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| [**Developer**](https://en.wikipedia.org/wiki/Video_game_developer) | [Respawn Entertainment](https://en.wikipedia.org/wiki/Respawn_Entertainment) |
| [**Publisher**](https://en.wikipedia.org/wiki/Video_game_publisher) | [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts) |
| [**Director**](https://en.wikipedia.org/wiki/Video_game_creative_director) | Steve Fukuda |
| [**Producer**](https://en.wikipedia.org/wiki/Video_game_producer) | Drew McCoy |
| [**Designer**](https://en.wikipedia.org/wiki/Video_game_designer) | * Todd Alderman * Mackey McCandlish |
| [**Programmer**](https://en.wikipedia.org/wiki/Video_game_programmer) | Richard A. Baker |
| [**Artist**](https://en.wikipedia.org/wiki/Video_game_artist) | Joel Emslie |
| [**Composer**](https://en.wikipedia.org/wiki/Video_game_composer) | [Stephen Barton](https://en.wikipedia.org/wiki/Stephen_Barton) |
| **Series** | [*Titanfall*](https://en.wikipedia.org/wiki/Titanfall) |
| [**Engine**](https://en.wikipedia.org/wiki/Game_engine) | [Source](https://en.wikipedia.org/wiki/Source_(game_engine)) |
| [**Platform**](https://en.wikipedia.org/wiki/Computing_platform) | * [Windows](https://en.wikipedia.org/wiki/Windows) * [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4) * [Xbox One](https://en.wikipedia.org/wiki/Xbox_One) |
| **Release** | October 28, 2016 |
| [**Genre**](https://en.wikipedia.org/wiki/Video_game_genre) | [First-person shooter](https://en.wikipedia.org/wiki/First-person_shooter) |
| **Mode** | [Single-player](https://en.wikipedia.org/wiki/Single-player), [multiplayer](https://en.wikipedia.org/wiki/Multiplayer) |