

## **Ign.com Battlefield 2 Interview**

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**IGNPC:** So you're finally bringing Battlefield into the modern age. What sorts of things does a game set in the modern era allow? Are you at all concerned about issues of sensitivity given current, real world military actions?

**Scott Evans:** Battlefield 2 provides the opportunity to deliver a really cool new experience based on the modern weapons and technology of today. One of the most fun things about this project is translating the modern weapons and tech into fun and easy to use gameplay mechanics. For example, the clumsy artillery feature in Battlefield 1942 is replaced by laser painting a target and another player guiding a missile along the beam.

Regarding links to real world events it's important to remember that Battlefield has never involved itself in the political agendas of the nations represented in the game. We create a balanced, online battlefield and allow players to come together and play against each other as teams and individuals.

**IGNPC:** Tell us about the new game engine. What new features will it support? Will we finally get destructible environments? Can we expect a new physics system as well?

**Scott Evans:** Under the hood is a completely new and technologically advanced engine. The goal of the new engine is to bring the battlefield to life like never before. The new engine accomplishes that goal by delivering a far greater degree of ambient world physics, material penetration modeling, a vehicle / character parts system, dynamic lighting effects, multi-texturing detail processes, normal mapping of characters and vehicles, ragdoll physics, a new terrain system, and many other features. DICE is also building an entirely new audio engine designed for the purpose of delivering the most detailed and immersive battlefield experience ever and it is already delivering against that goal.

The team will also be innovating the experience by offering more many more players at once than Battlefield 1942 and Battlefield Vietnam. In conjunction with this we are designing a system which automatically expands and contracts the map size based on the number of players in the game. This system concentrates the heat for everyone.

**IGNPC:** Who are the combatants and what's the overall conflict? Are there particular advantages to specific sides?

**Scott Evans:** The combatants include the U.S. Marines, the Chinese, and a fictional Middle East Coalition army. Regions of conflict span areas of China and the Middle East. Regarding advantages, each side will have the particular technology and weaponry appropriate to their nationality. However, one of the Battlefield franchise values is rock-paper-scissors balance. Therefore, no side will enjoy an advantage over the other.

**IGNPC:** What types of vehicles and weapons will the player have access to?

**Scott Evans:** Turn on the Discovery channel and you'll pretty much see it all. In other words, the most advanced and powerful weaponry deployed on today's battlefield.

**IGNPC:** There are new features to aid cooperation. Tell us how squads work and where this new Commander mode fits in.

**Scott Evans:** Enhancing the teamplay aspect of Battlefield is definitely an area of focus for us. Everyone knows that Battlefield is fun, but it's mind-blowing when guys operate together as a mini-team. To that end we are offering a framework that players can tap into if they choose. Players can form squads, create clans, or play as the Battlefield commander. This system is knitted together by a VOIP

feature which allows squad leaders to communicate up and down the ranks.

Of course players can ignore all this and play Battlefield the traditional way if they choose. We are also reworking the scoring system to reward players for more than just getting kills and capping flags. Ever played in a game where that one thankless guy did nothing except repair vehicles or heal the wounded? These guys will be rewarded in Battlefield 2 for their roleplaying. We are designing other reward systems as well to encourage teamplay.

**IGNPC:** Players have certain ranks now, right? How are these used? What sorts of rewards will good players get.

**Scott Evans:** New to Battlefield 2 is a global ranking system. As players do things in the game they will collect experience points which leads to increases in rank. Players can climb from Private all the way through General. At steps along the way players are rewarded with unlocks and privileges which compliment their rank. We'll be revealing details about these rewards soon.

**IGNPC:** Where is the game at in terms of development? When can we expect it to be done?

**Scott Evans:** Look for Battlefield 2 in the Spring of 2005.

**IGNPC:** Thanks for your time.

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