1 Game Title

Full Spectrum Warrior.

2 Platform

The game is available for consoles and computers. The version deconstructed here was played on PC.

3 Premise

The game places you in control of two squads of well-trained infantry. The ground war is just beginning and your men are ambushed in a middle-eastern city. It is your job to navigate two squads from Charlie company through the city minimizing friendly losses and relieving friendly positions. Throughout the city you will encounter hostile resistance that must be dealt with in order to continue. As a player you work to understand small-unit tactics and spatial awareness on the battlefield to overcome this resistance.

4 Gameplay Overview

As a player in the world, you control two squads of trained military personnel. You are responsible for keeping your teams alive and navigating the urban warfare scene. You control you teams as a unit sending commands to them as a group. They then execute these commands to their best of their ability. For example, if you send one squad in front of the second squad that is laying down cover fire. The second squad will shoot the first squad.

You navigate your squads by moving from cover point to cover point. Each time you make a move you would like to have one team able to provide cover fire for the other team. Enemies can appear at any time and as you navigate the world you encounter enemy resistance that needs to be eliminated in order to continue the game.
Another essential element of game play is having your teams march up to the corners of walls. This provides one of the only means for allowing the player to look around the wall. Since you are in control of the squad you see what they see. If they cannot see around a wall you cannot see around a wall. You need to position them in order to obtain decent views.

5 Story

The story begins in Southern Zekistan, 2004. After confirmed reports of mass extermination are received, NATO launches air forces. Alongside the air war, NATO also launches a land war. This portion of the war begins in the south working its way to the capitol city of Zekistan. The story picks up in the first 12 hours of the land war, focusing on the troops of the 159th infantry, Charlie company. These forces are working through a city sector supposedly friendly to the forces, when they are ambushed. What proceeds from here is small scale skirmishes where you navigate two squads, alpha and bravo, through a variety of checkpoints to relieve pinned in soldiers and clear paths for armor.

6 Player Configuration

The game has two modes. In the first mode of play, you play as a single player against the computer. The second mode is co-op multiplayer mode. I haven’t tried this mode, so I cannot describe it fully.

7 Playable Character(s)

The actual real playable characters are teams of characters. You control two teams; Alpha and Bravo. Divided amongst these two teams are the following individuals.

7.1 Alpha Team

- Sgt. Santiago Mendez is a hard working man who loves his family.
- Cpl. Andre Devereux loves food, women, and drink in that order. He also is very opinionated.
- Pfc. Alexander Silverman is a tough kid from the Philadelphia hood. He is also the resident smart-ass.
- Pvt. Asher Shedhadi is a law school dropout and a devout muslim.
7.2 Bravo Team

- Sgt. Eric William was a member of the NYPD, but he was called back up for this mission. He hates smart asses.

- Cpl. Michael Picoli is an aspiring actor and is a pen pal with six women.

- Pfc. Daniel Shimenski is a special forces wannabe and loves guns.

- Pvt. Samuel Ota is a leet speaking gamer that loves anime.

All of the players described above make up your two squads. Their specific role on the squad never came into play as I saw in the game even though they were marked for different roles, i.e., Sgt. Williams and Sgt. Mendez are the team leaders.

8 Non-Playable Characters

8.1 Friendly

Lt. Phillips is the father figure providing you with information of your objectives as they are updated in the world. He appears through your handset at specific times to update mission objectives and at other times in cut-scenes to perform the same role.

Along the way through the game you encounter friendly NPCs that are there to aid in your struggle. You encounter doctors who are there to provide you with assistance in the form of medical care and reloading. You dont really interact with the NPC, but they are there for the atmospheric effect. When you encounter a man in medical scrubs, you can be sure that you can reload ammunition and receive medical attention.

In the second level, you encounter two members of Charlie 24 that aid in keeping machine gun heads down while you navigate to flank the machine-gunners. Their primary role is protection, they lay down cover fire as you navigate the arena. Once this is complete Charlie 24 returns to base. They provide you with information and resources needed to disarm the missiles.

