

Travis Moore

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Instructor: Jeremy Holcomb

Lab Report 7

Team Fortress 2 Notes

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Game Notes

Class Roles

There are nine classes that exist in TF2: the Scout, Soldier, Pyro, Demoman, Heavy, Engineer, Medic, Sniper, and Spy. Each of these nine classes is unique, but they can be grouped together into the following categories: Offensive, Defensive and Supportive.

Offensive

The Offensive classes are the Scout, Soldier, and Pyro. These classes focus on mobility and offer the highest speed/health ratio of all the classes when all classes are equipped with their standard weapons.

Defensive

The Defensive classes are the Demoman, Heavy, and Engineer. These classes focus on inhibiting enemy access, holding enemies back from capturing the intelligence or control points, and have the most firepower of all the classes.

Supportive

The Supportive classes are the Medic, Sniper, and Spy. These classes cannot easily hold a fight by themselves, but they have special abilities that help their team as a whole. The Supportive classes help bolster the offensive and defensive capabilities helping to give them the edge in a game.

Pickups

Pickups are spawned in various locations across most maps and can be picked up by simply walking over the item. There are 3 categories of pickups: Health, Ammo, and Metal.

Health pickups all have a 10 second respawn time and refill a portion, or all, of a player's health depending on the pickup size. Small health kits heal for a fifth of a user's health, medium health kits heal for half a player's health, and large pickups heal for all of a player's health.

Ammo crates all have a 10 second respawn time and can double as metal for the

Engineer class, as well. The small ammo crate replenishes a fifth of a player's ammo and 40 metal for the Engineer, the medium ammo crate replenishes half of a player's ammo and 100 metal for the Engineer, and the large ammo crate replenishes all of a player's ammo and 200 metal for the Engineer. Debris, including dropped weapons, can also be picked up for ammo and metal.

Why is TF2 Successful?

I believe that TF2 is successful because it took the popular FPS genre and did everything right with it, starting with taking out the idea that all FPS games must be as realistic as possible. TF2 looks cartoony, with its retro style similar to that of Pixar's *The Incredibles*. Right away you can tell by the look of this game that it is not going to be a serious shooter, but that being said it does everything right for this type of game.

Suddenly making instant health pickups on the ground make sense in this zany world. The lack of a reason for why you need to capture points or steal intelligence is okay, it's simply a red versus blue without the need for huge reason behind why this is all happening. Shooting at each other in a cartoon and not dying instantly makes sense because this is not real life. Exploding people becomes a gib-fest and is funny and not gruesome. Marry all this lack of realism with great controls and a great rock-paper-scissor mechanic, and it's easy to see why this game hit the nail right on the head.

Scout

Role



The Scout is the fastest class in the game and is the ideal class for aggressive fighting and flanking, due to his high mobility. The Scout is also a great class for quick hit-and-run tactics and for completing capture objectives quickly. The Scout has 125 health and 133% of the base speed set for the game.

Special Abilities





The Scout is the only class that can double jump (once on the ground and once while in the air) and has the capability to capture control points and push carts at the rate of 2 players.

Weapons



Primary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v • d • e</small>
 Stock Scattergun		6	32	Base: 60 Crit: 180 [6 damage × 10 pellets]	

Secondary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Pistol		12	36	Base: 15	
 Promotional Lugermorph				Crit: 45 [6 rounds / sec.]	

Melee

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Bat					

Soldier

Role




The Soldier is considered to be the most versatile class, with great offensive and defensive capabilities. The soldier has 200 health and 80% of the base move speed set by the game.

Special Abilities



The soldier can use rocket jumping at the cost of some health to fly through the air and high areas or clear areas of the map quickly.

Weapons



Primary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v • d • e</small>
 Stock Rocket Launcher		4	20	Base: 90 Crit: 270	
					

Secondary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v • d • e</small>
 Stock Shotgun		6	32	Base: 60 Crit: 180 [6 damage × 10 pellets]	

Melee

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Shovel					

Pyro

Role

The Pyro specializes in fighting enemies up close with the use of a flame thrower. Enemies can be set on fire and suffer damage over time from burning. The Pyro starts with 175 health and has 100% of the base speed set for the game.

Special Abilities

The Pyro wears an asbestos-lined suit that protects from the burning over time effect from other enemy Pyros.



Weapons

Primary



Fire damage is determined by particle range from Flamethrower.

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v • d • e</small>
 Stock Flamethrower		200	N/A	Base (Max): 153.5 / sec. Crit (Max): 460.5 / sec. Afterburn: 6 / sec. x 10 secs.	<ul style="list-style-type: none"> On hit: ignites enemy. Secondary fire blasts compressed air which knocks back enemies, redirects enemy projectiles, and extinguishes flames on teammates, using 20 ammo per blast. All deflected projectiles will inflict Mini-Crit damage.
 Promotional Nostromo Napalmer					

Secondary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Shotgun		6	32	Base: 60 Crit: 180 [6 damage × 10 pellets]	

Melee

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Fire Axe					

Demoman

Role



The Demoman uses area of effect explosives to deal indirect and midrange splash damage. The Demoman starts with 175 health and has 93% of the base speed set for the game.

Special Abilities



The Demoman can use his stickybombs to jump in a way that is very similar to the way a soldier can rocket jump.

