



# SCENARIO EDITOR

## AT-A-GLANCE

- **Create scenarios through an intuitive drag-and-drop interface in 2D/3D views**
- **Develop mission briefing, set victory conditions and specify desired AAR output**
- **Incorporate complex events and actions triggered by time, unit behaviors, local situation, and global scenario state**

### [ DRAG-AND-DROP CUSTOM SCENARIO DESIGN ]

The mōsbē Scenario Editor™ allows you to script custom scenarios for experimentation, decision-making analysis, training, advanced concept visualization and more.

With Scenario Editor, you can create simple or complex scenarios through an intuitive drag-and-drop interface that you can operate in 2D and 3D views.

- Set command hierarchies, areas of responsibility and asset assignments.
- Configure the parameters driving the artificial intelligence for handling units.
- Establish a battlespace layout to allow player control of all sides of an exercise.

### [ RAPID SCENARIO CREATION ]

Scenario Editor enables a designer to create a range of scenarios quickly and easily. Object and asset libraries that support the simulation model are accessed from the Scenario Editor, and allow the designer to populate the environment with active simulation objects such as vehicles, weapons, sensors and units, and world objects that customize the look-and-feel of the world, such as buildings, bridges, and infrastructure features.

- Assign waypoints for units and vehicles, assign rules of engagement and control the appearance, movement, and operation of units
- Make changes at any time by easily adding, deleting, or changing placement of objects in the simulation through drag-and-drop clicks.
- Add Weather Conditions, set time-of-day, and create a player briefing with video, audio, text, and images to set the scene and convey objectives.

### [ MULTIPLE LEVELS OF CONTROL ]

Flexibility and open architecture of the mōsbē platform allows control of individual units in a mōsbē simulation to be set in a number of ways using Scenario Editor. Units in mōsbē can be controlled by:

- Artificial Intelligence
- Player control
- Scripted events
- Outside influence, using other simulation models that communicate with mōsbē through a programmatic interface.





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### [ ARTIFICIAL INTELLIGENCE DRIVEN BY END-USER INPUT ]

Artificial intelligence (AI) in mōsbē governs the actions and behavioral responses of units in a scenario as they respond to unfolding scenario events. These characteristics are defined by the scenario designer using Scenario Editor and are used to respond to player actions during the simulation.

- Designate or modify the speed, formation, rules of engagement, and combat mode of each unit.
- Characteristics and capabilities of a unit are used to create a range of reasonable unit actions during the simulation.
- Events such as loss of unit members, presence of friendly or enemy forces, or changing tactics of the adversary can also affect the behaviors of entities through fatigue, morale, and overall health.
- Higher order behaviors can be established using Scenario Editor's drag-and-drop scripting tool

### [ CREATE COMPLEX TIME AND EVENT TRIGGERS ]

Scenario Editor allows you to script triggers, flags, and events into your scenario to create dynamic and changeable conditions that provide training challenges and experimental stimuli.

- Triggers that generate new scenario activities can be tied to units entering or leaving a trigger area, or destruction of an object in the trigger area.
- Events that generate new actions can affect the system or just the artificial intelligence or unit behavior of entities in the scenario.
- Flags can be set and coupled with events to control the behavior of entities in the scenario through the Scenario Editor.