

## PeGame Battlefield 2 Interview

Private Eye, Thursday 30 December 2004 - 10:17:23

**Private Eye:** With the new Commander mode, what will make the other soldiers follow the commands? If they choose to disobey an order, will they be punished in some way? If not, what makes the Commander different to say, just sending messages to your team?

**Sean Decker:** The commander mode will allow players to provide both information and support to their team-mates. In conjunction with squads, you've got a powerful feature for communicating with your team and affecting the action on the map. The commander can do the following: provide intel on enemy positions, drop supplies for the team, provide indirect fire-support and facilitate communication between squads. In addition; the commander score is linked to the performance of his team; giving the CO major incentive for the team to succeed. The incentive for the team to follow the orders is that the commander will most likely be willing to lend artillery and supply aid to those who listen. However, if the team feels that the commander is not the best candidate, they can choose to boot him from his position with a team-vote.

**Private Eye:** What will the helicopter physics be like? Will they be like the popular mods for Battlefield 1942 or will they be more like the Battlefield: Vietnam physics? Also, will they have the "hover" option like in BF:V, so without input, the helicopter will hover?

**Sean Decker:** The goal has always been to provide easy-to-use controls for Battlefield vehicles. After all, we're not building a simulation (we'll leave that to the legion of modders!). We will include a "hover" feature for helicopters.

**Private Eye:** What era will the game be based around? Are we looking at Gulf War 1, Gulf War 2 or slightly futuristic?

**Sean Decker:** Near future; within the next 3-5 years.

**Private Eye:** What, if any, additions are they to encourage teamwork?

**Sean Decker:** Commander, squads, VOIP, scoring which rewards teamwork; all of these encourage players to play as a team.

**Private Eye:** What will the flag / checkpoint system be like? Will it be similar to the BF:V system which also assists in teamwork?

**Sean Decker:** Yes.

**Private Eye:** The mod community is huge for the Battlefield franchise. Will Battlefield 2 be as supportive towards mods? Will the Battlefield 2 engine / setup allow the mod's to tweak the game more?

**Sean Decker:** We're taking a huge step forward with the mod support in BF2. We will be releasing the same editor which the development team uses, the BF2 Editor. It includes our Object Editor, Material Editor, Effects Editor, Animation Editor and more tools. In addition, we're including the scripting language Python, which opens up even more modding possibilities.

**Private Eye:** It seems from what we know about Battlefield 2 that DICE has been listening carefully to the Battlefield community. Have you actually been listening to the community, and how much have you added / changed due to people's suggestions?

**Sean Decker:** The community is the 13th dev-team member. We are \*always\* listening and have even requested information from people when we've noticed good suggestions.

**Private Eye:** We recently found out that the Battlefield 2 engine has been sold to the Swedish Defence Force. Did you ever think that the Battlefield franchise would be so big as to be sold to a country's Defence Force?

**Sean Decker:** No, that came as a pleasant surprise.

**Private Eye:** Currently are there any plans for an Expansion Pack for Battlefield 2?

**Sean Decker:** No comment at this time.

**Private Eye:** Thank-you for your time, any closing remarks about Battlefield 2?

**Sean Decker:** We can't wait to play this game online with everyone; see you on the battlefield!

Courtesy of [Private Eye's Gaming Site](#)