

A Bad Design

Battlefield 2042

Joseph Casetta

Battlefield 2042

- Developed by Dice, published by Electronic Arts (EA)
- Average player count (Steam) in the last thirty days, 9,763
- Battlefield V, release date 2018, average player count, 10,761

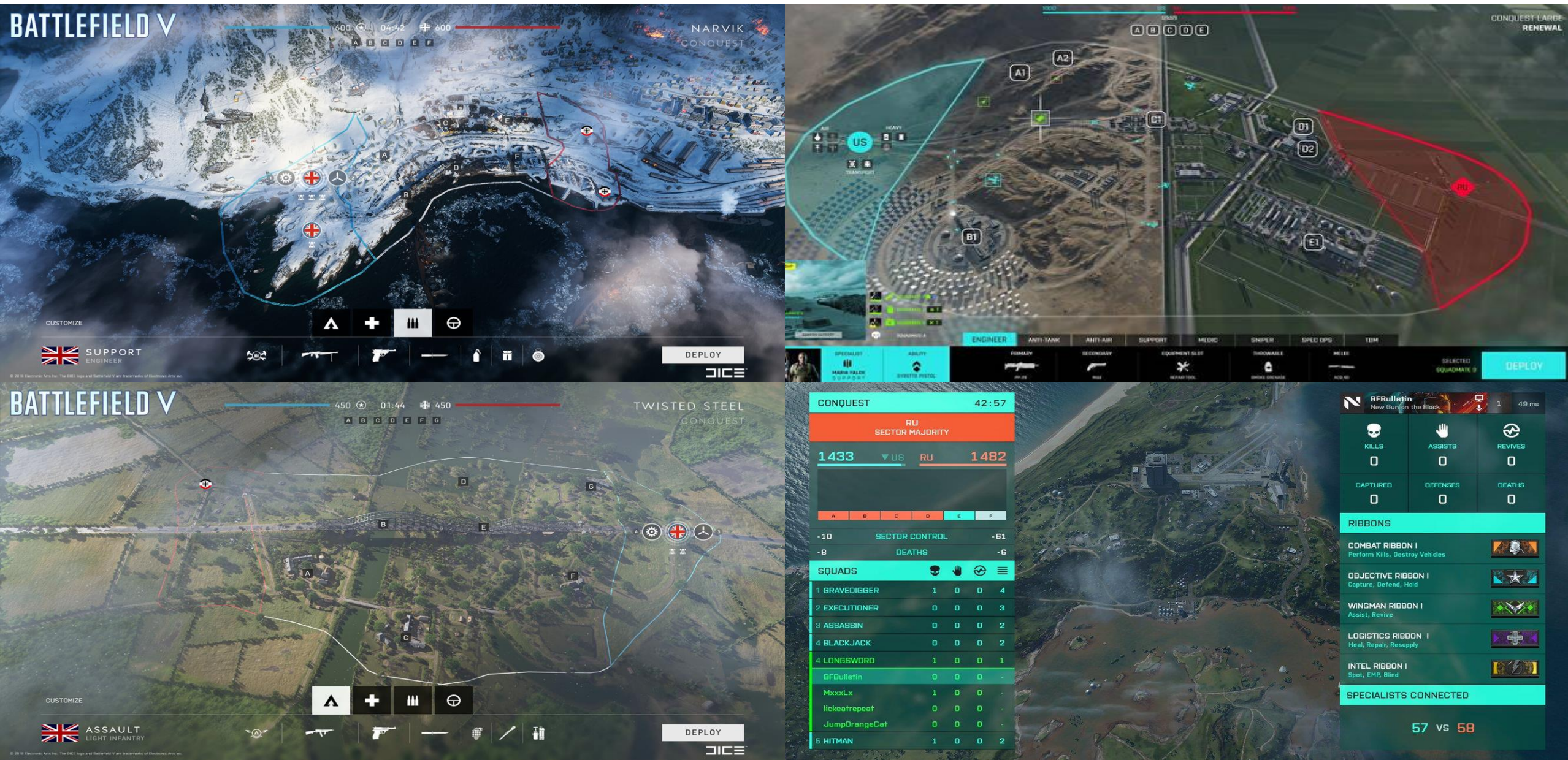


Gameplay and Features

- No server browser
- No scoreboard
- No class system
- Stat tracking
- No squad changing
- No clans
- Fewer maps
- No levelution
- Poor balance
- Less destructibility
- Bad sound design
- Empty maps
- Less peripherals support



