

## Star Wars: Battlefront II

Star Wars: Battlefront II is a first/third person shooter taking place in the Star Wars Universe. You get to play as soldiers in the battles that happen at the iconic places that happen in the movies like Hoth. You also get to play in both eras, The Rebels versus the Galactic Empire and Galactic Republic (Clones) versus the Separatists (Droids). Each map corresponds to the era that it took place in, so you get to play like how it feels in the movies. There are four basic classes that a player can choose at the start of the round: Assault, Support, Officer, Specialist. Each of these classes has unique weapons and abilities that make them perfect for different situations. Assault has laser rifles that operate like how assault rifles would. They are for close-range to mid-range combat. Their default ability allows them to get a shotgun and run faster for a limited time which makes them dangerous in close-range combat. Most of their other abilities benefit close combat or surviving behind enemies' lines. Support has laser machine guns that can take out many enemies in front of them. Their abilities mostly make them walking fortresses like their default ability, the shield that can block shots until it is knock down by shooting at it multiple times. Officers have pistols and specialize in securing/holding points with their abilities. Their default is a turret that target at enemies within a certain distance, but you can unlock another ability that can pop out a bubble shield that players can get inside and be protect from incoming shots. Specialists are focus on long ranged combat with their sniper rifles and pointing out targets. They can also be good at hiding away from enemies' radar and remain hidden so that they continue to be where they are. As you play and complete objectives and get kills, you earn points to be spent on buying special classes to try and get an edge on the opposing team. Each special class range from vehicles to rocket troopers to heroes and villains from the Star Wars movies. They play differently from the standard classes that allow them to quickly take large group of enemies and turn the tide of battle.

The player choices within a match start from which class they want to play. They can play strategy and pick a class that can work with the map and the objective or they can pick which class that they are most comfortable at. Now the player has many choices to eliminate enemies and complete their objective. This can be choosing optimal paths to get to the objective fast enough or get to a spot where they can hold off enemy forces. These can be dependent on their class they choose before as a Specialist will not run straight into the heat of combat (at least not advised). Other players might try and get as many points as quickly as possibly to get one of the special classes quickly. In the mode Galactic Assault, there are usually three phases that each map has that one team must complete objectives will the other must strive off the other team. These phases can range from pushing a large ship along a course by preventing the other team form stopping it and blowing it up, holding a point on a map until a meter is filled that fills up as players are within its radius, and planting timer explosives and preventing the other team form disarming them. Each map has these phases that must be completed for that team to win the match. Special classes can be very useful to change the turn of a match as they are very powerful if you have the skills to use them. Players must choose these classes if they feel like they might need a special class to keep them winning or need to

change the tide. This brings some amount of fairness to the game, but can also be its downfall as players who master these special classes can overpower the other team and make it a “one-way match”.