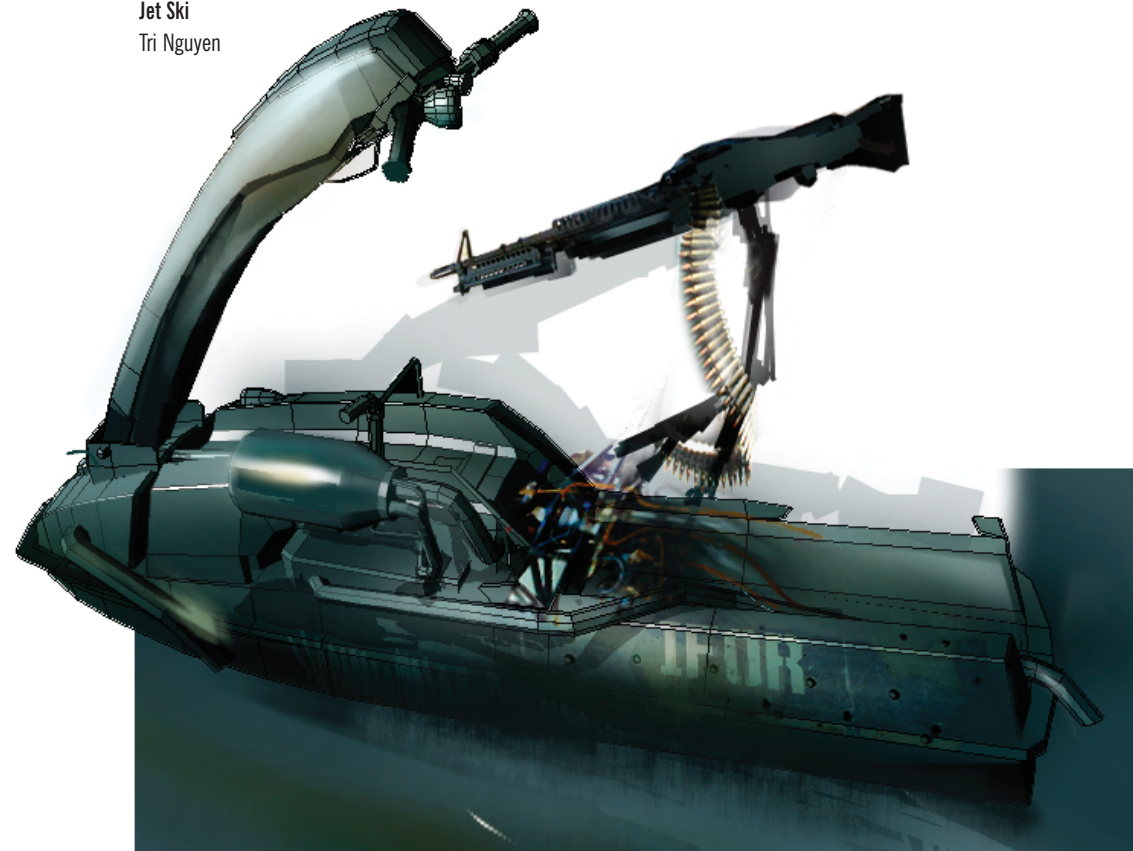


Jet Ski
Tri Nguyen



The Mudskipper (Airboat)

The Airboat, officially known as the “Mudskipper,” was originally a jet ski but did not playtest well. Keeping a first person view of the world, the jet ski was too much like running around on foot, and had severe problems with communicating frame of reference when driving in one direction when looking in another. A new Airboat design addressed these issues while at the same time being more consistent with the resistance built theme.



“One of the major problems in developing the airboat was motion sickness. If the player’s view was tightly connected to the airboat, every slight bump was magnified, making some early playtesters nauseous, in particular programmer Adrian Finol, actually throw up after an extended playtest. As a result, there was a careful redesign of handlebar, pontoon, and roll cage visual cues. We made these adjustments until the happy day when Adrian declared an illness-free playtest.” - David Speyrer



Combine APC
Viktor Antonov

The APC was originally a player driven vehicle. Playtesters found that the slow movement wasn’t as satisfying as the Buggy, and the APC was recast and used by the Combine forces only.