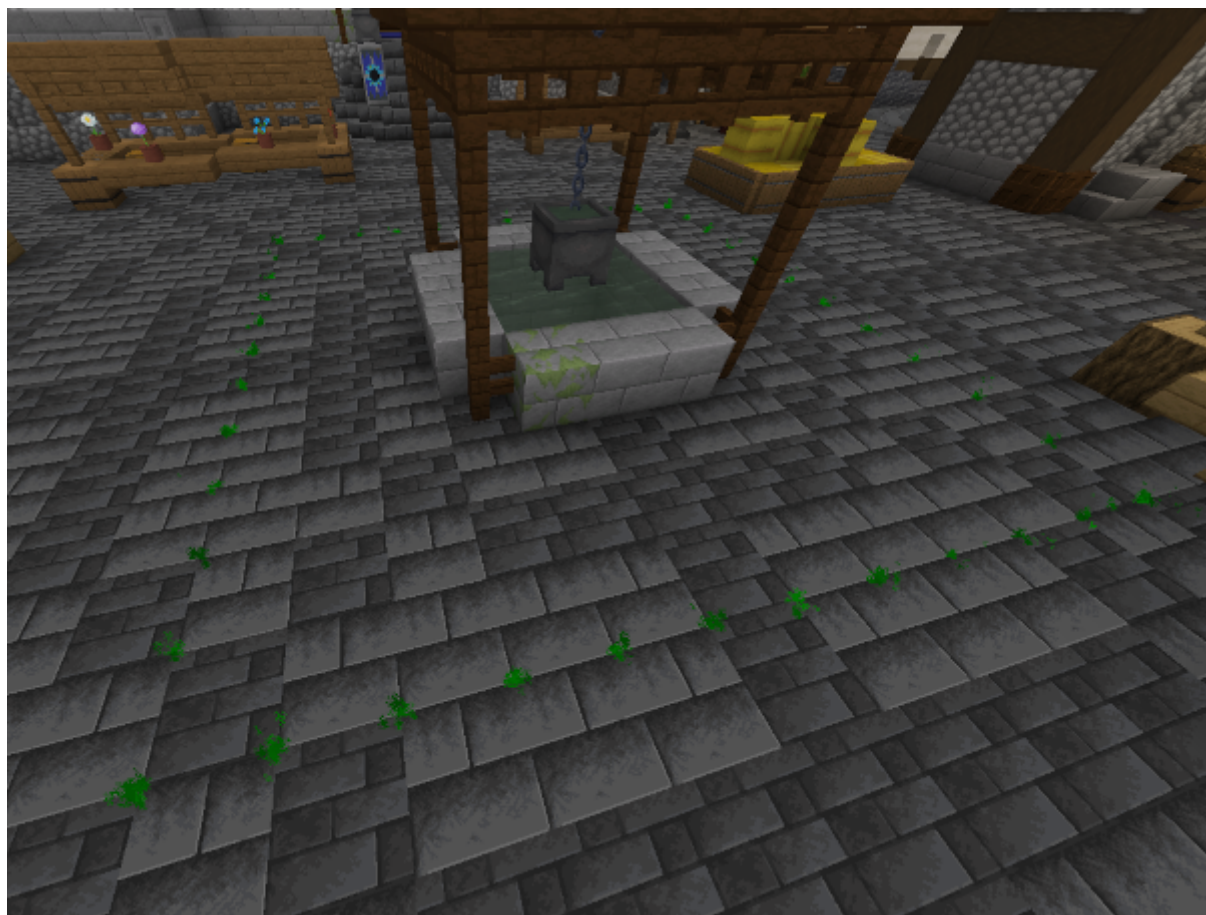
Flag Object

A planned feature is that there is an actual flag model in the flag area. Since we currently don't have someone who creates custom models, this feature isn't currently available.

Sidebar

The sidebar shows the flags available. The color of the flag letter is the current holding team.

There is also a capturing indicator. It is shown in the color of the team which currently has capturing progress on the flag.

Icon	State	In this example
	Capturing	Attackers are capturing A. Capturing progress of attackers increases.
	Uncapturing	Defenders are uncapturing A. Capturing progress of attackers decreases.
	IDLE with progress	Attackers are not actively capturing A, but still have progress on it. Capturing progress of attackers decreases slowly.

Icon	State	In this example
N/A	IDLE or Tie	Defenders hold A without any capturing progress by the attackers, or both attackers and defenders have the same amount of players on the flag.

Flag Locations

Default map

Letter	Location
A	In front of the main gate
B	Center of the Yard
C	Tower in the Throne Building of the Yard
D	Park (inofficially known as "Oxygen") in the basement
E	Dining room in the basement
F	Water Generator Room in the basement

Developer info

Control command

Usage

`/cc2 game flags [<flagId: int> [area|captureprogressdecreaseidle|captureprogressdecreaseuncapture|captureprogressincreasecapture|captureprogressincreaseidle|capturingprogress|capturingteam [reset]]|holdingteam [<holdingTeam: int>|id|location|majorityteam|name]]`

Examples

- Get list of flags: `/cc2 game flags`
- Show info about one flag: `/cc2 game flags <flagId>`
- Show specific info about one flag: `/cc2 game flags <flagId> captureprogressdecreaseidle`
- Change holding team: `/cc2 game flags <flagId> holdingteam 1`
- Reset capturing team (and progress): `/cc2 game flags <flagId> capturingteam reset`

Flag states

How it works internally

Instead of the flag states which are shown to the outside, the flag uses 3 different values which then results in the flag state:

- `holdingTeam` : The team that is currently holding the flag
- `capturingTeam` : The team that has currently capturing progress on the flag
- `majorityTeam` : The team that has currently the majority of players on the flag

Then there is also the `capturingProgress` :

- Depending on the values, the `capturingProgress` increases, decreases or remains unchanged. If the `capturingProgress` reaches a certain value, the `capturingTeam` becomes the new holdingTeam.
- The `capturingProgress` resets to `0` if there is no `capturingTeam` .
- If the `capturingProgress` is `0` or below, the `capturingTeam` is cleared
- The `holdingTeam` cannot be the `capturingTeam`

Internal values to flag state

Internal name	Condition	Result	Shown name
IDLE	`capturingTeam` not set	Nothing happens	IDLE
CAPTURING	`capturingTeam` is set and `capturingTeam == majorityTeam`	`capturingProgress` increases	Capturing
UNCAPTURING_BY_OWNER	`capturingTeam` is set and `majorityTeam == holdingTeam`	`capturingProgress` decreases	Uncapturing
UNCAPTURING_BY_OTHER	`capturingTeam` is set and `majorityTeam != holdingTeam != capturingTeam`	`capturingProgress` decreases	N/A (not possible except when using commands)
UNCAPTURING_IDLE	`capturingTeam` is set and `majorityTeam` not set	`capturingProgress` decreases	IDLE with progress
MULTIPLE_TEAMS	`capturingTeam` is set and majority team set to multiple teams value (-1)	Nothing happens	Tie

Responsibilities

- Each flag is represented by an object of `ConquestFlag` . They are stored in the flags map in `ConquestGame` .
- A `ConquestFlagCapturedEvent` is fired when the holding team of the flag changes (due to capturing). Cancelling this event will prevent the holding team from getting changed, but

since it does not change anything else, the flag will try to change its holding team again the next tick if the conditions are the same.

- A `ConquestFlagPlayerOnFlagEvent` is fired for each player inside the flag area. Cancelling this event will remove the player from the majority team calculation for the current tick.

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