

## **Total Battlefield 2 Battlefield 2 Interview**

Totalbf2.com, Thursday 30 December 2004 - 22:22:37

**TotalBF2.com:** With EA's recent bid to acquire DICE, if it goes ahead do you feel that this will affect the game in any way, and how?

**Jamil:** Well, EA and DICE have had a relationship for the past four years...I would imagine that this will provide even more access to resources so that DICE can continue making excellent games.

**TotalBF2.com:** How many players will vehicles be able to carry?

**Jamil:** The max # of players in a BF2 vehicle is 6, since that's how big our squads are and we want them to be able to get into a vehicle together.

**TotalBF2.com:** Custom maps have been a huge part of the Battlefield series, however most have gone unnoticed due to the need to download separately and installed. It has been mentioned before that DICE have been looking at the issue of automatic map downloading from the server, seen in games like Call of Duty. Is this feature still included and being worked on or are other ideas to support the custom map scene planned?

**Jamil:** We did explore this early on, but the bandwidth requirements for BF2 made it a difficult proposition at best. We're still looking into possible solutions for this, but none of them will make it for ship.

**TotalBF2.com:** With the release of Battlefield 2 set for early next year, are we likely to see a simultaneous release world wide?

**Jamil:** Always, the Battlefield franchise has always been about a simultaneous world-wide release.

**TotalBF2.com:** There has been a lot of discussion about system specs, with many gamers doubting whether their computer will handle the game or not. The last information given on this was that it would be slightly higher than BF:V. At this time, is there any spec that you would recommend a user? Or even the minimum specifications?

**Jamil:** Our current target minimum spec machine is as follows: 1.5 Ghz/512MB Ram/128 MB video card (must support 1.4 shaders)

**TotalBF2.com:** There has been very little word on any anti-cheat tools in place, can you expand on what we can expect to find to keep away the cheaters?

**Jamil:** We are shipping with Punkbuster, as this seems very effective in minimizing cheats. We are also including some new technology which should make hacking BF2 much more difficult. You'll understand if I don't go into too many details on this.

**TotalBF2.com:** There was a screenshot released a while ago, which showed soldiers rappelling from a helicopter which seemed to be part of Trauma's prototyping of features for Battlefield 2. Can you confirm that rappelling will be a part of Battlefield 2? If so, how does it work?

**Jamil:** Unfortunately we had to cut rappelling from the schedule. The problem was integrating the physics which would make the ropes and system look good. When we balanced the necessary work vs the gameplay impact - it just didn't seem worth the trade-off. After all, rappelling looks cool...but it's just as easy to land the helicopter or hover and let the players jump out normally. So, minimal impact on gameplay...however, there's no denying that the feature is just too cool-looking. Who knows, if enough people ask for it, maybe it will become a Free Content feature...\*grin\*

**TotalBF2.com:** We would lastly like to thank Jamil for taking his time out to answer these questions, and wish DICE and EA the very best in the continuing development of Battlefield 2!

Courtesy of [Total Battlefield 2](#)

