= Titanfall =

 Titanfall is a multiplayer first @-@ person shooter video game developed by Respawn Entertainment and published by Electronic Arts . It was released for Microsoft Windows and Xbox One on March 11 , 2014 ; an Xbox 360 version ported by Bluepoint Games was released April 8 , 2014 . The game was highly anticipated as the debut title from developers formerly behind the successful Call of Duty franchise .
 In Titanfall , players control " pilots " and their mech @-@ style Titans , and fight in six @-@ on @-@ six matches set in war @-@ torn outer space colonies . The game is optimized for fast @-@ paced , continual action , aided by wall @-@ running abilities and populations of computer @-@ controlled soldiers . Up to 50 characters can be active in a single game , and non @-@ player activity is offloaded to Microsoft 's cloud computing services to optimize local graphical performance . The game 's development team began work on the title in 2011 , and their Titan concept grew from a human @-@ sized suit into a battle tank exoskeleton . The team sought to bring " scale , verticality , and story " to its multiplayer genre through elements traditionally reserved for single @-@ player campaigns . The 65 @-@ person project took inspiration from Blade Runner , Star Wars , Abrams Battle Tank , and Masamune Shirow of Ghost in the Shell .
 Titanfall won over 60 awards at its E3 2013 reveal , including a record @-@ breaking six E3 Critics Awards and " Best of Show " from several media outlets . It also won official awards at Gamescom and the Tokyo Game Show . Titanfall received generally favorable reviews . Reviewers praised its balance , Smart Pistol weapon , player mobility , and overall accessibility for players of all skill sets , but criticized its thin campaign , disappointing artificial intelligence , and lack of community features and multiplayer modes . Critics considered the game a successful evolution for the first @-@ person shooter genre but did not agree as to whether the game delivered on its anticipation . On March 12 , 2015 , it was announced that a sequel is in production for Microsoft Windows , PlayStation 4 , and Xbox One .

 = = Gameplay = =

 Titanfall is a shooter game played from a first @-@ person perspective . Players fight as free @-@ running foot soldier " pilots " who can command agile , mech @-@ style exoskeletons ? " Titans " ? to complete team @-@ based objectives . The game is set on derelict and war @-@ torn colonies at the Frontier fringe of space exploration as either the Interstellar Manufacturing Corporation (IMC) or the Frontier Militia . Online multiplayer is the sole game mode , but contains single @-@ player elements such as plot , character dialogue , and non @-@ player characters (NPCs) . While Titanfall has no offline , single @-@ player , or local splitscreen modes , it supports system link over a local area network (LAN) . Respawn founder Vince Zampella described the game as bringing " scale , verticality , and story " to the first @-@ person shooter genre of multiplayer gaming .
 Up to twelve human players choose their pilot types and are dropped on the map , beginning the game . Titans can be deployed periodically , based on an onscreen timer , which must complete its countdown to zero before a Titan can be summoned . Killing other players reduces the amount of time remaining . When summoned , players are told to " standby for Titanfall " , whereupon a Titan drops from the sky , surrounded by a protective forcefield . Unlike player @-@ characters in games like Call of Duty and Battlefield , pilots are agile and accumulate momentum while running (similar to Tribes) . Players run on walls , double jump with a jet pack , vault over obstacles , glide across ziplines , and chain together combos . Pilot and Titan controls are identical except where the pilot 's double jump becomes the Titan 's dash , as Titans cannot jump . The Titans , somewhere between battle tanks and a mecha , are slower than the nimble pilots . Battles include artificial intelligence soldiers (human grunts and robotic spectres) that are designed as human player competition , support , and scenery . Games end with a race to the losing team 's evacuation dropship .
 The pilot 's tactical abilities include x @-@ ray vision , invisibility cloaking , and regenerating speed boosts . Pilots use ten traditional customizable weapons , including a semi @-@ automatic shotgun , machine guns , assault rifles , sniper rifles , and the Smart Pistol Mk5 . The latter locks onto

multiple targets before firing multiple shots in a burst . Players generally require three Smart Pistol shots to die . The pistol can also shoot around corners . All pilots have anti @-@ Titan weapons equipped . Pilots can hop on a Titan 's back to " rodeo " and shoot its weak spot , or otherwise use four anti @-@ Titan weapons to take them down . Player @-@ pilots can eject from Titans that take too much damage , and the Titan replacement timer is reset upon the Titan 's death .

