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## Movement & Animation

The following movements should be added or changed

- Add Backstep (Square + Left Analog back)
- Add Side Roll (Square + Left Analog right/left)
- Change Dive (L3 + Square + Left Analog in any direction)
  - Should not be usable if sprinting is depleted
  - Diving should also delete stamina. 33% with each dive.
- Playing Dead (Triangle in prone position)
- Hold up (in C&D mode only when on offense and holding up weapon behind defending enemy)

## Class System

### Issues

Limits freedom to choose skills that best suit you

Example:

- Cannot use Quarterback with Enforcer
- Forced to use quarterback with Scout
- Cannot using Field Report with Scout or Infiltrator

Cannot make a quick change in weapon selection in-game

Example:

- Cannot change the type of support item but keep everything else the same
- Cannot quickly add suppressor or grip without editing classes in game

Makes Cloak & Dagger pointless

Example:

- Players using Infiltrator class with stealth on defense
- Players using GROM and other launchers on defense is overpowered
- Players using SERVAL on defense, and 1-shot killing offensive team

No point in having a Rescue mode in future

Example:

- You have stealth available and can basically play C&D in Rescue Mode

Modes like Base, Cap, Race will have serious issues

Example:

- Defending Players will keep spawning with GROM and make is next to impossible to capture base.
- Scoring in capture will be impossible again because of players spawning with GROM over and over

Players camping with overpowered weapons in Bounty Hunter

Example:

- Common strategy in current ESL tournament is to camp near your spawn with GROMS & SERVAL and the only counter is to the same thing back. (Multiple spawn has a lot to this with this as well)

### Solutions

Remove Classes and bring back the Skills & Spawn Drebin Point Weapons Selection system from MGO2.

- Gives player freedom to choose skills and create hybrid classes
- Balancing out the game becomes easier because players have slot limit to skills
- Turns class specific skills such as quarterback accessible to the player if they choose to use it

- With spawn weapon selection players can make small quick changes
- Limits overuse of overpowered weapons such as GROM, SERVVAL which will be more expensive to use and cannot be used throughout the game, but earned through getting points by killing, fulton, etc.
- Perfect for modes like C&D, where weapons should be limited in order to give defensive side limits
- Making Elocs more expensive than grenades makes a situation (at the start of the game) where you have to use a less powerful primary in order to to elocs. This creates balance.

Make skills incremental instead of adding attributes

Example:

- Instead of Lethal Aim 2 allowing you to raise your weapon faster (added attribute), it should make your aim steadier than Lethal Aim 1, and Lethal Aim 3 being steadier than Lethal Aim 2. Raising weapon speed should be included in a different skill (see runner skill in solution 4)

Add more skill slots

- Give players 5 slots (maybe 6). An extra skill slot will give the players more freedom now that the class system is gone.

Bring back skills from MGO2

- Runner (can be called something else, like Speed) - This will lessen the effect of weapon weight on the player and increase movement speed, such as weapon raising, and reloading, walking, and sprinting.
- Quarterback - Incremental increase in grenade throwing distance
- Knife - Bring back the stun knife (NEEDED BADLY IN C&D). Incremental increase in knife animations.
- Remove "Weapons" Skill completely and implement its benefits through other means
  - Allow Players to restock Ammo from HQ spawn (like mgo2)
  - Weapon Attachments can be added with Drebin Points system to balance it. Players should not have grip and muzzle and silencer from the get go. Should be earned.
  - Faster Reloading should be with runner skill (as mentioned above)

Remove or Limit stealth skill with the exception of Cloak & Dagger. Having it readily available takes the fun away from C&D. Also, Make stealth completely invisible like MGO2

- Without classes, stealth should be implemented in 1 of 3 ways
  - No stealth at all except on the offensive team in C&D
  - Make stealth into a skill that uses up 3 slots for Level 1, 4 slots for Level 2, 5 Slots for Level 3. This will balance it out.
  - Put 1 stealth pick-up on the map (similar to ENVG and Barrel from MGO2) but do not have this available in C&D

Instead of Loudout Presets, Give players 10 Skill presets.

- This will give players more freedom because skills will be preset and changeable in between deaths, however weapon selection will be custom with each spawn.

## Spawn Points

Bring back spawn markers in the game (they are only visible on the map)

### Issue

Maps are too big and too many spawn points in Bounty Hunter.

- Makes it impossible to strategize a plan because after dying a player can spawn in the middle of the map. This problem is very noticeable in Gray Ramparts and Blacksite where you can spawn in the middle of the map pretty close to the other teams middle of the map spawn point.

### Solution

Maps should be 1/3 smaller (for 6v6 competitive play) and have less spawn points so we can focus on teamwork rather than covering every spawn point and being spread out.

- Currently, It is better to camp at your spawn because if you move up and take ground in the middle of the map (which happens in most competitive situations) the other team spawns right behind you and get easy kills. This situation discourages aggressive play and forces your team to play 1 way, which is to camp at your spawn. With a single spawn or dual spawn point a team that wants to camp can keep spawning at their 1st or 2nd spawn (which should be on the same side of the map) and camp. It will also allow the more aggressive team to focus on breaking the other teams camp, rather than worrying about people spawning behind them as they break the other teams camp. This will also allow both teams equal footing at camping anywhere on the map and aggressive play.

## **Player Health**

### **Issue**

Players do not have enough health.

- It's too easy to spray at someone and get easy kills.
- It only takes 4-6 bullets to kill an enemy. It takes just about 1 second for 6 bullets to be shot.

### **Solution**

Without a Class system, every player should have the same health.