In the second level you encounter another member of Charlie company that becomes charlie squad for you. This member tails around behind your two squads until you encounter the stinger missiles he was assigned to dismantle. He really provides no support, but could be used as cannon fodder if you would like to fail the mission.

In the third mission you are provided with a helicopter pilot who informs you of your mission objectives as they are occurring. She is flying overhead and watching for enemies to leave the hotel building you are supposed to be guarding. As enemies leave she points them out and you take them down.
8.2 Enemy

There are several types of enemies to contend with. The most simple are the zekes or tangos. These are the opposing infantry who will use cover to effectively surprise and pick off your men.

The second types of enemies are the machine gunners. These infantry men are in charge of using the machine guns to pin your men down. These require a flanking procedure or a grenade in order to dislodge.

Another form of the NPCs come in hard armor. Tanks are used effectively in order to keep your squads heads down in the second mission.

9 Look and Feel

9.1 Visual Style

The game is played in a realistic environment, to help convey the feeling of a true battlefield. The environment is designed to look like any middle-eastern city that has seen war up close. Buildings are destroyed and rubble plays an important part of concealment. The developers used bland colors because this is a war scene. You do not want individuals with bright and vibrant colors running around. They attract more attention and become easy targets. Besides being bland the colors are earth tones. Lots of browns and greens are used to blend with the camouflage worn by the military.

9.2 Soundscape

Most of the music is used specifically as background music. This music is the same as music found in typical war movies. As the music intensifies, so does the action. At the final boss for the 3rd level, you face enemy forces fleeing a building full of rangers and enemies. The music peaks when different enemies leave the building and become targets for you military forces.

9.3 Movement Style

The game moves by clicking where you would like your squad to end up. You area provided different areas to move to and all path planning is done for you in the background. Your camera follows the team as they navigate to the next section provided. The other movement that occurs is when you switch from squad to squad. When you switch, the camera flies from one squad to the other, allowing you to see the distance and path from one squad to the other.
9.4 Emotional Style

The game tries to make you feel connected to your squads by providing them dialogue and cut-scenes in order to understand what they feel as they navigate the world. You begin to understand your men and would like to see them make it out alive. The game remains emotionally neutral to the enemy you are supposed to be eliminating. I really feel nothing towards them other than an obstacle in my way to winning the game.

Emotionally the game is weak. It doesn’t provide a scary or engaging environment like Doom 3. No enemies jump out at you or surprise you. In fact enemies are exactly where you would expect them to be. The comparison to Doom 3 is not a completely fair comparison. This game was not attempting to be a scary movie, but there are ways to convey emotion in war movies. The developers should have spent more time watching Black Hawk Down and other recent war movies set in middle eastern countries. War builds camaraderie, but when you play this video game, you don’t feel this emotion.

10 Gamespace/Environment

10.1 Overall Environment Structure and POV

The game is played from a 3rd person perspective, but not in the traditional sense. The person that the camera is focused on is not a single individual, but the squad you are currently in control of.

10.2 Static Level Elements

The game is played out in a city and therefore, buildings represent most of the static level elements. Other static level elements include scattered piles of sandbags that can be used for cover by your squads. These sandbags are able to provide continuous coverage since they cannot be destroyed by enemy fire. Another set of static level elements are piles of rubble. These piles have different shapes and textures, but like the sandbags, these cannot be destroyed by enemy or friendly fire. Scattered throughout the city you will also find different types of foliage in town squares. There are both trees and small shrubs that would be considered static level elements. Large crates serve as both static level elements and dynamic level elements. Some boxes are destructible while others are not and always remain the same regardless of what happens to them.

10.3 Dynamic Level Elements

Weapons that are carried by the soldiers are one example of dynamic level elements. The guns move with the soldiers as they navigate the game world. Another example of dynamic level elements include the many cars scattered throughout the city. These cars serve as destructible cover. The longer the cars are shot at the less able to protect the soldiers
hiding behind them. Cargo crates are similar to cars, since they act as cover, and can also be destroyed by gun fire.

Grenades are another instance of dynamic level elements. They are thrown and after a set period of time they blow up. Bullets tear up cars and create bullet holes.

