

Briefing & Debriefing

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The article about the Briefing & Debriefing mechanics and elements.

(This article is currently under construction!)

1 Information

The briefing and debriefing sequences are the information screens that appear before and after each mission.

2 Overview

The briefing and debriefing sequences respectively appear before starting and after finishing a level in single-player mode. In multiplayer mode, only the debriefing sequence is present after the multiplayer match is over.

Like many other aspects of the gameplay elements, the official [Urban Assault Help files](#) have a well-documented section for this function. This article will be used to list more technical aspects in future.

3 Mechanics

3.1 Briefing

The briefing sequence can be accessed by selecting a currently unlocked level on a level selection screen during the single-player campaigns. Before starting the level, a new separate screen which contains an interactive [satellite](#) image map for displaying various in-game objects, a section for displaying briefing text contents (usually also contains some [storyline](#) background and lore), and a panel for rendering 3D objects in rotation for displaying each identified object on the satellite map will be presented.

During the briefing sequence, the player can assess valuable map information for the upcoming battle, or read the briefing instructions and background for the mission. The briefing texts usually contain invaluable information and may provide useful tactics or strategies to employ in the following mission. Therefore, it is highly recommended to check them. The player can also start the mission or return to the map selection screen by clicking the buttons here.

3.2 Debriefing

The debriefing sequence can be accessed when the player has successfully finished a level by exiting through a Beam Gate in the single-player mode, or, in the case of the multiplayer mode, when the online match session is finished. The debriefing sequence has a background design and layout similar to the briefing sequence. But it will display different information from the briefing sequence such as a total playtime for the mission, overall scores and destroyed vehicle counts for each faction, or acquired technology upgrades.

During the debriefing sequence, the satellite map image will display various information and updates (such as [sector](#) ownership changes or unit creation/loss with coordinates) that have been tracked from the beginning of the match. This playback function gives a general overview of various events that have took place during the entire match in a real-time manner. The player can also restart the debriefing replay function or exit it by clicking the buttons [here](#).

4 Campaign Mission Briefing Texts

Main Article: Mission Briefing

Check the following page for the official campaign mission briefing texts:

<https://metropolisdawn.de/mission-texts>

5 Technical Details

By default, there are total maximum of 32 map icon elements can appear on the satellite map screen during the mission briefing sequence. This limit is extended in OpenUA.

6 Gallery

Under Construction.

7 Trivia

- The layouts and display methods of the briefing sequence are drastically different between the final release version of UA and earlier Beta versions of UA.

8 Notes

Under Construction.