

Topics:

- I. Maps / Content / **Gametype**
- II. Melee
- III. Matchmaking / Ranked “Incentive”
- IV. Weapon Balancing (Spawn / Power)
- V. Grenade Balancing
- VI. Audio (In Game)
- VII. Glitches
- VIII. Final suggestions

Topic Breakdown Format

- A. Current topic complaints will be presented
- B. Basic analysis on why this topic is an issue
- C. Solutions and suggestions

I. Maps / Content

Complaints:

- A.** Only 4 traditional multiplayer maps
- B.** Maps are not symmetrical
- C.** Maps are too big
- D.** Updates are only “Server side”
- E.** No Locusts in standard versus multiplayer

Analysis:

- A.** Only 4 traditional multiplayer maps

The limited amount of multiplayer maps **in Standard versus** makes GoW:J seem very repetitive when playing matchmaking with friends. The fact the game was released with only 4 standard versus multiplayer maps was one of the biggest disappointments with GoW:J's release. The first round of DLC that released the Execution game type and the map Haven didn't solve the repetitive problem of maps.

- B.** Maps are not symmetrical

Epic has confirmed that they built GoW:J around the FFA game type. Every single

standard versus multiplayer map released was not symmetrical. The reason this upsets the community in gametypes such as TDM, Domination and **Execution** is because non-symmetrical maps always have advantages and disadvantages. Non-symmetrical maps may not have a large impact on FFA gameplay but they greatly reduce the potential of team based game types and promote skewed gameplay. This is one of the main reasons GoW 1-3 standard versus multiplayer were great successes.

C. Maps are too big

The 4 maps shipped at release are very large. In GoW:J the reason for this was because it is designed for 10 players to play FFA. In previous Gears games, there have always been quite a few large maps, but these maps had great power weapon placement which promoted good initial gameplay that encouraged teams to fight for weapons. This also stopped teams from camping. If a team camped they were punished because the team that grabbed all of the power weapons would use them to pick off the members of the camping team one by one. The other negative aspect of very large maps is in single elimination game types such as Execution, it takes ages to track down a player that knows how to navigate the map and abuse the level design. This takes away from one of Gears of War's biggest assets, which is its entertainment factor.

D. Updates are only server side

In the future, with the consideration of LAN initiatives and eSports in mind, server side updates that will be implemented into the game definitely should be announced as well as a projected time for the title update in order for events to schedule appropriately. Also, an official release of patch notes should inform the community how the game has changed.

E. No Locust in standard versus multiplayer

A large part of the community have been complaining about the Locust not being in standard versus multiplayer. One of the major reasons for this complaint is it can be difficult to distinguish whether or not an enemy is a friend or foe by sound. The two major issues in this topic are "visual" and "audio". The reason why this is frustrating to players visually is because teams aren't simply "Red" or "Blue". Through the armor customization a player can now make himself appear mostly white, or another color, which seems to frustrate the community. The reason why players are frustrated when it comes to audio is because it was easy to distinguish the sounds of a Locust and a COG character. Since Epic Games removed the Locust, it is now impossible to distinguish characters strictly through audio if it is a friend or foe

approaching you. The good thing about not having Locust in the game though is players can no longer complain about one team having an advantage over another in terms of hit boxes. It is also easier to identify characters with their actual names.

Solutions:

A,B,C: The solution to issues with maps A, B, and C are simple. Create a flashback map pack as DLC with maps that are symmetrical, smaller, and are universal. When mentioning “universal”, it means that these maps are designed for Execution, Domination, and TDM. To provide insight, here is a list of the maps that were the most popular from the 800 players that provided input. They are listed in tiers. Tier 1 being most universal.

Tier 1: War Machine (GoW 1 troika), Checkout, Security

Tier 2: Hotel, Rustlung, Drydock

Tier 3: Canals, Mansion, River

Single Elimination Objective Gametype: (added 4/25/2013) In order to save the maps as they are, a Single Elimination Objective Gametype would help to utilize the maps in their current state. A gametype where the teams attack and then defend a focal point on the map creates natural balance. The teams switch roles after every round so there will be no imbalances in which a team has an advantage over the other because they both deal with the same conditions every other round. (Similar to OverRun balance)

D. Server Side Updates

Make every single update for “LAN” and “Online” as soon as possible with a set of patch notes for reference either in the game interface or a referred URL pop-up.

E. We highly doubt the Locust can be easily put back into the game. The solutions to this issue are more visual and sound based. **SEE SECTION VI.**

II. Melee

Complaints:

A. Reverse 2 Piece possible

B. Speed

C. Range

Analysis:

A. The reverse 2 piece is self-explanatory. It is when a player shoots at an opponent and immediately follows up with a melee on the next frame. This tactic almost always results in an automatic kill or down. The main reason that players are complaining about this is because they feel that when this happens to them they are getting robbed of a kill that they felt they deserved or had the potential to earn. Another reason this is such an issue is because now all players are using the melee as an offensive tool, regardless of the weapon and it takes away from engaging Gears of War encounters.

