Star Wars Battlefront 2 2005

Star Wars Battlefront 2 is a shooter game that is very beloved with the video gamers & the Star Wars community. However, there are some issues with the game that can be easily fixed. This document will discuss on the main problem with the level & the solution that can be fixed. The level that is in discussion is the mission from the campaign called ‘Operation Knightfall’. This level is in the middle of the campaign & is noted to have the most issues for the game as a whole [excluding bugs & glitches] that is in the game, this causes a lot of frustrations from not only the Video Game community but the Star Wars community as well.

Firstly, the player starts off the level with a cutscene that is reminiscent to the attack on the jedi temple from (Star Wars 3 Revenge of the Sith). However, the mission is insanely difficult as the enemy ai which is jedi focuses their attention on the player rather then the players allied ai. This is an issue as the player only starts with 3 lives and if the player runs out of lives they failed the mission. This is not really fair considering that the ai that are jedi are classed as ‘Heroes’ which is very hard to defeat. Also, the ai on the players team are very unreliable, meaning that they don’t help the player at all and is basically everyone for themselves situation.

The checkpoints are extremely difficult to reach especially the second checkpoint is defending bookshelves from been destroyed and the ai will not only attack the bookshelves when the player hasn’t arrived, but they will also pin the player down therefore almost stopping them from gaining entry. It is fair to make the level difficult, however it is basically clutching the level quite a bit. Whilst defending the bookshelves there is a timer that the player must hold whilst the ai sends all at once to attack the library leaving the player to almost micromanage bookshelves from been destroyed, which leads to gaining the checkpoint. Even after gaining the checkpoint many other checkpoints are just plain difficult to get over to in the first place.

There have been multiple guides as to how to finish the level, an example of it is from Seamus (that’s the dog) who posted on 30th March [2014] on Steam with a hint from the library checkpoint quoting “My strategy to beat this is to repair the bookshelves with your Fusion Cutter whenever it takes damage, but otherwise have the Shotgun out. That way, you can kill any Jedi who come to destroy the bookshelves. You can also place Detpacks in front of the bookshelves to blow up the Jedi standing there”. However, there shouldn’t be guides for it as the level shouldn’t be extremely difficult.

Here is a link to the whole level, pay attention to the ai

<https://www.youtube.com/watch?v=dTbGza2Lkl8>

A solution for the problem is mainly fixing the ai & the checkpoints. Changing the ai from focusing on the player but on all around them will make it easier for the players which in turns prevents frustration from the players. This will also comply with the players allied ai to do the same to the enemy ai instead on just focusing on the checkpoints and they will focus on the ai as well, which will make it more of a smoother rhythm of gameplay rather than ruining the experience for the players. Which also communicates better with the player when they fail the mission, that the player learns from it. Therefore, the level itself has a much more easier flow rather than failing consistently until finishing the levels

The second solution which in this case is the checkpoints, is instead of making it nearly impossible for the players to reach the checkpoint in the first place, which complies to previous paragraph. Is the ai focus so therefore the ai focuses on everyone in the area. That solves the irritable pathway to get there. The checkpoint shouldn’t be just focusing on multiple bookshelves, instead it should be just one bookshelf and lessen the timer to instead of 3 minutes to 1 minute, therefore the level has a much more easier flow. The positioning of the locations should be changed from going to one side of the level to the other. To instead of an easier pathway that corresponds better to the player positioning.

The Third and final solution which is only a small one is that the final part of the mission is to make it more easier, with less enemy ai therefore making it not only an impact that the player makes change but when the jedi are killed they don’t respawn instead of players been overwhelmed with jedi’s and that the player won’t have to find a way to get around the jedi in order to finish the jedi masters that are completely surrounded with jedi.

Overall this change is only minor as it is mainly changing the ai, the level objective and small change to the end part of the level. With this small change not only does the ai respond better but the player will be able to the finish the level without frustration and providing the players a much more better experience that will satisfy both communities better and even new players whom just played the campaign so that the player can gain a better experience overall.

References

<https://www.youtube.com/watch?v=dTbGza2Lkl8>

<https://steamcommunity.com/sharedfiles/filedetails/?id=244078192>

<http://battlefront.wikia.com/wiki/Coruscant_-_Operation:_Knightfall>

<https://strategywiki.org/wiki/Star_Wars:_Battlefront_II/Knightfall>