

Empires was once based on Battlefield, the recent instalments of the franchise have evolved to include new interesting elements that should be considered for implementation into the game. While Battlefield is the roots of Empires, many other interesting FPS have since appeared, taking a look at tactical shooters such as Rainbow Six Siege and Counter-Strike Global Offensive should provide additional ideas to renew and improve the gameplay of Empires. But let's not forget that while FPS plays an important part in Empires, RTS is the core of the strategy in the game. However, as RTS goes Empires has always been on the downside, why is that? We will review the Commander's role to attempt to answer that question.

Infantry:

As infantry you can choose 1 main weapon, 1 secondary weapon, 1 gadget, up to 4 grenades and are equipped with a multi-tool. You also choose which armor you are wearing.

Each piece of equipment adds weight which will affect your character in different ways. Walking, running and sprinting speed, stamina and hip fire accuracy are a few examples.

Most equipments (rifles, machine-guns, pistols) come with attachments and Aim-Down-Sights (ADS). There is a wide variety of attachments such as scopes, flashlights, laser sights, grips, barrels, magazines... The number of attachments you can use on a weapon is limited by the available slots on that weapon.

Gadgets are pieces of technology that can help you gain a tactical advantage over your enemy. Turrets, Mines, Claymores, Movement Detectors, Portable Radars, Drones, Ammo Crate, Walls, are a few examples of technologies that can turn the tide of war.

There are 3 different armors that affect your characters in different ways, the light armor if you're focused on mobility, gives a lesser strain on the body (more stamina) and faster movement speed but offers less protection. The medium armor for a nice balance between mobility and protection. And the Heavy armor for advanced protection and more ammunition at the cost of mobility.

Each type of armor comes with a different power supply that is linked to your multi-tool, the heavier the armor the more power available.

Your multi-tool (previously known as calculator, or engineer's tool) is what allows you to interact with most in-world objects. It has slots in which you can place modules which will determine what you can do with it. Your multi-tool receives power from your armor's power supply. There will be many modules such as, build, repair, mechanic (repair vehicles), heal, revive, defuse, sabotage...

Grenades offer an additional choice of gear, you can carry 4 grenades that you can choose individually from a number of possibilities: Seismic, High-Explosive, Concussion, Smoke, Lure, Sticky Explosive, Sticky Stun...

Vehicles:

Vehicle Customization is one of the core aspects of Empires gameplay. Vehicles will have the usual Weapons, Armor and Engines and Gadgets.

Gadgets will feature a new slot in which you can have modules such as, IR Flare (avoid homing missiles), smoke, Infra-red, Thermal and more.

In order to avoid having the battlefield flooded with vehicles, they should be re-imagined to be multi-crew vehicles. Jeeps with machine-gunner seats, Armored Personnel Carrier with guns on the sides, Infantry Fighting Vehicle with cannons and machine-gun turrets, Heavy Tanks with gunner turrets and multiple cannons etc... Offering a new form of coordination with your teammates and reducing the amount of tanks required on the battlefield.

Turrets and additional weapons designed for other players on your vehicles can be customized.

Commander:

In Empires Commander fulfil two or three roles, Base Management (placing buildings and researching), Tactical Support (giving targets, placing aggressive walls and turrets, and being the eye in the sky) and the third which can sometimes be assigned to another player, Tactical Leader (tactics at the beginning of the game, squad placement, and team coordination).

In order for one person to be able to manage those three things at once they have been made rather simple in Empires.

Dividing the the first two roles would allow the both of them to be made more interesting and add new mechanics to the game.

Todo: RTS Improvements, Eye in the sky, Spawning Mechanisms, Gameplay analysis, Map Design, Squad Design, Information Warfare...

More coming soon...