- Players should be able to take 8-10 bullets
- Enough to realize you are being shot and make a counter move

There should not be any type of skill that boosts health

- This creates an even playing field where you must use strategy and skill to figure out how to win rather than an overpowered solution

### **Issue**

Headshot takes too many shots from medium range

### **Solution**

Headshot from close-medium range should take 100% health (0m to 50m)

Headshot from Long range should take 70-80% health (51m and up)

### **Issue**

It's hard to know the difference between having 20% health/stamina and 90% health/stamina

### **Solution**

Add some sort of health and stamina bar

## **Aim Assist**

### **Issue**

Aim Assist is always on

- This makes is overpowered rather than stratgic

### **Solution**

Add a button to toggle Aim Assist on or off. This way when it is used it is deliberate and it can also backfire on players who uses it from too far

### **Issue**

Aim Assist has too much range

### **Solution**

Lessen the range of Aim Assist

- Should not be in range past 6m. Unless red dot sight is used. Then increase to 10m
- Players who have Aim Assist on but do not have anything in range should just shoot ahead and not be allowed to go into OTS camera (similar to MGO2)

### **Issue**

Aim Assist needs to have a counter

### **Solution**

Certain actions should break Aim Assist. The following movements should break Aim Assist

- Diving
- Step back
- Side roll

## **Buddy Link System**

### **Issue**

Cannot decide who you buddy with before the game. Doing it at after the game starts wastes too much time and can put you at a disadvantage

### **Solution**

Allow players to determine buddy in briefing by requesting player to buddy with them.

## **Level System**

### **Issue**

Ascension is not a good idea especially with tournament and survival taking place. I have no incentive to Ascend, and lose all my skills, etc. It's Gimmicky and really has no point. Also, the leveling system is based mostly on who plays more rather than skill level.

### **Solution**

Remove Ascension and bring back the relative level system from mgo2. It was way more gratifying to level up and ensured we competed with players that are in our skill level. It was also a better indication of player experience level. Acquiring of skills should be done by equipping the skill and using its functions to move into next level of that skill.

## **Points System**

### **Issue**

The point system is broken. For example, Eloc Marking gives you too many points along with the assist points if a teammate takes out a marked enemy.

### **Solution**

Points system from MGO2 was better. Using things like elocs already give a team an advantage in the game, why give them extra points for marking and assist points for? Its way overpowered considering people are planning ESL Tournaments in a way where they get the easy side of the map the first round and then then camp (with grom, SERVVAL, elocs) and get points by throwing elocs. Then they camp again the second and get a ton of points marking a team that has no choice but to go after them because they cannot win the first round. Even if they lose the second round they end up winning by points.

A kill should only be worth 150 points (200 with headshot). If a teammate helps you kill an enemy by shooting/markings them you should only get 100 points. The extra 50 should be divided and given to teammates who mark and assist. Headshots should give you an extra 50.

In a case where I kill an enemy (with a headshot) who was has been marked by teammate A and let's say teammate B got in a few shot on him to help me; I should be awarded 150 points (100 + 50 for headshot). Teammate A should get 25 and teammate B should get 25. This caps the max amount of points to 200 and doesn't add any extra ridiculous amount of points to each kill or death.

Marking should not give a player points, only if it leads to a kill. Interrogation should get you points.

There should not be any method of hoarding points the way mgo3 currently has the points system set up.

## Missing/Needed Features

- Show character name, rather than PSN
  - Have everyone rename their characters 1 final time after implementing this
- Individual stats for each character
- Check other players stats
- Allow Character face, codec, etc to be editable (everything but name)
- Custom taunt instead of just salute (purchasable with GP)
- Full Text chat which allows players to type what they want
  - On the fly typing
  - Preset chat messages should be completely customizable
- Team selection
  - Minimum Player option cause too much delay. Players end up leaving instead of waiting for enough players.
- Change Team Vote
- Kick Player Vote
- Friendly Fire Option
- Allow Every Item and Weapon to be turned off or on by host
- ENVG Should not be a skill, but a pick-up item (like MGO2)
- Bring back the Barrel from MGO2
- Fully Customizable Gear
  - More sections (Example: currently cannot use beret with face masks)
    - Top
    - Bottom
    - Hands
    - Feet
    - Chest
    - Waist
    - Head
    - Elbows
    - Knees
    - Accessory 1
    - Accessory 2
    - Face Paint
  - Add Names to Camo/Colors
  - Custom Preset Outfits selectable in briefing
- News Section (instead of pop up messages)
- Bring back KEROTAN and GAKO!
- Bring back Rescue, Base, Capture, Race, Bomb, Classic TDM, Deathmatch, Stealth Deathmatch, Sneaking Mission (Bring them back exactly how they were)
- Bring back Classic Maps
- Non-Stat Room option
- Allow Host to make rooms with custom name
- Allow Host to restrict level (this would only work with relative level system)
- Bring Back CLAN SYSTEM

- Allow Custom logo import
- Allow Gear to have clan logo (such as berets, arm bands, etc)
- Allow Weapons to have clan logo (such as Shields, ARs, RPG, etc.)
- Replace Solid & Liquid Team with Clan Name & Logo if team is full of clan members for survival/tournament
- Allow us to import a 3 second sound clip of our clan name to announce winner. (instead of liquid wins, etc)
- Allow Clan Room hosted on motherbase like structure.
- Allow Clan Owner to give custom clan titles which will be based off of the amount of wins each player has with the clan.
- Bring back clan logo on player tags, scoreboard, and briefing
- Survival/Tournament
  - Show Team face off with character models performing custom taunts before survival matches. With Character Names, Clan Affiliation (like they do for Wrestling or Sports)
- Allow marker creation by holding gun and pressing codec button