

## **Battlefield2.info Battlefield 2 Interview**

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**Battlefield2.info:** How does it look with an integrated VoiceChat (s. team peak)?

**DICE:** We are currently evaluating all of the Voice over IP options. It's our goal to include this feature into BF2. At the same time, we need to assess how this will impact the game's performance...which is our highest priority.

**Battlefield2.info:** Is the Modszene supported by beginning by the developers, in this case thus DICE?

**DICE:** Most definitely yes!

**Battlefield2.info:** Is a Singleplayer mode (CO-OP) planned and if, how this is to look? (campaigns, single missions or Story)

**DICE:** We're intend to expand upon the single-player from Battlefield 1942. Right now we're finalizing the design for that experience.

**Battlefield2.info:** Which Gametypes (MP) is taken over by the predecessors and it new will give?

**DICE:** Expect Conquest Mode, the defining BF game-mode. We will also be introducing a new game mode called Supply Line, which will recreate the sensation of having a frontline which goes back and forward as you attack and retreat on the map.

**Battlefield2.info:** Also this times again will Bots be available as player replacement?

**DICE:** We hadn't considered that in our design...interesting suggestion, though.

**Battlefield2.info:** What are the most well-known weapons and vehicles those the soldiers in Battlefield 2 for the order?

**DICE:** You can expect modern vehicles and weapons such as tanks, apcs, fighters, attack helicopters, assault rifles, shotguns, sniper rifles, etc....all of them balanced against each other so that we maintain the rock, paper, scissor gameplay which BF has perfected.

**Battlefield2.info:** Will one be able to aim in the play over bilges and grain (Iron Sight)?

**DICE:** Most likely...unless the weapon has a scope, in which case the alternate zoom will be through the scope.

**Battlefield2.info:** Will it give as in the predecessor again music in the vehicles?

**DICE:** We're currently evaluating whether that would add to the modern combat experience. It made sense in Battlefield Vietnam because the music helped define that era, that's not really the case now..

**Battlefield2.info:** One of the most interesting innovations is the adjustment of the map size to the number of fellow players, how this exactly realized?

**DICE:** It's determined by the server administrator. The server admin will set the maximum number of players and the appropriate map will load. For example, if the server is set to 16-players, only the 16-player version of each map will load.

**Battlefield2.info:** How will the changes in the German version of Battlefield 2 look in view of the protection of children and young people situation?

**DICE:** You can expect the same changes as seen on Battlefield 1942.

Thank you for this interview and still much success with the next title from the successful Battlefield series.

Courtesy of [Battlefield2.info](http://Battlefield2.info)