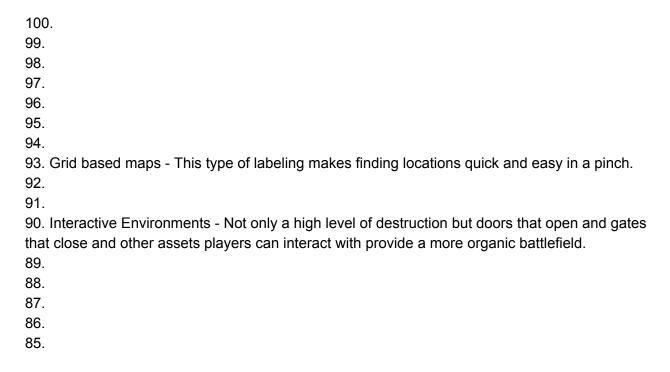The PS2 Whiteboard is quite simply, THE BLUEPRINT. Console players are eagerly anticipating the massive battles only Auraxis can offer. Castoffs from MAG and Dust 514 are understandably excited about joining the PS2 community as its the only game remotely close to providing the scale they are looking for.

Much of the fanbase thats coming is also interested in influencing development. These players are accustomed to hardcore mechanics and a high level of Persistence and Customization, so a game that doesn't offer much in terms of variety won't hold their attention for long. Still there might not be a more motivated, passionate and hardcore community in gaming. These are the players that want to lose themselves in your game and its options. They want to play it a great deal but also must have the opportunity to make decisions and feel the advantages/consequences of the choices they make. They want tangible ownership of land and assets, the opportunity to acquire resources, accumulate power, have a real impact on the game world and the ability to build empires. In exchange, you'll gain a core community that will fill your game for as long as its servers are up.

This community-led project's first effort is to create a whiteboard of the important features to this community and organize them into a hierarchy of needs. Anyone can add to this open document and take part in the ordering process that will eventually determine what features have priority. We look forward to seeing the great suggestions members of the community have to offer.

The PS2 Whiteboard is a simple priority list for the developers based on the suggestions and desires of the hardcore community. All we ask is that you add a short description after your contribution and that you not alter the input of others. The White Board is about giving PS2 a proper foothold so it can succeed and become an experience unlike any other.

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93. Grid based maps - This type of labeling makes finding locations quick and easy in a pinch.
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90. Interactive Environments - Not only a high level of destruction but doors that open and gates that close and other assets players can interact with provide a more organic battlefield.
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69. Chat- Channels like Dust had where you can voice chat with more than one group. Better than what the PS4 party system has.

68. Prone - This is a necessary feature in FPS because it allows the smallest target profile, the most accurate firing position and a means of hiding and using cover. Preventing drop-shotting or dolphin diving is as simple as making the animation a slow, methodical one that put the user at a huge disadvantage if used in combat.

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65. Retreat - the ability for a commander to recall his forces to avoid losing manpower and resources must be an aspect of the game.
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60. Deployable Shields - Similar to the deployable turrets these protective assets soak up damage but dissipate if touched to prevent abuse.
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56. Jet Fighters - The current fighters have VTOL capability, there is a niche for a low-health, high-speed fighter with lock-on missiles that focuses on air-to-air combat.
55. AWOL/Deserter - Negative karma ratings and permanent logs on the files of people that abandon their allies in battle.
54. Finite amounts of ammo and assets - No tactical game can have assets, weapons, equipment and vehicles that appear out of thin air. They are limited and must be purchased or stolen/looted from the battlefield and our enemies.

53. Open World - Exploring open world areas for loot and resources adds organic player conflict and is also pretty key to MMOs, its an important addition.

52. Resources - These are the valuable consumable materials that inspire player conflict. purchasing, stealing, destroying or looting them is the core of any economy.