There are three unique Titan classes , variants of light , medium , and heavy , with inversely related speed and armor : the all @-@ around Atlas , the ponderous Ogre , and the lithe Stryder . The latter two chassis are unlocked upon finishing both faction campaigns and were later made unlockable by leveling up as well . Each chassis has a respective Core power that works on a cooldown timer : respectively , increased damage , increased shields , and unlimited dashes . Titan tactical ability options include stopping enemy ammunition in midair to throw back in their direction , emitting electrified smoke to hurt and repel pilots climbing the Titan 's back , and deploying a defensive wall . Additionally , players can equip two perk kits to customize for their preferred strategy . Their primary weapons include rocket launchers , lightning cannons , and chainguns . Titans can act autonomously when put in guard and follow modes , which directs the Titan either to protect their vicinity or to tail their pilot , respectively .

There are 15 multiplayer maps and five multiplayer modes in the base game . In Attrition , a traditional Team Deathmatch , teams compete for the greatest kill count , and bot kills and Titan kills are counted . Pilot Hunter is similar to Attrition , but only counts pilot kills . In Hardpoint Domination , the object is to capture and defend areas of the map . In Last Titan Standing , players begin the match in Titans and have a single life . There is also a Capture the Flag mode . All modes are team @-@ based and there are no free @-@ for @-@ alls . Completing challenges unlocks new abilities , weapons , customization opportunities , and burn cards : single @-@ use , single @-@ life power @-@ ups that bestow a temporary gain , such as reduced Titan drop waits , unlimited grenades weapons , or disguise as a computer @-@ controlled Spectre . Players can bring up to three cards into a match . Through multiplayer matches , players earn experience points that unlock new equipment and perks . Players who reach level 50 can " regenerate " to back to level 1 , trading their rank and unlocks for faster experience gain and a prestige icon next to their names .

The game 's " campaign multiplayer " is separate from the game 's regular multiplayer (called classic internally) , and serves as an extended tutorial . It plays as multiplayer with single @-@ player elements , such as scripted cinematic sequences , non @-@ playable character dialogue , an in @-@ game soundtrack , and audio briefings . There are separate campaigns for the Militia and IMC factions , and the game randomly assigns the player to one for a series of nine maps . Each mission is paired with a specific game type and map , supplemented by minimal voiceover narration , which was later removed . The Militia are the civilian military of the Frontier and the resistance against IMC use of colony resources . Their most important members include Titan War veteran and former mutiny leader MacAllan , intel specialist and engineer Bish , and Marauder Corps leader Sarah . The corporate conglomerate IMC specializes in natural resource extraction , and came to the resource @-@ rich Frontier for business . Their major players are Frontier operations commander @-@ in @-@ chief Vice Admiral Graves , intel specialist Blisk , and artificial intelligence companion Spyglass .

= = Development = =

Following Call of Duty : Modern Warfare 2 's release , Activision fired Infinity Ward co @-@ founders Jason West and Vince Zampella in March 2010 for " breaches of contract and insubordination " . Their departure resulted in a series of lawsuits and a staff exodus . Later that year , West and Zampella founded a game development company , Respawn Entertainment , composed largely of the former Infinity Ward staff ? those responsible for the successful Call of Duty series . The company started with a completely blank slate . The ideas that became Titanfall slowly accreted over the next two years .

Pre @-@ production began in 2011 , and Respawn 's first game was originally planned for seventh generation consoles . The idea for the game did not come easily , and the team arrived at its

multiplayer @-@ only and human @-@ mech focus after much internal debate . The team started with open collaboration about games and game mechanics they found exciting , and no market research . Respawn artist Joel Emslie recalled starting with a human @-@ sized suit as a " second skin " , which the designers grew in size . As Respawn didn 't have the necessary computers , the artists resorted to kitbashing and model making ? Emslie prototyped by putting a figurine inside a plastic model kit . The team progressed to detailed , foot @-@ high " mechettes " made of wood , wire , and plastic , which became the Atlas Titan . Project influences include Blade Runner , Star Wars , Abrams Battle Tank , and Masamune Shirow of Ghost in the Shell . Emslie refers to the aesthetic as a " used future " . Their production was unconventional , similar to Infinity Ward 's old practices , and the game didn 't have design documentation . At E3 2011 , Electronic Arts Labels president Frank Gibeau revealed that Respawn 's first project was a science fiction shooter published by Electronic Arts . Two project leads left the company to begin their own studio in mid @-@ 2012 , and West retired in March 2013 .

