HQ

Floors

1st Floor (Lobby)

* Map of Base with information on each building
* Refugee Desk
* Emergency communications for the Base

1st Floor (Long Building)

* Research different collected intel (phones, documents, hardrives)
* Intel provides information on story
* Research global events and the status of the US as a whole

2nd Floor (Security)

* 10x10 table map in middle of room for viewing all vehicles and defenses on the island
* One Wall is dedicated to activating oceanic and land based defenses
  + Lock-on missile and AA turrets around edges of island
  + Torpedoes launched from the sides of the island to attack ships and submarines
  + Mortars launched from land that split into smaller missiles to detonate an area of the ocean.
* Another is for commanding AI vehicles to attack and defend certain locations (divided up by air, land, and sea)
* Select live camera footage from locations around base and AI vehicles in battle and place this footage on the four screens circling the center table map.

3rd Floor (Briefing Room)

* Begin next story mission
* Observe personal stats with each character in story
  + - Host collects personal stats from users based on each character when playing online Campaign, Spec Ops, and Multiplayer (See [User Information System](User%20Information%20System.docx))

4th Floor (General Base Services)

* Inventory offices that keeps record of all existing vehicles, weapons, and ammunition
* Call in repairs around the base (actual animations of workers fixing damaged entities) or completely regenerate the base. (See [Base Repair System](Base%20Repair%20System.docx))
* Rearrange vehicles (air, land, and sea) by commanding troops to move vehicles for the player. (actual animations of vehicles being moved)
* Remote command of vehicles to location via radio is possible without being in the HQ

5th Floor (Balcony)

* Observe Base

6th Floor (General’s Office)

* 360(ish) view of Base
* Conference table for meetings with US officers that are flown in
* Electronically tinted windows