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50. An Economy - Wars cost money, and the more you have the greater your ability wage it. This mechanic also provides a way to punish deserters, traitors and provide a way to make defeat cost and reward victory. Lastly, it reduces the focus on KDR and makes winning the #1 goal.

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38. Social Hubs - Social tools allow players to organize, meet, interact, recruit and even show off their customization. They also allow a non-combat setting that provides instances where a player can 'shoulder their weapon' and experience the political aspect of the game. Outfit Bases and even a massive Social Hub Headquarters for each of the three factions is important.

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29. Artillery/Mortars - These battlefield assets have a warning sound/do wounding damage and are fixed and have a low ROF/are extremely vulnerable but they provide area denial and are effective vs camped enemies.

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22. Balanced Cloak - A balanced cloak needs a distinctive cloaking/uncloaking sound and

reasonable time limit.

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20. Official Lore & Notables - Provide more background so the PS Universe can achieve more depth. Allow Marv Wolfman to continue with official canon. Who are the NPC leaders of each faction? What about the civilians and citizens? What about the notable NPCs on Auraxis? Are there pirate/mercenary factions [great for PVE] or is everyone a member of the NC, VS or TR? Where are the TR assets and facilities dedicated to reopening the wormhole? Why did Vanu Progenitor Henry Briggs kill himself? Where are the Vanu R&D facilities dedicated to achieving transcendence? The lore has a chance to give the game depth and more content, expand it.

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18. Alliances - Giving Outfits the opportunity to easily group up, assist, communicate and share goals and other assets is necessary.

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15. Varied Mission System - Variety is so important to MMOs. And the PS2 lore supports much more variety than the game currently offers. Jobs created by the AI or other players that provide different mission objectives allowing players/outfits specific assignments to collect bounties, assassinate leaders [like former president Connery was killed] and destroy/steal/escort assets or even rescue AI POWs for our chosen faction [like the NC imprisoned at the Kane Prison Compound at the beginning of the conflict] are some of the features that will prevent the monotony of a single experience. This will also provide encounters that have a defined objective/endpoint.

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13. Battlefield Hierarchy - All soldiers are not created equally, some have higher value and have more defined roles and abilities that help their ability to communicate and lead their subordinates.

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10. Friendly Fire Always On - Another feature that is critical. Casual mechanics that dumb down gameplay have no place in a tactical game. Allies simply cannot be immune to our gunfire/weapons.

9. Karma System - System for players to rank or give public credit/accolades to any player. Best to make punitive ranks more difficult or costly to give out on another player.

8. Proximity Chat - This brings the game to life and adds to the tactical aspect. at the very least make it so allies within close range can hear us whether theyre in our squads or not. Also useful are mic icons so we know exactly who is talking.7. Hardcore/Tactical Mechanics - We frown on revive grenades, grenade indicators, kill cams and other casual mechanics. Do away with them.

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5. Virtual Training Rooms - easily one of the most consistent requests by any competent playerbase, any system that requires players to spend XP to test weapons that may not fit their playstyle is asinine. Equally, the ability to practice tactics, hold wargames and practice sessions

[without losing assets] in a test environment is a necessity.

4. Betrayal - Loyalty is a fluid concept and the ability to turn on allies plays a big role in the PS2 lore. in 2342, LC Waterson had the Discovery-7 destroyed resulting in the deaths of Connery and Morgannis. What if a high number of certs could be used to change factions? The ability to change sides/spy can be augmented by the development of social hubs, especially if there are nuetral ones any faction can enter and interact with the enemy. Information is power and the location of resources or the date of an impending offensive can be just as valuable as air support. Mechanics like these add to the game's story and cater to the FPS player as well as the politician, plotter and cerebral player who competes with his mind.

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2. Deep Tutorial - A deep beginner tutorial that truly helps new players understand how to succeed in-game and teaches them about the game's backstory is critical.

1. High Quality Shooter with great core mechanics - Nothing is more important than great moment to moment gameplay and efficient, intuitive and responsive controls.