

ANTI-CAMPING SYSTEM (MECHANIC) - DESIGN

This document outlines three mechanics for three different types of camping that are defined in the research document. Although camping is usually counteracted by different aspects of game design, these are specific mechanics that help camping directly. These mechanics, along with mode/map design, audio design and weaponry/combat design should help beat camping of these three types altogether when properly tuned.

Objective camping:

Air Raid

When an objective is controlled by one team for a long time without disruption, an air raid siren can be heard and a safety bunker will open its doors. The defending players must then enter this bunker, leaving their possible hiding places. Airstrikes shower down on the objective as well as the surrounding areas. This is to prevent the attacking team to rush in and ambush the defenders once they exit the bunker. The airstrikes stop in the center (objective) first, to allow the defenders to run out of the bunker without being rushed. The attackers can approach a few seconds after the defenders leave the safe zone to let some time for repositioning but to avoid letting the defending players to just run back into their hiding places. This also allows the attackers to scout by listening to footsteps and other sounds. The air raid also wipes out any traps or bombs (e.g. claymores) so when the defenders come out, they need to make a conscious choice between setting the traps again and seeking better cover. The purpose for this mechanic is to create disruption in the defending team and to give the attackers a window of opportunity to take the objective. Good communication on both sides is the key to success.

Most of the time objective camping is healthy for the game and creates different fun strategies for both teams. The best way to prevent camping of this type is by utilizing other game systems rather than just one mechanic, such as sounds, weaponry and communication.

Spawn camping:

War Crime

Killing an enemy in their spawn is called a war crime. War crimes ramp up in punishments the more a player commits them. First kill is only a visual warning that pops up on the screen, telling the player what they've done and that severe punishments follow if they continue. Second kill within a specific time window (can be adjusted) starts accumulative point/perk punishments that get worse for each new spawn kill with a visual UI element to let the player know about the amounts. The punishments can also be for other things, but only specific for that match. For example, the camping player can gain less experience for that specific match, but their account should not lose progression. If the goal is to reduce spawn camping to zero, then a final punishment can be added that causes an NPC to instantly kill the camper, or even removes the camping player from the game. This option could be turned on or off depending on the amount of spawn camping as well as the amount of kills which triggers it.

This mechanic could be supported by other systems such as multiple exits or spawn points, but in specific map type and size this system might be the only effective one. For example in big maps with a static area, where the map size is a constant, having invisible walls covering the large spawn areas can feel quite unrealistic. For random spawns in deathmatch mode for example, an immunity period can accompany the War Crime mechanic, but the time window within which a kill is counted as a War Crime needs to be monitored and adjusted if needed. This mechanic is also inherently supported by the risk and reward of the whole process, where they risk dying themselves for the reward of negative score.

Location camping (random location on the map):

Reconnaissance

Players who are outside of their spawn or any possible objective area for a long period of time (time can be adjusted) are detected by allied reconnaissance equipment and are revealed to the players on the mini-map or even on the screen, for example by showing the players' outlines through walls. This mechanic can also be made to only apply to players who stay still for an extended period of time, but it can be counteracted by moving slightly. However, if the game has audio cues for footsteps, it can help the other players detect the camper more easily. This mechanic can also be extended to spawn campers, as enemies outside the other team's spawn would get revealed after some time and the players could react to it.

This mechanic can be supported by the same thing as the War Crime system, such as grenades. With the camper revealed it is easier to strategize against them. Communication within the team should also be encouraged when dealing with campers with the use of in-game commands of spotting mechanics.