

EA Games Battlefield 2 Interview

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MaSaKaRi: It's been mentioned that a player can select different looks for his character, as well as weapons. What does this mean exactly? Will we have a kit system like Battlefield Vietnam, but expanded? Or will a player class be able to fully outfit himself from a list of weapons and clothes (like, choosing from 5 pistols, 6 machine guns, etc, a real list of items)?

Scott Evans: Players will go up in rank from Private through the various military officer ranks. As players do so they will unlock new weapons and equipment which they can outfit their soldier with. Better players will naturally progress more quickly. However, we are changing the scoring system to reward those previously thankless people who role played within their kit. Rewarding engineers who repair vehicles and medics who heal teammates fosters a greater sense of teamwork.

Flakpanzer: What game engine will Battlefield 2 use and will it allow for ragdoll physics and per pixel damage?

Scott Evans: The Battlefield 2 engine is original technology built by the team in Stockholm, Sweden. The game engine has a robust character ragdoll system. This was important for us because pasting your enemy with a tank shot and watching him fly through the air and bounce around is always good for a laugh.

Mike Martin: Could you explain how the new missile targeting system works on jets and helicopters and does it have something to do with laser targeting?

Scott Evans: Battlefield 2 has both heat seeking missiles and laser designation devices. The Special Forces kit gets the laser designator in Battlefield 2, which allows this soldier to "paint" an enemy target with a laser beam. Once this is done, a pilot can fire laser guided missiles into the target. It's very much a teamwork activity. Many vehicles in Battlefield 2 fire heat seeking missiles which are basically fire and forget – they home in on a heat source. Pilots can defeat these missiles by dropping flares, which create a heat signature that can spoof missiles into missing... until they run out of flares.

Mike Charlie: What sort of map/mod/user tools will be shipping with Battlefield 2?

Scott Evans: We plan on shipping the same editor that DICE is using to build the game. It's called the "BF2 Editor". It contains a map editor, animation editor, object editor, and more...

Unknown: Will the 3D map from Battlefield Vietnam be back in Battlefield 2? Personally I think it's one of the greatest features. If so, how are you planning on improving it? If not, what will replace it, something even better?

Scott Evans: To be honest, we aren't sure yet. We'd like to get some feedback at BFHQ on whether people liked this feature or not.

short0murray0rush7: Do you plan on releasing a demo? If so, single or multiplayer and when can we expect to see one?

Scott Evans: We plan on releasing a multiplayer demo but the release date is unknown at this point.

Gareth Williams: How will the 3 teams work, U.S., China and the Middle East. Will they play at the same time or will it be say U.S. vs. China on one map and U.S Vs the Middle East on another?

Scott Evans: Maps contain 2 armies fighting it out.

Courtesy of [EA Games](#)