10.4 Visual Interface

10.4.1 Start Menu

The start menu has 3 pictures down each side of the buttons in the middle. The first button is the play button and this takes you to the Play Menu. The options button takes you to the Options Menu. The profile button takes you to the Profile Menu. The extra content button takes you to the Extras Menu. The exit button exits the game.

10.4.2 Play Menu

The play menu consists of 6 buttons down the center of the screen. The MOUT course takes you to the MOUT training menu. The Solo Campaign button begins a solo campaign and takes you to the Solo Campaign menu. The Co-op Host button takes you to the Co-op Host Menu. The Co-op Join button takes you to the Co-op Join Menu. The Join IP button takes you to the Join IP button. The back button returns you to the Start Menu.

10.4.3 MOUT Training Menu

There is a picture in the middle of the screen, underneath is a combo-box that allows you to choose the level. Finally underneath the combo-box are three two buttons. The combo-box contains the different levels found in MOUT training. The Deploy button begins the mission. The back button returns you to the Play Menu.

10.4.4 Solo Campaign Menu

There is a picture in the middle of the screen. Underneath the picture is a button, followed by a combo-box, a slider, and two more buttons. The Deploy button begins the mission. The combo-box allows you to choose the chapter you would like to play. The slider allows you to position yourself within the chapter. The load replay button takes you to the replay and allows you to watch. The back button returns you to the Play Menu.

10.4.5 Co-op Host Menu

The co-op host menu is very similar to the solo campaign menu. The only difference is that instead of a load replay button you have two extra text fields and a check box. The first text field is for the server name. The second text field is for the password. The checkbox is the turn the password field on and off.
10.4.6 Co-op Join Menu

The co-op join menu is a search menu that provides you with different fields in order to refine your query. The first field allows you to specify a certain chapter to look for. The second field is for the connection speed you would like to have. Next is a voice enabled check box. Followed by a public games only checkbox. Under these is a search button which performs the search and takes you to the results menu. Finally you have a back button to return you the Play Menu.

10.4.7 Games Found Menu

This menu follows the search menu. It provides a list view of all the games the search was able to locate. Under the list view are three buttons. The refresh button refreshes the list view. The Join button begins the mission. The back button returns you the search menu.

10.4.8 Join IP Menu

This menu provides you the means to create a direct connection to another machine for co-op play. There is just one editable field for putting in an IP address. Under this text field is a button to join the other machine, and finally a back button returns you to the Play Menu.

10.4.9 Options Menu

There are four buttons on this menu. The first allows you to modify the video setup. The second provides you with a menu to modify the audio setup. The third button takes you to the control setup. Finally the back button returns you to the main menu.

10.4.10 Profile Menu

The profile menu provides a list view of all the profiles stored on this machine. Along with the name of the profile, the difficulty level is also stored. Under the list view, we have the ability to load a profile, create a new profile, delete a profile and return to the main menu.

10.4.11 Extra Content Menu

The extra content menu contains buttons to take you to the saved replays menu. Next is a button that takes you to a menu to enter cheat codes. After that another button that provides you with bonus material from the game. There is a button that plays the games credits so that you can see who helped develop the game. Finally there is a back button to return you to the main menu.
10.4.12  Save Replay Menu

There are three things on this menu. The first is the name of the replay you would like to save. This field is modifiable by keyboard input. The second button actually saves the replay. The third button is a back button, that returns you to the previous screen.

10.4.13  Pause Menu

There are several options available from the Pause Menu. The first option is to Resume Game. This option returns you to the game. Second we have the ability to modify the game options which returns us to the options menu we have discussed earlier. The third option is to redeploy. This option reloads the previously saved point. The forth option is to save replay. This option takes you to the Save Replay menu. The final button is the retreat button. This button returns you to the main menu.

10.4.14  Save Screen

This is the screen that pops up when you enter a save area. The screen is plain except for a message in the middle stating that we are saving the game. In the lower right hand corner there will be icons moving to indicate the system is still responsive.

