



Arma Reforger Mission Creation Checklist

I. Mission Setup

- ☐ Create a subworld for your mission using World Editor.
- ☐ Save your mission using the structure:
GlobalConflictsMissions/worlds/AuthorName/MissionName/MissionName.ent.
- ☐ Add essential entity: PerceptionManager.et
- ☐ Add essential entity: PS_GameMode_Lobby_TILWMF.et
- ☐ Add appropriate AI World prefab and configure navmesh settings.
- ☐ Configure ingame weather using SCR_TimeAndWeatherHandlerComponent.

II. Mission Design

- ☐ Add player groups (the prefabs end with _P.et) and assign names and callsigns.
- ☐ Add AI groups and assign waypoints.
- ☐ Add world objects like fortifications, vehicles, and turrets.
- ☐ Add and configure restriction zones (if needed).

III. End Conditions

- ☐ Use TilW Mission Framework for objectives and end conditions.

IV. Briefing and Markers

- ☐ Create a 'Briefing' layer and use EditableMissionDescription prefabs.
- ☐ Define title, text data, visibility, and order for briefing items.
- ☐ Add and configure EditableMarker.et for map icons and visibility.

Tips:

- You can use a scrollable MissionDescription by changing the Description Layout in the Component of EditableMissionDescription.et



V. Testing

- ☐ Test in multiplayer using PeerTool configuration.
- ☐ Define and test end conditions for mission completion.

Tips:

- Debug with Workbench console and breakpoints.
- Adjust the end condition values to shorten the time spent testing (ie. Capturing takes 30 seconds, !!!Do not forget to change it back!!!)

VI. Header Creation

- ☐ Create a config file in the Missions folder with SCR_MissionHeader.
- ☐ Define: World, Name, Author, Description, Player Count.

VIII. FINAL CHECK

- ☐ Briefing must be clear and concise.
- ☐ Objectives must be logical and explicitly defined.
- ☐ Provide the means to achieve all objectives.
- ☐ Include reasonable loss or end conditions.
- ☐ Mission tested
- ☐ No unusual script errors

VII. Publishing

- ☐ Submit via GitHub PR if for GC community.
- ☐ Follow mod publishing process if for other communities.