Hero-FPS
Robust DIS-Capable First Person Shooter

Hero-FPS enables the user to become a first-person simulator operating in stand-alone (self-contained) or networked (distributed) exercise modes to support a variety of research and development, hardware-in-the-loop testing, and individual/team training requirements.

Hero-FPS provides a robust, stand-alone environment that includes highly realistic, Artificially-Intelligent (AI) LIFE-based Scene Content (vehicles, humans, animals, aircraft, special effects) interacting on high-fidelity terrains with highly-realistic visual/sensor scenes provided by SDS' CYBORG Rendering Engine. In addition, multiple Hero-FPSs can be networked together to enhance scenario realism and aid team-training activities.

Scenarios can include:
- Day, night and sensor (NVG/IR) aided operations
- Virtual and constructive humans, aircraft and vehicles
- Realistic weather/special effects, variable time-of-day/wind effects, moving-trees/grass
- Real-time damaging of 3D MOUT buildings and directional terrain cratering

Hero-FPS also provides the capability to observe, interact with, or assume the position of virtually any entity in a Distributed Interactive Simulation (DIS) exercise. As such, *Hero-FPS* can function as an individual (independent) player or provide both the appropriate views (visual, NVG, and IR) and firing capabilities associated with virtually any weapon/position on/within a specified DIS entity in the scenario.

Dynamic Interaction/Kill Removal–High Fidelity Visuals/Special Effects–DIS Role Player

PC-Based Hero-FPS

An Affordable, Highly-Effective Simulation Tool–Available Today

Hero-FPS
Robust DIS-Capable First Person Shooter

Hero-FPS Capabilities Include:

- Planning, set-up, control and playback using SDS' robust Instructor Operator Station (IOS)
- Situational awareness provided by the informational HUD and compass on the out-the-window display Use of OpenFlight, Paging OpenFlight, TerraPage, or SDS' GeoSource-RTB terrains
- Artificially-Intelligent (AI) LIFE-based Scene Content (vehicles, humans, animals, aircraft, special effects) providing the content realism and density needed to effectively simulate real-world conditions faced by crews carrying out complex missions in virtually any urban or open-terrain environment
- Real-time damaging of 3D MOUT buildings and directional terrain cratering
- High-fidelity visual/sensor (NVG/IR) scenes provided by SDS' CYBORG' Simulation-Focused Game-Engine Technologies
- Employment of a variety of weapons, chem-sticks, and lights while moving throughout the scene--weapons employment uses parametrically-defined, physics-based ballistic models
- Configurable hit-damage display based on weapon detonation type and distance
- An optional Software Developers Kit (SDK) that provides developers with the C++ elements needed to create custom extensions to the simulation

Hero-FPS – *Providing First-Person-Shooter Role Player Capabilities for use in Research and Development, Test and Evaluation, and Training Applications where Affordability, Flexibility and Quality Matter*

Hero-FPS – *In use at US Army Natick Soldier Research Development and Engineering Center (NSRDEC) Supporting Nett Warrior, user interface and cognitive science related research experimentation*

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