10.4.15  HUD

In the heads up display you have two primary visual ques to aid you in understanding your current situation. The top one represents your ammo and is a gun with a percentage. As you run low on ammo the percentage decreases. Below that you have four points of a cross that represent which of the squad members you area currently in control of. The top of the cross represents the Team Leader and has a TL on it. The left-hand side of the cross is for the AR and the right side is for the R. Finally the bottom side of the cross contains a G is is representative of the gunner.

At the top of your screen you always have a blue dot representing the direction to the next objective, as well as a compass that tells you the current direction you are facing.

10.4.16  GPS In-Game Screen

In game you have a GPS device that can be pulled up and examined. The GPS provides an overhead map of the area with your objective and current location marked. From this GPS screen you can call for a recon of the area and when that returns, unfriendlies are also marked on the screen. Also marked on the GPS heads up display are the SDREPS. These are the locations where you can save your game and replay. These are marked by a star on the screen.
11 Objective/Overall Mission

The overall mission is the clear a path through the city. This can only be accomplished by keeping all of the soldiers in your squad alive and healthy. Once you have cleared your section of the city, the war can continue.

12 Sub Objectives/Sub-Missions/Levels

I have only been able to get to level three, therefore I can only provide a objective tree through that level.

12.1 Level 1

- Objective Juliet is to provide cover fire with squad Alpha and rescue downed soldier with squad Bravo.

- Objective Kilo is navigate through the city engaging two enemies to meet up with the Bradley assault vehicle.

- Objective Yankee continues once you have teamed up with the bradley, you need to take out several enemies who have injured soldiers pinned down. Once you have relieved the injured soldiers, the squad is to return to the bradley for health and ammunition.

- Objective Zulu requires you to take out a machine gunner that prevents the Bradley assault vehicle from being able to move forward. This is the boss of the level and can be taken down with the M208 grenade launcher or through a fix and flank technique.

12.2 Level 2

- Objective Juliet and Oscar requires you to navigate through a highly intensive fighting area. You cannot destroy the enemy, but you have to maneuver around it.

- Objective Zulu requires you to navigate through some buildings using crates for cover. As you take out the enemy you arrive at your objective.

- Objective Yankee requires you to clear an area in order to create a CASEVAC for NATO spotters. This entails eliminating an enemy RPG gunner so that the convoy can continue its route.

- Objective Kilo is to take out an enemy with an RPG. The enemy is protected by heavy armor in the form of a tank. You must take out the RPG in order for the Bradley to take out the tank. This is the final boss of this level.
12.3  Level 3

- Objective Juliet and Oscar requires you to navigate the streets using the help of some other members of Charlie company. You must outflank the enemy machine gunner. Along the way you will encounter a sniper and that is this primary objective.

- Objective Echo requires you to move through the streets continuing to the gunner described in the previous objective. This objective concludes when you have eliminated the machine gunner.

- Objective Victor and Romeo has two parts. The first part is to keep a private from Charlie company alive. Your second objective is to locate the stinger missiles and use the private to disable them. During this objective you will encounter several enemy soldiers.

- Objective Whiskey requires you to meet up with Lt. Phillips in order to get your next set of missions.

- Objective X-Ray requires you to clear a parking lot of all enemy forces.

- Objective Kilo is to keep the streets clear and provide cover for rangers who are storming a building known to contain enemy snipers. As the enemy flees the South and West exits, it is the job of your team to take them out. This is considered the boss of this level.

13  Motivation

I am motivated to play the game to see if I can defeat the enemy artificial intelligence. The game stresses small squad tactics and the correct mastery of these tactics results in the destruction of the enemy and a good feeling. This game also provides you with a chance to be an arm-chair Napoleon. It is not as grand as some strategy games, but with proper tactics you successfully navigate the game.

14  Procedures and Actions

One of the primary actions is to provide suppression fire. Suppression fire allows your second squad to move unhindered in order to flank or out maneuver the enemy position. Point fire is similar to suppression fire, but you do not force the enemy position to keep their head down. Point fire is used to take out enemies without cover. There are also other weapons to shoot. You can shoot your M203 grenade launcher at an enemy in an entrenched position. You can throw a grenade at the enemy. You can also fire smoke grenades into the enemy position to smoke them out.
Movement is needed in order to navigate the game. Movement occurs between any two points and since you are navigating an entire city you will need to move in order to advance.