Rather than responding to the outgoing console generation 's technical restrictions with code optimization and a tight release near the end of the consoles ' life cycle , the team decided to focus on the eighth generation with more time to try new ideas . Zampella announced that Respawn would show at E3 2013 via Twitter on February 25 , 2013 . Their planned announcement leaked early through the premature release of Game Informer 's July 2013 issue on Google Play , which revealed their first game 's title , premise , and release date . Other advance public information included the company 's trademark filing for " Titan " in April 2013 , and an April 2013 Kotaku report of the game 's Titan mech gameplay and Xbox One exclusivity . The game was officially announced during Microsoft 's E3 2013 press conference , with expected Windows PC , Xbox 360 , and Xbox One releases in Q1 2014 . The Xbox 360 version was announced as in development with Respawn 's support at another studio , though Bluepoint Games was not announced as the studio until January 2014 . Electronic Arts CFO Blake Jorgensen later added that the Microsoft exclusivity agreement would last " for the life of the title " , such that other consoles , including the PlayStation 4 , will not receive a Titanfall port . In February 2014 , Zampella tweeted that Respawn was discussing an OS X port for release some time after launch . The team 's small size ? less than a quarter of similar triple A studios ? also contributed to the game 's exclusivity .

The 65 @-@ person development team experimented with different gameplay before consolidating to three goals : " player mobility , survivability , and the merging of cinematic design with fast @-@ paced action " . They identified contemporary first @-@ person shooters as restricted to " a single plane of movement " , the cardinal directions and hiding in place , and considered new features to increase mobility , such as a three @-@ story @-@ high jump . Final mobility features include wall running and the pilot 's jump kit , which allows for double jumps . The parkour mechanics came from a similar , basic wall running mod made by a Respawn programmer for Half @-@ Life 2 when testing potential game engines . Additionally , the game does not cordon off parts of the environment . Concerning survivability , Respawn chose to populate the environment with dozens of computer @-@ controlled characters to give players the reward of consecutive kills while reducing the player deaths necessary in return . The team spent significant time balancing the " cat and mouse " combat between pilots and Titans . They annulled advanced sniping techniques known as " quickscoping and no @-@ scoping " . Thirdly , the cinematic storytelling segments associated with single @-@ player campaigns were merged into the multiplayer mode .

The decision to combine modes allowed Respawn to conserve resources traditionally split between separate teams . Player count changed weekly and was playtested often , more as a question of design than technical feasibility . Early Titanfall playtest players did not realize that they were playing against human opponents for over 45 minutes . Respawn originally tested teams of eight , 12 , and various decreasing sizes before they decided on teams of six Lead designer Justin Hendry said that more human players make the game " uncomfortable " not due to overcrowding but to the intensity of maintaining one 's surroundings against many points of entrance . Producer Drew McCoy wrote that the non @-@ human artificial intelligence (AI) players were not bots meant to replace humans , but " a different class of character in the game " . Each team supports up to 12 AI players alongside the human players ' autonomous mode Titans , for close to 50 active characters per game

. The AI players were designed to enliven the battlefield environment with a greater sense of scale and drama , and to increase the game 's complexity with new opportunities for strategy and cannon fodder for Titans . McCoy said the team 's foremost goal was to make the game fun .

Respawn chose to build Titanfall on the Source game engine early in their production cycle due to their developers ' familiarity and its ability to maintain 60 frames per second on both the Xbox 360 and PlayStation 3 . In an interview , Respawn software engineer Richard Baker said the company chose Source since Portal 2 performed well on the PlayStation 3 with it , and the console was " the riskiest platform in seventh generation " . The company built upon the engine during development in features such as lighting , rendering , visibility , networking , and tools pipelines . The game also uses Microsoft Azure cloud computing platform for multiplayer servers , physics , and artificial intelligence . Offloading this non @-@ player activity frees the local console for visual rendering tasks and better graphics , and the developers for game development (instead of backend maintenance) . This arrangement determines world events in the cloud instead of locally , so position and movement data is downloaded simultaneously by all player @-@ clients . The studio 's cloud server access is considered vital to the game 's viability , and Respawn artist Joel Emslie said they would not have attempted this game without the cloud support . The team ran a small alpha test and followed up with a large beta test to stress test the new Xbox Live compute platform as one of the first games to use the network . The platform broke for seven hours at one point of the test . Lead programmer Jon Shiring figured that the ten problems they found during the test were ten problems they didn 't need to find at launch . Respawn felt that Kinect support did not suit the game and chose not to support the peripheral . The development team reported considerable interest in support for esports competitive play , and while such features were not prioritized for the initial release , Respawn indicated that esports accommodations were under consideration for future iterations .