UI Design and Clutter





122

20/100

Highway2000

Darkgreen1000

PrincessPig

zaburam20

Apollo432

285 300 315



FOREST CABIN

Apollo432

Maserv34

Vlad8090

Crustybunc



17 57



Bi0b0t Requests revive

! Sector C taken // Enemy -10

Apollo432 DM7 Grosseyeuk

! Sector C is under attack

! Enemy took Sector A // Friendly -10

1456 RU 1477



- gen_tab
- Apollo432
- lolimaster2d
- Xs hom3R x2

A B C D E F

RB LB RB

Schweifzug Katerfisch

38 m

40 m

4

5

6

Grosseyeuk

+15 XP HOLDING OBJECTIVE

+50 XP ENEMY KILLED

+10 XP OBJECTIVE DEFENDED

002

045

FALCK +56



97 E

26:45



148

CAPTURE THE OBJECTIVE IN THE SECTOR

GonzyTotalGamer



[Sturmgewehr 1-5] A-Velocipastor

Lukas_Supoz



[Mk VI Revolver] [DDK]71Nic

Lukas_Supoz



[Sticky Dynamite] Lukas_Supoz

✓ [IFRG]JackFrogs 2073

✓ Banjo89

✓ asatavdele123

✓ [WIR]Hans_vom_Land

HOLD TO CALL FOR HELP



HOLD TO SKIP REVIVE

BLEEDING OUT



wjohnat Requests revive
JibbyBee M5A3 Apollo432
Apollo432 Requests revive
Kraizzy Requests revive

ASSISTS

| | | | |
|---|--|---|---|
|  | KainFisch New Gun on the Block |   | 5 |
|  | XMeshyX New Gun on the Block |   | 1 |
| KILLED BY | | | |
|  | JibbyBee New Gun on the Block |   | 1 |



M5A3

Visual Distinctiveness



Battlefield 4 Characters

Visual Distinctiveness



VS



2042 Characters

All Missing Features

Core Features

- No single-player story/campaign mode
- No standard server browser
- Fewer standardized game
- No standard hardcore mode
- No conventional scoreboard
- No persistent lobbies
- No class system
- Less character customization options (than BF5)
- No profile progress/stats page in the menu
- No battle log/stats tracker for other players
- No global leader boards
- No dog tags
- No custom emblems
- No cross-game profile screen
- No spectator mode
- No permanent community servers
- No Central US servers
- No test

Infantry Gameplay

- Fewer guns Fewer infantry gadgets
- No manual leaning
- No diving while swimming
- No moving during prone ADS
- No high wall vaulting
- No crouch sprinting
- No backwards prone
- No explosion knockback
- No rolling after falling from heights
- No "you are spotted" indication.
- No ammo or health pickup off teammates
- No scope zeroing
- No tiered reloads/paused reloads
- No thermal optics
- No indirect fire gadgets
- Less anti-tank launchers
- No lock-on launchers
- No AP mines/claymores
- No suppression mechanic
- No first person takedown animations

Vehicles

- Fewer vehicle types
- No naval vehicles
- Cannot spawn in a passenger seat in transports at round start.
- No vehicle gunner direction indicator
- No lock on direction indicator
- No unoccupied seat indicator on friendly vehicles
- No vehicle enter/exit animations
- Less vehicle driver/pilot customization options
- No tank zoom customization options
- No heli gunner secondary weapons
- No separate heli/fixed-wing controls
- No rocket impact reticle for helicopters
- No option to toggle tank turret decoupling
- No control input while looking behind/free looking in aircraft
- No joystick/non-generic gamepad support
- General consensus seems to be that the helicopter and fixed wing flight models are a step down from BF4.

Scoring System

- No squad wipe scoring
- No player damage points
- No vehicle damage points
- No vehicle kill assist points
- No laser designation kill assist points
- No headshot bonus
- No long-range kill/ marksman bonus
- No assist counts as kill bonus
- No multi-kill bonus
- No killstreak stopped bonus
- No comeback bonus
- No squad objective play bonus
- Oversimplified gameplay

All Missing Features Cont.

Squad and Teamwork

- No commander
- No special squad call-in abilities
- No squad field upgrades
- No in-game VOIP
- Fewer factions
- No cross-team chat
- No team changing
- No "create new squad" option
- No option to switch squads
- No self promote to squad lead using "request order"
- No clans/platoons
- No view of squadmates while in the spawn screen
- Smaller squad size
- No rank names/icons, just a number.

Maps

- Lack of persistent servers means poor map rotation
- Fewer base game maps
- No static weapon emplacements
- Fewer destructible buildings
- Very poor balance between vehicle and infantry gameplay
- No infantry focused maps
- No game changing evolution
- Absolutely zero cover between capture zones
- Poor spawn points
- No fortification building
- Fewer urban areas
- No naval maps

UI and Quality of Life

- Less control customization options
- Less UI customization options
- No HUD/icon opacity customization
- No HUD scaling customization options
- No mini-map zoom scale
- No elevation difference indication for enemies on mini map
- No gunsight reticle customization options
- No network performance graph
- No individual player scoreboard
- No ability to zoom in on the spawn map
- Less ultrawide monitor support (hud ratio is locked in at 16:9)
- Very poor friend joining system

Audio

- General consensus seems to be the audio design is bad, especially compared to both BF3 and BF1.
- 3D soundscape is almost non-existent
- Less impactful soundtrack (menu music is very dull and repetitive)
- End of round music is dull and uninteresting (compared to BF1 and V this is a big downgrade)

How to Fix

- Bring back class systems
 - Faction specific aesthetics
- Re-design UI
 - Less is more
- Stop stripping features
- Create product from the ground up
- Set realistic time and work expectations
- Listen to fans



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