

## **Battlefield2.us Battlefield 2 Interview**

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**Battlefield2.us:** One of the released screenshots shows a Saw trooper firing from a seated position out of one of the doors of a Black hawk. Will it be possible to fire from any other vehicles in this way? For example I always felt it strange a Jeep passenger in BF1942 had to just sit there and not use their weapon.

**Lars Gustavsson:** We felt, as you did, that people didn't ride in vehicles together often enough and part of that was the fact that you couldn't help out in the combat from the passenger seats.

That's why we now allow all passengers to participate in the battle regardless of where you are seated.

If you're in the passenger cabin of a BTR-90 you will be able to fire through firing ports, if you're in a HMMWV you can even sit in the rear tossing out mines to take out the enemies that are chasing you.

**Battlefield2.us:** On the subject of material penetration, will different caliber bullets pierce increasingly tougher material? For example a .05cal machine gun should penetrate through thicker material than an M16. On the same subject will bullets have realistic physics such as fall off and ricochet?

**Lars Gustavsson:** Our projectile system allows us to do everything you mentioned so watch out for those ricochets!

**Battlefield2.us:** Will the Commander have an overhead map view all the time or will they be allowed to switch to a third person view of the terrain?

This kind of feature would be helpful for squad position and checking line of sight while also allowing the commander to see how the squads operate.

While asking about the commander will they have a battlefield in game position i.e. flying high in an AWACS or APC behind the front line or maybe even a bunker enabling the opposition to destroy the communication line between command and its units?

Also will commanders be able to see enemy units even if allied units cannot or will there be a fog of war?

**Lars Gustavsson:** We are still balancing the tools of the Commander so I can't give you the full list here but what I can say is that he will have a live-camera that he will be able to overview the battlefield with.

This one in combination with other tools will make him know a little bit more about the enemies' whereabouts which makes him very valuable for the team.

**Battlefield2.us:** As a fan of the coop mode myself I wanted to ask about the improvement of some of the AI features specific to this kind of game and single player. I never liked how changing the difficulty of the AI affected the reaction time but not the accuracy so much.

Even on the lowest setting I could be hit by an rpg from across the battlefield in a perfect arc.

Will the AI be more likely to miss as well as more likely to spray covering fire instead of 1 round shots?

While asking about the AI, I would also like to see the AI leave a vehicle when a player of the same team tries to enter it to prevent the often-frustrating situation of all the vehicles being occupied by non-humans.

Could you give us any more detail about what kind of teamwork the AI should be able to achieve in order to assist or combat human opponents and teammates?

**Lars Gustavsson:** We are still keeping a lid on regarding the single player experience, but once again I can tell you that we have noted the same problems as the ones you list here and we intend to address them. Both the overly accurate first bullet from the AI and

improving the process of a player taking over an AI-driven vehicle.

**Battlefield2.us:** A number of players have expressed their disappointment helicopters will be made even easier than in Vietnam. Many experienced players enjoyed the challenge of learning to master these powerful support weapons and feel the skill and feeling of achievement of a successful attack or landing has been diluted too much.

Are there any plans to have some kind of flight difficulty setting server side, which can be switched between easy and realistic handling for the helicopters?

**Lars Gustavsson:** We have received this feedback from the community and right now our vehicle designer, Linus Josephsson, is working hard to balance these so that they allow someone that fly for the first time to be able to do this while they still should be challenging enough for the veterans.

**Battlefield2.us:** Could you elaborate more on what kind of bonus equipment players can unlock as they gain experience and points with different kits and weapons? Some people have commented 30 vehicles assuming that is 10 per side seems a little low.

Could you give us any more information on some of the vehicles planned we haven't seen screenshots of yet?

**Lars Gustavsson:** The unlocks that you get when you progress up on the ranking ladder gives you weapons that are unique in a different way compared to the existing ones on the battlefield.

We are working hard to ensure that they do not unbalance the game and give the best player a superior weapon. Instead the new weapon might have a far better zoom compared to the ones in the same class but instead a longer reload time.

Then it's up to you as a player to choose what you prefer in the situation that you are right now.

Regarding the vehicle list, it's beyond 30 and we feel that we are giving each team a nice setup of vehicles that all have their unique reason for participating on the battlefield.

More and more vehicles will be revealed as we go on with new screenshots so I'll keep you waiting a little bit more.

**Battlefield2.us:** Are there any plans to allow machine gun turrets on tanks to swivel independently from the tank turret to prevent the impossible difficulty of trying to aim the machine gun while the driver is checking for targets?

Also while on the subject of tanks are there any plans to provide them with smoke launchers to help obscure them during combat?

**Lars Gustavsson:** I'm happy to hear that you bring up so much that we already have addressed in Battlefield 2 based on community feedback. Yes, we have changed the turrets so that there should be no more irritating moments when you have the enemy in sight and suddenly the driver turn the tank and you miss.

Regarding the covering smoke, we are looking into it and we'll see if it makes it into the final game.

**Battlefield2.us:** In previous BF games buildings have been fairly empty door less affairs. Will it be possible to open and close doors as well as being able to shoot through them?

Are there any plans to include any form of destructible furniture for up close room-to-room firefights using the scenery as cover to some degree?

**Lars Gustavsson:** The Battlefield universe will continue to be door less in Battlefield 2 since we feel that it gives us an environment where you don't have to go around and push every door to see if it's possible to open or not.

**Battlefield2.us:** Some players have noticed the "MP3" feature on the kit selection screen, will players be able to play their own music in game and if so will it be available at the beginning or an unlock able feature?

**Lars Gustavsson:** These menus are still under construction and what you saw was one of the suggestions of what could end up there. We are still looking into this so I cannot give you an answer now.

**Battlefield2.us:** Will there be any night maps or weather effects? If so are there any plans to include night vision or heat sensitive

equipment ?

**Lars Gustavsson:** We thought about this in the beginning but as always when you make games, you want to cram a million things in there and there's not room for everything.

We feel that we have a very compelling list of features already on the list so something's have to go.

**Battlefield2.us:** would like to thank Lars Gustavsson and Jenny Huldshiner who made this interview happening.

We would also like to thank all the Battlefield2.us users who helped with questions and suggestions.

Last but not least I want to thank FrostPaw (Moderator Battlefield2 Forum) personally for writing down all the questions and making the Interview look good, you rock girl

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