B. The melee in GoW:J is faster than the melee in any past GoW title. It comes out so fast that a reverse 2 piece can be performed in two instants. This is one of the main key factors on why they melee is the most complained topic by the GoW community and why it needs to be “nerfed” and less effective.

C. According to some developers, the melee’s range is supposed to be the same as it was in Gears of War 3. However, there are quite a few videos on YouTube where the range has been questioned and seems to be larger than it is designed to be. The melee also has the ability to backpack (connect behind the player) an opponent / teammate.

Solutions:

A. Slightly increase the duration of when you can melee after shooting

B. Same as A

C. Edit the range of the melee and make sure it is within the GoW:3 melee range for the appropriate weapons.

III. Matchmaking / Ranked (Incentive)

Complaints:

A. Too many playlists

B. Ranked vs. Quick match Experience earned

C. Little incentive to play ranked

Analysis:

A. The problem with having too many playlists is that it separates the community drastically. The current amount of players that play standard versus multiplayer are the lowest that they have ever been. Having Quick Match for every single game type, Ranked, V.I.P., and the DLC playlist is not the answer. All of the unnecessary playlists need to be eliminated so that we can maximize the most relevant playlists to their full potential.

B. The playlist numbers for ranked are currently the lowest that they have ever been. This is because there is no difference in the amount of experience earned when playing Ranked or Quick Match. Quick Match is designed to give players the ability to easily find games whether they are searching by themselves or in a party. It is designed to give players easy access to the game, and usually is the “easy mode” for multiplayer because they can play against bots if there are no opponents to play against. Ranked is designed to be more competitive where players and teams compete against one another and can experience true competitive multiplayer. The problem is that the game doesn’t feel this way from a player’s perspective. The amount of experience you gain from playing Ranked and Quick Match is the exact same, and you don’t lose any experience in either system if you lose. However, you will get an experience deduction for leaving a ranked game. (more risk for less fun).

C. When comparing the incentive to play Ranked vs. Quick Match, there is currently more incentive to play quick match because you gain a faster constant flow of experience with no risk. This is the opposite of what Epic originally intended for multiplayer. Ranked should be the matchmaking system with the highest incentive. Currently the only experience system that is in Gears of War: Judgment is a basic experience time dedication based system. That means whether you win or lose you always get experience. It is great to have this implemented in the game because it allows players to feel they are getting credit for participating. However, it does not drive ambition or incentive for a player to want to improve and accomplish improving their skills. Adding a skill based experience system on top of the current experience based system would greatly help motivate players to keep playing Gears of War: Judgment. The skill based system should award players bonus skill (ranking) and experience for searching with a party instead of searching alone. A player’s skill based rank should be reduced when they lose or under perform and inversely, it should be raised when they win and get bonus ranking experience for topping the score. (Getting MVP adds a percentage bonus) This will cause players to take ranked more seriously and to feel accomplished when they reach high skill ranks that are difficult to attain. (i.e. Halo:2 matchmaking). In order to drive players to want to compete, the competitive “Onyx Guard” playlist should award players the most Skill rank experience for victory.

Solutions:

- A. Reduce the amount of playlist distinctions, VIP, DLC etc.
- B. Provide more incentive to play Ranked Games over Quick Match (i.e. Achievements with kills only in ranked.)
- C. Implement a skill based ranking system or ladder to climb.

IV. Weapon Balancing (Spawn / Power)

RIFLES & PISTOL (4/19/13)

** All statistics based upon online Private Matches **

	<u>Retro</u>	<u>Lancer</u>	<u>HB</u>	<u>Classic HB</u>	<u>Markza</u>	<u>Pistol</u>
<u>Starting Ammo</u>	180	300	160	288	40	36
<u>Clip Size</u>	30	60	20	48 (6 per burst)	10	12
<u>Clip Empty Time</u>	3.0s	6.0s	3.0s +	5.0s	4.5s +	1.8s +
<u>Headshot Multiplier</u>	No	No	Yes	No	Yes	Yes
<u>Bullets To Kill</u>	10	12	7	2 burst	4	7
<u>Bullets to Kill w/ HS Multiplier</u>	X	X	5	X	2	5
<u>Melees to Kill</u>	2	3	3	3	3	3
<u>Variables w/ Melee to Kill</u>	1m + 4s 4s + 1m	1m + 8s 6s + 1m	1m + 4s 3hs + 1m	1 burst + 1m 1m + 1 burst	1s + 2m 1hs + 1m 1m + 2hs 2s + 1m = No Kill (Inconsistent)	4s + 1m 3hs + 1m
<u>ITPK</u>	1s	1.2s	1.05s +	0.625s	1.8s +	1.05s +