When your squad comes under fire in the open, you can take cover. This forces your team to a prone position in order to make it harder for the enemy to shoot them.

15 Critical Functions of Play

The game focuses on navigation with a purpose. You have to navigate your squads through the level keeping them in cover in case they come under fire from a hostile enemy. The other critical function of play comes from finding an enemy. You are trained to use cover to your advantage. While you maintain cover your opponent is unable to hit you. This holds true for the enemy as well. This forces you to use the fix and flank method continuously through the game to get the upper hand on the enemy. You fix the enemy with suppression fire from one squad and navigate the other squad until you find a position with cover that leaves the opponent uncovered. From here your opponent doesn’t stand a chance.

16 Significant Objects

The significant objects found in Full Spectrum Warrior differ from those in other games. I would argue that the health and ammo areas count as significant objects even though there isn’t necessarily a tangible object there. These areas are marked with a floating circle. When your players enter the circle, they begin refilling their magazines and receiving any medical aid that is available to them. Another similar object to the health and ammo areas are the save and replay areas. These areas appear sporadically through the game as places for you to save your current game status.

17 Rules

- If you enter the floating circle with a cross above it, then you get your ammunition refilled and any wounded soldiers in your party are patched by the resident surgeon.
- If you enter the floating circle with military wings above it, you will call for the other squad to enter the circle.
- If both squads enter the floating circle with military wings above it, your game progress will be saved.
- If you hide behind cover that is indestructible, then your team will not be hit by the bullets being fired at them.
• If you fire a grenade launcher at a car, then the car will be blown up and useless as cover.

• If the enemy is shooting at you and you are not under cover, your soldiers will be killed.

• If you place your soldiers on a corner, they will automatically scan around it and look for the enemy.

• If you order your troops to provide suppression fire, they will continue shooting in the direction you specify until you tell them to stop or they run out of ammunition.

• If you order your troops to provide point-fire, they will open fire on any enemies that enter the direction you specified. They will continue to watch this area until they are ordered to do something else.

• If you leave your squads in the open and they come under fire, they will attempt to find cover to hide behind. If no cover is found they will go to a prone position.

• If you use a destructible element for cover and the enemy is firing on your position then the cover will eventually be removed.

• If you are firing on an opponent who is behind cover, you will not hit them.

• If you are in the radius of a RPG blast, you will die.

• If you are in the explosive radius of a grenade, you will die.

• If you order suppression fire and move a squad through that suppression fire, they will be shot.

• If your squad is in the middle of navigating between two points and comes under enemy fire, they will continue until they have finished the move command or you cancel the move command.

18 Peripheral Control Elements

This game uses a combination of keyboard with mouse inputs.

In order to select where you would like your squad to move, you first click the right mouse button. This brings up a highlighted set of four circles, one for each member of your squad. You then navigate these circles around until you find a position you would like your soldiers to move to. Once this position is found you click the left mouse button to confirm. If you change your mind during the selection you press the right mouse button again to cancel out the selection option.
The firing orders are provided with the mouse as well. You can have your troops perform a point-fire by clicking on the left mouse button to activate the area circle. This circle represents the area you would like your troops to concentrate on. By clicking on the mouse again, you execute the point-fire command. If instead you hold down the left mouse button, you execute a suppression fire order.

The keyboard controls of note begin with the tab key. This key allows you to switch from one squad to the other. The number keys allow you to choose your weapon. You can activate your different choices of grenades by pressing 1 (for thrown grenades), 2 (for M208 grenade launcher), 3 (smoke grenades). Once you make a choice you receive the firing circle as before and you can click the left mouse button to fire. To cancel a choice, you can press the same button again.

The x key is responsible for canceling any order issued to a squad.

19 Boundaries

The boundaries are the buildings in the game. The buildings provide a path for you to follow in your exploration of the world. You are not allowed to enter any of the buildings. This is strictly a war in the streets game. You cannot jump in the game, nor can you control an individual character as you would in a first-person shooter. The only control you are allowed is controlling your squad as a whole.