The game was feature complete as of December 2013 , and the Respawn team continued to address game bugs and balancing issues before launch . Respawn ran a closed beta test with an open registration in February 2014 that saw two million unique users . An Xbox One patch to bring support for Twitch streaming video was designed to coincide with Titanfall 's release . Respawn announced that the release version was finalized for distribution (" gone gold ") on February 26 , 2014 .

= = Audio = =

Titanfall 's composer Stephen Barton had previously worked on Call of Duty soundtracks and with Metal Gear Solid composer Harry Gregson @-@ Williams . Barton joined the project in early 2013 . The game 's E3 demo had sparse , placeholder audio and did not feature any final mixes , which were expected to be completed by November 2013 . Barton sought to make the soundtrack " distinctive " , with several main themes that build through the game . The music was designed " as commentary " , to not compete with the action . As a multiplayer game , Barton produced a large number of tracks to avoid repetition . The sound ranges from " a very abused hurdy @-@ gurdy to heavy electronics " to " Morricone @-@ esque baritone guitars " . Barton emphasized " taking sounds out of their context " to match the game 's lawless futuristic setting . The two opposing Titanfall teams each have their own musical identities . Titanfall 's soundtrack was recorded at Abbey Road Studios in London , with some specialty ethnic instrumentation recorded in Los Angeles .

= = Release and marketing = =

Titanfall was released on Xbox One and Windows PC (via Origin) in North America on March 11 , 2014 , in Europe and Australia on 13 , and in the United Kingdom and New Zealand on 14 . The game 's South African release was cancelled due to poor connectivity performance during the beta and no nearby Microsoft Azure data center in the region . Australia , in a similar predicament , used Singapore 's servers at the time of launch . The delayed Xbox 360 release developed by Bluepoint

Games was released on April 8 , 2014 in North America , and on April 11 , 2014 in Europe . The Xbox 360 version is functionally identical to the other releases , albeit with lower @-@ quality graphics . A downloadable Xbox Live Games on Demand option was not available at launch but was implemented later . The PC version did not include modding tools at launch , though it did support the Xbox 360 controller . Microsoft hosted over 6 @,@ 000 midnight launch events worldwide to prepare for the release .

Respawn produced both free and paid post @-@ release downloadable content and offered a season pass discount for pre @-@ purchasing . Three DLC packs are expected with the season pass . The first Titanfall downloadable content (DLC) pack , Expedition , was announced at PAX East 2014 for release in May 2014 . Its story occurs after the campaign in the ancient alien ruins of " Swampland " , water " Runoff " , and training simulator " War Games " maps . Upcoming DLC will likely not change the number of Titan chassis . Electronic Arts designed the game 's digital strategy to coexist with their other shooter , Battlefield 4 , and the game does not use microtransactions . The free updates include features such as private matches that were left out of the original release for time restrictions . The private match feature was added in April 2014 . An additional , free update will bring new burn cards and multiplayer modes , and an upcoming PC patch will add 4K video and Nvidia graphics processing unit support . The company is also planning a companion smartphone app .

Following release , Respawn tracked user cheating habits with FairFight software and began to dole out community bans for PC users who used exploits such as " aimbots " and " wallhacks " on March 21 , 2014 . FairFight checks gameplay against statistical markers and flags players for graduated penalty levels . Flagged players are restricted to games with other cheaters , as " the Wimbledon of aimbot contests " . Respawn rolled out multiplayer matchmaking tweaks around the same time that prioritized fair matches of player skill .

The collector 's edition includes a Titan statue set in a LED @-@ lit diorama , an art book , and a poster . A limited edition Xbox One wireless controller designed after the game 's C @-@ 101 carbine weapon launched alongside the game . It was built to feel like " a piece of military spec hardware transported from the universe of Titanfall ... into players ' hands " . An Xbox One console bundle was released simultaneously with the game , and includes a digital copy of Titanfall and a month of Xbox Live at the price of the standalone console .