Weapons



Primary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 <p>Stock Grenade Launcher</p>		4 / 6	16 / 30	<p>On direct hit:</p> <p>Base: 95–105</p> <p>Crit: 270–330</p> <p>After bounce:</p> <p>Base: 22–64</p> <p>Crit: 190</p>	<p>i Grenades have zero range falloff.</p> <p>i Grenades explode on contact with an enemy player or building, provided they have not bounced first.</p>

Secondary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v • d • e</small>
 <p>Stock Stickybomb Launcher</p>		8	24	Base: 103— 138 Crit: 353	<p>Primary fire launches the bombs, secondary fire makes them all explode at once. Holding primary fire launches the bomb farther.</p> <p>Stickybombs stick to most surfaces and remain ready until the player either detonates them or dies.</p> <p>Can lay up to 8 stickybombs at once.</p> <p>Stickybombs may be attacked and destroyed with any bullet firing weapon, direct strike from a melee weapon, or an enemy Scottish Resistance sticky detonating near it.</p>

Melee

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v • d • e</small>
 <p>Stock Bottle</p>					<p>The Bottle will break upon a successful Critical hit (purely cosmetic feature).</p>

Heavy

Role

The Heavy uses a minigun to inflict devastating firepower in the form of a high rate of fire at short to medium range. The Heavy starts with 300 health and has 77% of the base speed set for the game.

Special Abilities



The ability to hold and actually fire a minigun is impressive on its own, but it comes at a cost of slower than normal move speed when revving or firing the minigun.

Weapons



Primary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Minigun		200	N/A	Base: 520 / sec. Crit: 1080 / sec.	<ul style="list-style-type: none"> Secondary fire spins-up the barrel without firing. Fires 4 bullets per unit of ammo used.
 Promotional Iron Curtain					

Secondary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 <p>Stock Shotgun</p>		6	32	Base: 60 Crit: 180 [6 damage × 10 pellets]	

Melee

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 <p>Stock Fists</p>					<p>i Secondary fire will throw a right-handed punch (no difference from left-handed punch).</p>

Engineer

Role

The Engineer specializes in building mechanical contraptions for his team and is the only class that uses metal in the game. The Engineer starts with 125 health and has 100% of the base speed set for the game.

Special Abilities





The Engineer can build and upgrade a sentry gun for area denial, a dispenser that heals and generates ammo and metal, and also teleporters to help himself and the team move from one location to another on the map.

Weapons

Primary



Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities v d e
 <p>Stock Shotgun</p>		6	32	Base: 60 Crit: 180 [6 damage × 10 pellets]	

Secondary



Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Pistol		12	36	Base: 15 Crit: 45	
 Promotional Lugermorph				[6 rounds / sec.]	

Melee

Note that all the Engineer's melee weapons are capable of building, repairing and upgrading buildings, as well as removing [Sappers](#).

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Wrench					

PDA

Weapon	Notes / Special Abilities
 Stock Construction PDA	ⓘ Allows the player to place the Sentry, Dispenser, and both Teleporters in the world.
 Stock Destruction PDA	ⓘ Allows the player to destroy his Sentry, Dispenser, and both Teleporters.

Medic

Role



The Medic is the primary healing class of the team who can heal members of his team using the Medi Gun and also inflict damage with weapons. The Medic starts with 175 health and has 107% of the base speed set for the game.

Special Abilities


The Medi Gun allows for healing teammates to build an ÜberCharge which will grant the medic and his heal target temporary invulnerability. The medic also heals himself slowly over time.

Weapons

Primary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Syringe Gun		40	150	Base: 10 Crit: 30 [10 syringes / sec.]	

Secondary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Medi Gun	N/A	N/A	N/A	N/A	i ÜberCharge grants Medic and patient 8 seconds of guaranteed invulnerability.

Melee

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v • d • e</small>
 Stock Bonesaw					

Sniper

Role






The Sniper is a long distance high priority target eliminator who uses his Sniper Rifle with deadly precision. The Medic starts with 125 health and has 100% of the base speed set for the game.

Special Abilities



Other than the fact that the sniper owns a sniper rifle, he does not really have any other special abilities.

Weapons



Primary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v • d • e</small>
 Stock Sniper Rifle	 	25	N/A	Base: 50–150 Headshot: 150–450	+ Critical hits are guaranteed for headshots. - No random critical hits. i Charges while zoomed.
 Promotional / Craft AWPer Hand	 				

Secondary

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v • d • e</small>
 Stock Submachine Gun		25	75	Base: 8 Crit: 24 [10 rounds / sec.]	

Melee

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v • d • e</small>
 Stock Kukri					

Spy





Role




The Spy is the ideal class for taking out high priority targets and dealing with engineer buildings. The Spy starts with 125 health and has 100% of the base speed set for the game.


Special Abilities


The Spy has the ability to go invisible for a brief period of time, disguise as any class, sap enemy structures, and can also instantly kill enemies with a successful stab to the back with his knife.

Weapons

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v • d • e</small>
 <p>Stock Revolver</p>		6	24	<p>Base: 40</p> <p>Crit: 120</p>	
 <p>Promotional Big Kill</p>					

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Knife	 				

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Primary PDA Disguise Kit	N/A	N/A	N/A	N/A	ⓘ Allows the Spy to disguise himself as an enemy or a friendly player.

Weapon	Kill Icon	Ammo Loaded	Ammo Carried	Damage Range	Notes / Special Abilities <small>v · d · e</small>
 Stock Secondary PDA Invis Watch					