BF2.org Battlefield 2 Interview

BF2.org, Monday 23 August 2004 - 22:59:09

BF2.org: Will there be a demo out before the official release? If so, when is the demo planned to be released to the public? If you do not plan to release a demo, then would a demo video of gameplay be released to the public?

DICE: We are currently evaluating the timing for a demo release

BF2.org: It has been stated that multiplayer mode can have servers that host to over 100 players. What kind of lag issues will result? Will the new gaming engine have any role in lowering lag and improving performance?

DICE: Correct, high-end servers with sufficient bandwidth will be able to host games for 100 players. As for lag, we're working on minimizing that...but players and server admins also have to take into account their own bandwidth/hardware spec.

BF2.org: The game as described and seen in preview videos and reviews looks and sounds simply amazing. However, the new improvements make users worry that their PCs will need huge upgrades to run the game. What are the high end performance specs for the game, and the minimum performance specs for the game? What is recommended hardware to maximize gameplay?

DICE: We haven't finalized the hardware spec for the game yet...but our goal is to make the game accessible to as many people as possible.

BF2.org: What aspects of the game will be capable of modification? This includes coding and animation. What mods do you expect to see?

DICE: Battlefield 1942 was dead-easy to mod...and our goal is to maintain that level of accessibility. We're also looking into opening up more areas for direct modding. e.g. animation, etc. As to what mods we expect to see, why...all of them.. ;)

BF2.org: A built in voice communication has been mentioned. Will this be similar to Teamspeak? How exactly will the voice communication function? Will there be hotkeys, and how do they regulate who talks?

DICE: We're still evaluating how to best integrate the functionality for VOIP into BF2.

BF2.org: This leads into the commander mode. How is rank and command position determined? How would one gain points so as to achieve a higher rank. What kind of commands can be issued, and what punishments would be inflicted upon subordinates who fail to comply? Will rank and position in commanding mode transfer among all servers? If so, what kind of database would hold the players' information in relation to ranks and points? Will the points ever be reset? If so, after what period of time?

DICE: Rank is determined by relative skill and time played...and is a persistent feature, that is, you won't lose rank. The better you are the faster you'll be promoted...but given enough time in the saddle, even the most laid-back BF player can expect to gain rank. The highest ranking player on a server will have first option to be commander of their respective team...and if that player declines the honor, the next player in line will get the option. Teams can also remove their commander through voting, but it will have to be a majority decision. As for the abilities of a commander - we're still gameplaying all of the features we hope to include....but the commander will have some very cool toys to play with.

BF2.org: How will single player be improved from the original Battlefield 1942? Will the AI have more capabilities? If so, what types of functions would the AI be able to perform?

DICE: While BF is predominantly a multiplayer experience, we won't be ignoring the single-player experience. You can expect to see AI which is better at following player commands and in reacting to situations which develop in-game.

BF2.org: What kind of realistic features will the weapons have? Will there be ironsights on some or every weapon? Will the range of

the weapons be realistic, and will the hitboxes and damage scales be improved from what they were in Battlefield 1942? I.E. Would 1 hit from a rocket to the feet kill a person or just take off health. Can limbs be shot or blown off? In reality, that would be a lethal hit.

DICE: Battlefield is all about fun, action-oriented gameplay. We'll leave the truly realistic experiences to the mod teams who thrive on that type of action.

BF2.org: Is a vehicle list planned for release? What vehicles could be expected in Land, Air, and Sea?

DICE: Yup, we'll be releasing a full vehicle list prior to release of the game. You can expect modern vehicles such as tanks, apcs, fighters, attack helicopters, transport....all of them balanced against each other so that we maintain the rock, paper, scissor gameplay which BF has perfected.

BF2.org: Will all three countries be able to fight on one map at the same time?

DICE: Interesting notion...we haven't planned on that...but, that's a great challenge for a mod team.

Courtesy of BF2.org