K 'Nex announced a toy marketing tie @-@ in for 2014 . Respawn announced other marketing tie @-@ ins in late January including apparel , Jinx clothing , Mad Catz peripherals (keyboards , mice , mouse pads , headsets) , posters , Prima strategy guides , a Titan Books art book , Turtle Beach Xbox One headsets , USB flash drives . Before release , Electronic Arts and Respawn unveiled a browser game collection of three Atari games (Asteroids , Missile Command , and Centipede) with an added Titanfall theme . Respawn also announced forthcoming Titanfall live action content from a partnership with Canadian post @-@ production studio Playfight . Figurine manufacturer Threezero announced in March 2014 that they will produce 1 / 12 to 1 / 6 scale models of Titanfall Titans and pilots . A worldwide marketing campaign included large statues of Titans across multiple cities , and an advertising campaign that spanned billboards , television commercials , Twitch , the web , and YouTube .

Respawn released a Deluxe Edition for Windows , Xbox One , and Xbox 360 platforms in late 2014 . The expanded game includes all three downloadable content expansions alongside the main game . Around the same time , Respawn announced that over seven million people had played Titanfall across all platforms .

= = Reception = =

Titanfall took over 60 awards at its E3 2013 reveal , including a record @-@ breaking six E3 Critics Awards : Best in Show , Best Original Game , Best Console Game , Best PC Game , Best Action Game , and Best Online Multiplayer . The game also won Best in Show from IGN , Destructoid , Game Informer , and Electronic Gaming Monthly . Reporting for Polygon at E3 , Arthur Gies praised the " dynamism " between the Titan 's brute force and the pilots ' objective @-@ based stealth as

the game 's greatest asset . IGN 's Ryan McCaffrey declared Titanfall both " Microsoft 's killer app " and multiplayer gaming 's " next big thing " , adding , " You will buy an Xbox One for Titanfall , and you should . " Forbes 's Erik Kain similarly predicted the game to be a " huge selling point " for the Xbox One . The game won Best Next Generation Console Game and Best Xbox Game at Gamescom 2013 . The game was introduced to Japan at the 2013 Tokyo Game Show , where the response was " overwhelmingly positive " and it won a Future Award . Titanfall won " Most Anticipated Game " at VGX 2013 . Many critics considered Titanfall to be the next step for the first @-@ person shooter genre , and the game received abundant " hype " and publicity from video game journalists .

Titanfall received " generally favorable " reviews , according to video game review aggregator Metacritic . Critics praised the game 's pilot ? Titan balance , its Smart Pistol , fast @-@ paced player mobility , and accessibility for players of all skill sets . Reviewers complained that the AI grunts were too unintelligent , that private match and community support features were lacking , and that the game had shipped with too few multiplayer modes . Multiple reviewers cited the Titan 's feeling of grandiosity in the player experience ? specifically , the thrill of watching a summoned Titan fall from the sky , but also the feeling of entering the Titan exoskeleton and of scaling a Titan to take it down .

Arthur Gies of Polygon wrote that the game 's controls felt streamlined and natural . He felt empowered by his awareness of his potential strengths and vulnerabilities behind his choices . IGN 's Ryan McCaffrey praised the balance between weapons . He called the Smart Pistol his " favorite sidearm since the Halo 1 pistol " , but noted that its range and several @-@ second lock @-@ on balanced the gun 's fairness . GameSpot 's Chris Watters thought the pistol was a " neat twist on the humble sidearm " . Dan Whitehead , writing for Eurogamer , compared the Smart Pistol to the inventive weapons of the Resistance series and otherwise wasn 't impressed with the weapons . Gies of Polygon wished for more customization options and IGN 's McCaffrey praised the maps , which ranged from " very good to great " ? from the fast @-@ action ziplines in the very good desert " Boneyard " to the great tiny village " Colony " with crowded houses to exchange gunfire across varied heights .

VG247 's Dave Cook wrote that simplifying the game as " just Call of Duty with mechs " was unjustified given its freshness and innovation , though The Verge 's Andrew Webster said " just Call of Duty with mechs " is essentially what it is . Cook added that the parkour elements " turn the Call of Duty format on its head " and that Titanfall addressed all issues with Call of Duty 's game balance . Multiple reviewers referred to Titanfall as Call of Duty : Future Warfare or a variant whereof . Edge noted that the parkour elements made them approach at an angle instead of rushing directly at the dots on the mini @-@ map , and GameSpot 's Chris Watters said simple player movement was both a pleasure and a challenge . The Verge 's Vlad Savov wrote that wall running " hasn 't felt this good since ... the Prince of Persia series " . Eurogamer 's Whitehead said other shooters felt " leaden and limited " after playing Titanfall .

