

## **Battlefield 2 Central Battlefield 2 Interview**

Battlefield 2 Central, Monday 23 August 2004 - 23:01:17

**BF2-C:** On how many CD's or DVD's can we expect to see Battlefield 2 shipped on?

**Sean:** At least 3 possibly 4 CDs.

**BF2-C:** What kind of system requirements will we be looking at to run Battlefield 2?

**Sean:** We're still assessing the minimum system requirements for BF2...although it will most likely be higher than that for Battlefield Vietnam.

**BF2-C:** What kind of gameplay, and gameplay modes can we expect with Battlefield 2?

**Sean:** New gameplay? Modern weapons and vehicles, squads, commander mode, material penetration, scalable maps...just to name a few. As for gameplay modes, expect Conquest mode...and a new game mode which will be announced shortly.

**BF2-C:** Will we see a co-operative mode in Battlefield 2, and if so, what kind of AI improvements will we see?

**Sean:** Yup. The AI is being improved across the board to enhance the single-player and coop experience.

**BF2-C:** Will there be weather, and/or day and night cycles?

**Sean:** Unfortunately not.

**BF2-C:** What can we see in terms of an official map editor for Battlefield 2, like Battlecraft 1942/Vietnam, and will it be shipped with Battlefield 2?

**Sean:** Mod support is a major area of focus for BF2. You can expect all the same types of tools as shipped with previous Battlefield games.

**BF2-C:** On the matter of the destructible environment, are the destroyed areas repairable, or do they stay destroyed for the entire round?

**Sean:** Depends on what's destroyed. Right now we have both strategic objects and ambient objects. Ambient objects will not be repairable...but strategic objects can be repaired...which affects the gameplay.

**BF2-C:** What kind of handweapons, and weapon functionality can we see on those weapons (e.g. Select fire, semi-automatic, automatic, customizable weapons (e.g. scopes, grenade launchers etc.) etc.)?

**Sean:** It depends on the weapon - some will have scopes, iron sights, grenade launchers, selective fire...but there won't be one handweapon that has all of those. It goes back to the original BF value of balance - rock, paper, scissors.

**BF2-C:** In a recent screenshot released to the community, there was a "Purchase Content" button through the player set-up menu, can you tell us what that is about?

**Sean:** Not in detail...that was something we have been brainstorming...but there's nothing definite on it yet.

**BF2-C:** Will there be public beta testing? If so, when would we expect to see that start, and who would be eligible to participate?

**Sean:** We haven't finalized our beta test plans yet....you can expect to see a demo before the game is released, tho'.

Well, thats all folks, now go sign up in the forums, and visit the site very often, as more info, interviews, downloads etc will be rolling in as the days count down to the BF2 release date.

Courtesy of [Battlefield 2 Central](#)