Individual Time per Kill (ITPK) = F

(Clip Size / Bullets to Kill) = X

(Clip Empty Time / X) = F

Complaints:

A. Gnasher

1. Starting with only 8 bullets. (1 clip)
2. Inconsistent at close range. (hipfire)
3. Reticule on screen (No more true hipfire)

B. Lancer

1. Can potentially kill 4 players with one clip
2. Very effective close range (12 bullets to kill)
3. Very large clip size (60 per clip)
4. Designed for FFA and not team based game types.
5. No Gnasher / Lancer Load out (complaints from players)

C. Booshka

1. Starting ammo is high

D. Boomshot

1. Starting ammo is high

Analysis:

A. Gnasher

1. The ammo clip for the Gnasher is the smallest it has ever been. Back in Gears of War 1 the Gnasher spawned with 24 bullets, but now it spawns with 1/3rd of that percentage. Players are upset with having 8 bullets to spawn with because when they get into long engagements they find themselves running out of ammo. This is something they never had to worry about in previous Gears of War titles.
2. The biggest problem with the Gnasher is its inconsistencies with its bullet spread. The location of the spread is designed to always be in the center of the screen. The developers at Epic have made it clear that this is what they want. However after thorough testing it is very clear that the gnasher does not shoot through the center of the screen when the player **isn't** using the "L" trigger. The "L" trigger spread is consistent and always goes through the center of the screen, but the hipfire is inconsistent. Sometimes it ends up in the center of the screen, but most of the time the spread goes to the bottom left area of the reticle and is not in the center.
3. The members feel that having a hipfire reticle on screen reduces the Gears of

War skill gap and makes it too easy to achieve kills with certain skill based weapons (Spawn and Power). This has been a frequent complaint from the community.

B. Lancer

(1-4). The problem with the rifles in this game was that they were all designed for FFA, which means that no one considered how effective these rifles could be in team fire situations. When Epic added in the new loadout system they changed the role of every single rifle in the game. The lancer originally was labeled as a “support weapon”, but now is listed as a “primary weapon”. It used to take 1/3rd of a clip for an individual lancer player to kill an opponent in previous Gears games, but now it only takes 1/5th of a clip (60 Clips size) (12 bullets to kill) (1.2 seconds to kill). Other rifles such as the Retro and Hammerburst are balanced by either recoil or bloom so that they aren’t too effective at close range. However the Lancer has no conditions to balance it at close range.

5. Epic currently has a very big decision to make in regards to weapon balancing. They need to decide whether they want to balance this game for the “one many army” style of play (FFA) or the “Team fire” style of play (Exe, Domination, TDM). Epic Games recently added in the Gnasher / Lancer loadout into a “testing” Special Event playlist and the community was extremely happy about this. If Epic Games chooses to make the lancer / gnasher start permanent and give the players what they want, they need to keep in mind that they didn’t design the rifles for TDM, Domination and Execution. Which means the rifles will need to be balanced once again so that the damage that they put out is properly proportioned to their specific clips. If this change is made though it will not negatively affect FFA because rifle players will have a shotgun to defend themselves close range, and they can choose whichever rifle they like the best. Epic seems to want to edit the game so it works better for Domination and Execution. If that is the case then this will help them achieve their objective.

C. Booshka

1. The Booshka spawns with 6 shots. Each shot has the potential to kill at least one person. In the hands of a highly skilled player it is much too easy to kill either an entire team or close to it.

D. Boomshot

1. The Boomshot spawns with 3 shots. It has the same problem as the booshka. It

should be reduced to 2.

Solutions:

A. Gnasher

1. Add a few extra bullets for at least one reload. (4 or 8) recommended (16 total)
2. Fix the center spread of the gnasher. Place it in the center
3. Slightly reduce the gnasher spread (Bring in 5-10%)

B. Lancer

One man army style

1. Reduce the clip size from 60 to 40

Team fire

1. Reduce the clip size from 60 to 50
2. Increase bullets to kill from 12 to 18
3. Make the entire game Lancer / Gnasher start for every gametype
(Only do this if suggested team fire changes happen).
4. Speed of melee for all weapons needs to be reduced. (Reminder)

C. Booshka

1. Reduce ammo per clip to 2
2. Reduce starting ammo to 4

D. Boomshot

1. Reduce starting ammo to 2

V. Grenade Balancing

Complaints:

A. Ink Grenade

1. The duration of the ink lasts too long
2. The ink area of effect (AOE) is inconsistent
3. The visual location vs. Damage location

B. Stim Grenade

1. People use it on themselves and win fights when they didn't "earn" the kill
2. The stim lasts another 3 seconds after it has already healed the user / player
3. Everyone in the AOE gets 100% health and their health stays there for 3 seconds.