20 Intrinsic and Extrinsic Knowledge Concepts

20.1 Intrinsic

The skill or knowledge you learn from the game is small squad tactics in urban warfare. You learn how to fix and flank enemy positions and use cover to overcome enemy positions and protect your squad.

20.2 Extrinsic

You need to know how to work a mouse and press buttons on a keyboard.

Outside knowledge that helps you in the game include knowing how to aim. For example, two of your soldiers are carrying M208 grenade launchers. In order to effectively hit your target, you need to know where you can slide a grenade through cover.

By playing the starter level and introductory tutorial you learn all the information that you need in order to succeed at the game.
21 Conflicts

The conflicts in the game come from the enemies that you need to shoot. Once the enemies have been introduced, you have to make a choice with how you are going to take them out. Most of the time the simple choice of fix and flank will take out all enemies. Therefore, this technique can be considered a conflict since it is a procedure that you have to master. Some moral dilemmas you will need to face come when a member of your team is killed. You are allowed one death while still being able to move along. It is then your choice to accept that death as inevitable and move on, or reload and try to find a way to keep that soldier alive.

22 Time Elements

Time in the game is an implicit adversary. You are controlling two squads of soldiers in real-time. While one squad is providing cover fire the other squad must make its movements. If these movements are not quick enough, your first squad could run out of ammo or lose their cover. Since cover is destructible, the gamer must always pay attention to both squads and how long they have been utilizing cover. From the levels that I have been able to play, it appears that time of day holds no value in the game. For all I know this could be taking place all within one day.

23 Ramping and Challenge Progression

The challenge found in the game builds in two different ways. The first is that as the levels progress you will end up facing more and more bad guys firing on you at once. The second way the challenge progression occurs is by modifying the locations of the enemies. When the game begins, the enemy is typically hidden behind destructible cover and as the levels pass, more often you will find more entrenched enemies that require different methods to defeat.

The player is allowed to specify the level of difficulty they would prefer at the beginning of the game in addition to the progression as the game is played. I was unable to try any other difficulty levels prior to writing this deconstruction though.

24 Range of Play

The game is very bounded. There is only one path to complete mission objectives. You must follow that path and destroy the enemies along that path in order to advance. The free form of play comes once you encounter the enemy. There are several different ways to take out the enemy within that little area. It is up to the player to determine how they
would like to defeat the bad guys. Typically though one method is more successful more often for any given enemy situation.

25 Resources

You have eight members divided into two squads. These are your greatest resources and the most important resources in the game. They are so important that if you lose more than one of them, you have failed at the mission.

Another resource found in the game is health and ammunition. I have lumped these together since they occur together in the game. There are only a few places in a level where these can be found. Although they are relatively few places to replenish health and ammunition, there isn’t any rule stopping you from returning to these points as needed.

26 Entertainment Value

The game is very challenging and makes several attempts at being humorous. The goal of the game is to be true to life. So the humor that comes up is grown up in nature.

The game flows well, taking you on a predetermined path through the city fighting the resistance that you encounter along the way. You don’t jump around in the city to weird and unforeseen places. Each level progresses and begins where the previous level left off.

Personally I feel the game wasn’t as involving as it could have been. With the saves occurring at intermediate points within the level, you only had to navigate small sections of the world successfully because you can always reload a save if you screw up. When you died and reloaded the level, it broke the involvement. Also game play is sporadic and interrupted frequently by cut scenes that cannot be escaped. I felt more like I was watching a movie that I would infrequently get to interact with for short periods of time. Along these same lines, I felt no investment in my characters. I didn’t really know their name nor care if they died. I only cared because I would be forced to restart the level.

Overall it was a fun game. It’s always neat when you can outwit the AI opponents, it just becomes tedious when you do it the same way all the time.

27 Educational Value

The game is designed to teach small unit tactics in an urban warfare environment. The primary technique that is constantly drilled into your head is fix and flank. You provide suppression fire with one squad and flank the enemy with the second squad. The goal is to repeatedly attempt these skills in different situations, such that this method of unit warfare passes from short-term to long-term memory. Another thing that can be learned is spatial awareness. You quickly learn how to identify areas that are able to provide cover for your troops.