

Virtual Presence Shift

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The article about the 'Virtual Presence Shift' (VPS) gameplay mechanics that allows the player to directly control a unit in the first-person view mode. The VPS mode also provides significant bonus and mechanical freedom to the controlled unit.

(This article is currently under construction!)

1 Information

Virtual Presence Shift (VPS) is a core gameplay mechanics that allows the player to directly assume manual control of a unit in the first-person mode. The unit controlled by the player has total freedom of control and can override AI-specific behaviours and restrictions, while enjoying the benefits of various enhancements compared to the normal AI-controlled units.

2 Overview

The ability to freely assume manual control of any unit at anywhere at anytime in the first-person mode inside a full 3D world environment is one of the main gameplay elements and features of [Urban Assault](#). In VPS mode, the player has a full control over the occupied unit with synchronised first-person vision of the unit's camera to survey the 3D world around it.

This process is electronically accomplished via data-link connections from the player's [host station](#). The player can assume control of any units at a time by using the 'Jump Into Vehicle' button (default: 'J') over the unit they want to control in the first-person mode. This function can be combined with general interface options available on Map and [Squadron Manager](#).

3 Background

In Urban Assault [storyline](#), the global population was heavily decimated following the events of the Big Mistake with very little survivors left on the planet. Since human resources were too precious and limited to send into battle, the sentiments and environments for accelerated technological development in the fields of advanced, fully autonomous unmanned military [drones](#) and hardware with [artificial intelligence](#) modules for war machines were flourishing. The new paradigm of fully mechanised and robotic armed forces with powerful host station war machines to control the entire machine armies were finally conceptualised in practice.

The wars have become entirely and thoroughly roboticised by the time the game's main storylines begins. As the selected masters of the formidable host station war machines, the host station commanders who had undergone upload surgery to become one with the machine can access all information and power of the host

station interface. One of its main feature is an ability to electronically connect with subordinate AI military units via data-link connections and synchronised visions, and manually assume the full control of the unit at their volition.

Because all military hardware and equipment under the direct command & control system and the integrated battle network of the host stations are equipped with fully autonomous and artificially-intelligence combat modules, it is always possible for the cybernetically-enhanced human commanders of the host stations (who also happen to be the only human presence in battle-zone in this new paradigm of the future combat) to electronically jump into any vehicles and manually control them in the first-person view mode for optimal combat performance.

The integrated neural links network synchronisation and the first-hand images of the frontline combat that the electronically connected human commanders experience under VPS mode are so vivid and intense, that it has been frequently and dramatically described "as if you were living simultaneous lives, and suffering simultaneous deaths" with the AI drones in battle.

4 Mechanics

In the context of gameplay, Virtual Presence technology practically allows the player-controlled units to perform tactics and manoeuvres that are otherwise not possible for the pre-set AI behaviours assigned for the units, thanks to the freedom of movement and flight height control that are now possible under the player control mode without the restrictions for AI units. Moreover, being in the first-person control mode of any units directly provides substantial stat boosts to the unit that is currently occupied by the player, regardless of their types/classes.

4.1 Player Unit Stat Boost Effects in the First-Person Control Mode

The stat boost effects for all player-controlled vehicles include but not limited to:

- Incoming damage is reduced to 2/5, which is equal to x2.5 shielding. This means the player vehicle will only receive 40% of full weapon damage, and get 250% higher hit points.
- Enhanced weapon firepower from faster reloading time and rate of fire (weapon reload times between AI vs player vehicles are determined by the individual weapon data values).
- Increased turning rates and manoeuvrability for all controlled units.
- Player-exclusive abilities and freedom of control to override any unique pre-set or programmed AI behaviours of the units such as preferred AI flight heights or AI attack patterns.

(Note: These stat boost effects are not directly displayed nor reflected numerically in the unit HUD under the first-person control mode. The unit HUD will only show the base unit stats.)

These substantial advantages encourage and incentivise the player to assume direct control of their vehicles whenever possible, fighting alongside the friendly drones in combat to gain tactical superiority and supremacy over their enemies. Thanks to the VPS technology, the player can turn the odds and tides of the battle through skilful operation and manoeuvre of an individual vehicle, and even potentially overcoming the standard rock-scissor-paper counter systems between the units. The AI units are always going to be weaker than the player units.

5 Trivia

Under Construction.

6 Notes

Under Construction.