C. Ammo boxes

1. Players end up with too many grenades when they pick up an ammo box

Analysis:

A. Ink Grenade

1. The ink grenade currently has a duration of 10 seconds. In a Domination match, an ink covers the hill for way too long.
2. The ink area of effect is very inconsistent. Sometimes when you throw an ink grenade it is very large and other times it is very small. A consistent area of effect is very important to balance the ink with the rest of the starting grenades.
3. Sometimes when an ink grenade is thrown, the AOE of the ink cloud and the AOE of the ink damage are in two different places. This needs to be looked into in order to balance it.
4. The ink grenade does not counter the stim grenade

B. Stim Grenade

1. The stim was designed to be used to heal teammates. When a player uses a stim to win a fight that they are losing, it really frustrates players. It needs to be tweaked so that it is used within its intended use.
2. The stim has a negative impact when it lasts so long. Nothing in the game counters this "overshield" effect except for headshots and explosives. The grenade should only heal the user, not turn the user into a Juggernaut.
3. Currently everyone that enters into a stim grenades AOE automatically receives a health increase to full health and keeps full health for another 3 seconds. Maybe balancing the AOE effect will balance out the stim when comparing it to the other grenades.

C. Ammo Boxes and Grenades

1. The cap on grenades should be lowered and grenades should only be replaced when a character isn't carrying any.

Solutions:

A. Ink grenade

1. Lower the duration of the ink to 5-6 seconds.
2. Make the Area of effect for the ink always be the same radius (2/3rds of a hill)
3. Have the visual and damage properties within the same radius consistently
4. Make the ink counter the stim grenade user

B. Stim Grenade

1. In it's current state, the stim grenade just applies full health every frame. It should have a regenerative property over time (Heal over time = H.O.T.) so players are just more difficult to kill.

(No more overshield)

2. The Stim Grenade's healing regenerative effectiveness should be reduced depending on how many players benefit from the healing regeneration.

C. Grenade spawns / pickups

1. If a player picks up an ammo box and they have more than one grenade they don't get a +1 grenade increase.
2. All starting grenades should be limited to 1 grenade to start with
3. Besides the FFA gametype, if the above fixes can not be accomplished for grenades, we suggest making them map pick-ups only and removing them from the load outs in standard multiplayer versus. Frags / Inks / Stims

VI. Audio (In-Game)

Complaints:

A. Sound isn't accurately location based

1. Footsteps (difference from enemy and team members)
2. Can't specify locations as to whether someone is above, below, in front of, or behind you. (only strong cues to left and right audio)
3. The frags and other weapons such as digger at times have no audio

Solutions:

A.

1. Add a distinct footstep sound to always identify enemies. (doesn't matter what team you are on.
2. Possibly add a sound effect like more treble or more bass for elevation.
3. Create a sound for the frags so you can hear when they are thrown, and can tell from the audio which direction they are coming from.

VII. Glitches

Complaints:

A. Movement

1. The slide into cover glitch (Character doesn't go into cover, stays popped up)
2. Getting stuck on cover

B. Characters

1. Kim's Hitboxes. (specifically head)
2. Female character front head is exposed when using boomshield
3. Characters sometimes don't show visual recognition when hit by bullets. **(usually the 2nd consecutive shot)**
4. At times when shot by rifles quickly they don't register the 2nd shot of damage. This happens when the characters cringe as they are getting shot.

C. In Game

1. When private lobbies are set to invite only, players can sometimes still join
2. Booshka rarely does this, but sometimes a direct shot actually bounces off the enemy.
3. Frag Grenades rarely do this, but a Frag Grenade won't stick while a character is cringing.

Solutions:

A. Movement

1. Fix the slide into cover glitch so it no longer happens
2. Edit the coding so it is much more consistent in regards to cover movement. Players get stuck too often in multiplayer

B. Characters

1. Give Kim the same hit boxes as other male characters

2. Females need to be edited so when they hold a boomshield their face is covered
3. Characters need to show visual recognition when shot (remove the shot cringe)
4. Characters need to be edited so that when they get shot point blank it registers

C. In Game

1. Put in a "Closed" option for privates (Only players there at games start can rejoin)

VIII. Final Suggestions

A. Domination Gametype

1. Change time to break hills from 2 seconds to 1 second
2. Change time for one person to cap a hill from 10 seconds to 5 seconds
3. Avoid placing new hills in completely open areas.

B. Upgrade spectator mode (mega wish)

1. Change the layout so that you can see the gameplay and the overhead map together.
2. Add some type of replay feature (Similar to a "Kill cam")
3. Shift Button Pressing to assigned Characters in game.(example: LB + A, RB + X)

C. Theater mode (mega wish)

1. Players can view their previous gameplays
2. Fast forward, play, rewind, stop, skip, and record are all options
3. Easily can upload the files to a file share system
4. Allow players to share, download, and upload files from friends