The first part of this challenge is very simple. A simple CRC32 or MD5 hash of the objects.ddb file on disk with a check in Renegade to make sure this wasn't altared.

A slightly harder part will be the communication between the server - client so that it cannot be decrypted. Cheaters are most likely to wait until you decrypt the text, therefore you want to avoid decrypting it

Now the real challenge shows when you have to make the client detect modifications to the client anti-cheat program. For this you have to take a checksum of both the file on disk, but also the file in the memory to detect changes. This part of the code then needs to be hidden and hack-proof.