Reviewers found the campaign poorly executed . Edge called it " nonsense " , and Dan Whitehead of Eurogamer said it was " as clichéd as it is shallow " . IGN 's McCaffrey wrote that the story became " background noise " in an otherwise chaotic game . Writing for The Verge , Adi Robertson compared the plot to the backstory on 1990s CD @-@ ROM user manuals , and OXM 's Mikel Reparaz felt his actions were unimportant to the narrative . Ars Technica 's Peter Bright called the campaign 's voice acting " some of the worst ... [he 's] ever heard ? flat and uninspired " . Reviewers noted how the game borrowed from games in other genres , such as DOTA and League of Legends . McCaffrey of IGN considered the AI soldiers both a valuable game mechanic and " worthless fodder " at once . Edge called Titanfall " a game of time management " , spent planning when timers will deplete and activate powers . Peter Bright of Ars Technica wrote that the nature of the Titan timers turned every mode into a deathmatch , regardless of objective . IGN 's McCaffrey referred to the experience point " grind " and the Titanfall timer as the game 's " two economies " . He also praised Respawn for not using microtransactions with the game , especially with burn cards . Writing for Edge , Neil Long compared burn cards to FIFA Ultimate Team 's power @-@ ups . Whitehead of Eurogamer wrote that the game begins to drag after level 25 and slows into a grind ,

though its flow overall is effortlessly cool , like a " first @-@ person Crackdown " .

Edge wrote that Titanfall 's major issue was the Xbox One , which performed less admirably compared to the PC version . GameSpot 's Chris Watters acknowledged that the PC 's higher resolution was expected and that the Xbox 360 version had an even lower resolution , frame rate issues , and texture pop @-@ in , though it still handled the game well . Peter Bright of Ars Technica wrote that the game 's visuals were " lacking " , with flat lighting and static environments . OXM 's Mikel Reparaz thought that the title should have been a launch release , where it would have been easier to overlook its sparse content . Minding the processing power behind the battles , the reviewers were not particularly impressed by the graphics . Eurogamer 's Dan Whitehead compared the game 's aesthetics to Pacific Rim and District 9 .

Reviewers thought Titanfall was a successful evolution of the genre , with GameSpot 's Chris Watters calling it " a great leap forward for shooters " and EGM 's Chris Holzworth declaring the game " unquestionably worthy of all the praises sung about it " , but Eurogamer 's Whitehead concluded that the game 's " more of a step forward ... than a leap " . Polygon 's Arthur Gies said Titanfall was not the " kind sea change Modern Warfare started " . Peter Bright of Ars Technica wrote that the game 's multiplayer was " not groundbreaking " and did not surpass Call of Duty 's , and Edge decided that Titanfall " might not be Xbox One 's killer app " . Reflecting on a lack of sales data a month after release , Paul Tassi wrote that the " buzz " surrounding Titanfall 's release " seemed to fade abnormally quickly " and that the game hasn 't " capitalized on the goodwill it had ahead of , and even during , launch " . While EA COO Peter Moore told investors on a May 2014 call that the game had sold 925 @,@ 000 retail copies in the United States during its launch month , that number came from an external NPD Group report that Titanfall was March 's top @-@ selling game . NPD Group reported it was April 's top @-@ selling game as well . As of May 2014 , EA had not released figures on Titanfall 's sales , an uncommon practice that drew skepticism from journalists such as Paul Tassi . IGN reported that Titanfall sold ten million copies as of October 2015 , but other sources could not conclude whether the Vince Zampella source tweet meant ten million units sold or unique players .

= = Sequel = =

Jaz Rignall of USgamer revisited Titanfall in late 2015 and found the game still worthy of its original praise , though he noted that its technical details ? namely graphics and framerate ? showed some age . He felt that the game 's content issues , apart from the light campaign , were resolved by the free additional maps . Overall , Rignall said that Titanfall had been replaced by newer shooter games .

On March 12 , 2015 , Respawn confirmed that a sequel is in development for Windows , PlayStation 4 and Xbox One . Respawn also announced that the company is working with Nexon to develop multiple Titanfall games for iOS and Android on October 29 , 2015 . Unlike its predecessor , Titanfall 2 will have a traditional single @-@ player campaign . On April 11 , 2016 , Respawn released a teaser trailer for Titanfall 2 , stating that more information will be released at E3 2016 .