

Titanfall 2's Rodeo Mechanic

By LB



Overview:

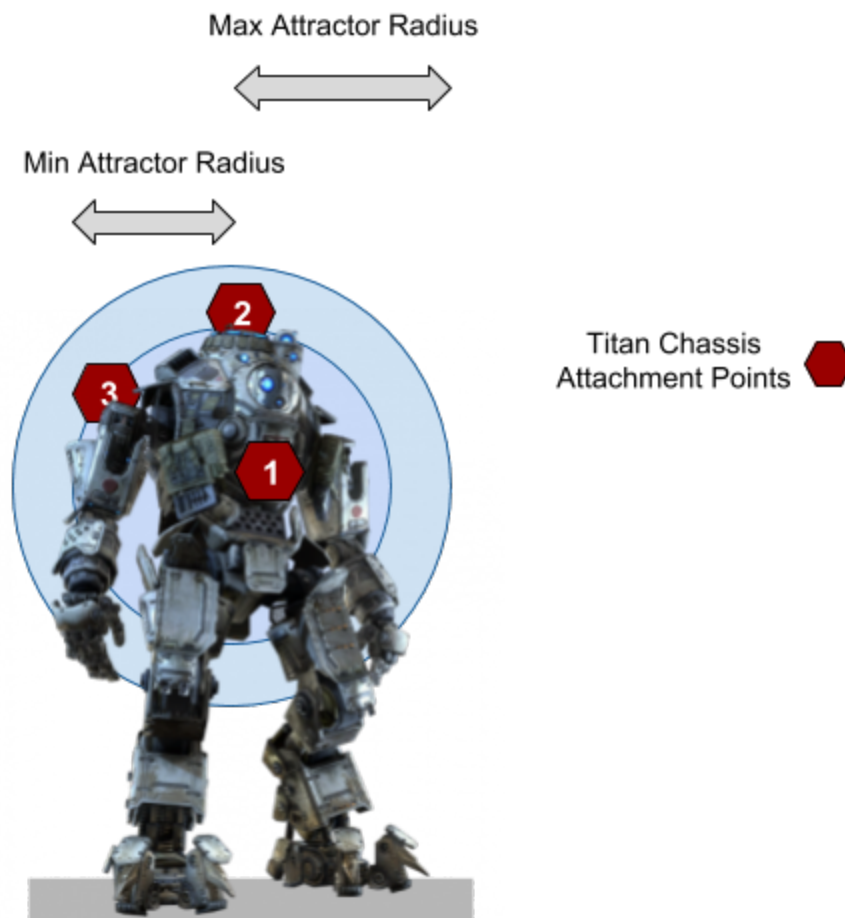
- Rodeos are multi-step actions players can perform to weaken enemy Titans and/or heal friendly Titans.
- Engages in cat and mouse theme between Titans and Pilots.
- Unique to the Titanfall universe.
- Mechanic enables quick transitions from parkour to combat.
- Give the player a sense of being a legendary, highly skilled pilot.
 - Unusual, non-standard action breaking up regular FPS gameplay.
- Fun alternative for players to interact with Titans separate from Weapon/Titan progression.

Gameplay Utility:

- Player ability to weaken enemy Titans without Anti-Titan weapons.
- Interaction with Battery Mechanic.
 - Batteries found scattered around map, on enemy pilots, or enemy Titans.
 - Appear on minimap.
- Ability to strengthen friendly Titans.
- Additional tasks for players in support roles.
- Use of Friendly + Enemy Titans as dynamic platforms for Parkour.
- Player Atomic + Tactical decision making based on Level Design and Titan positioning.

Implementation:

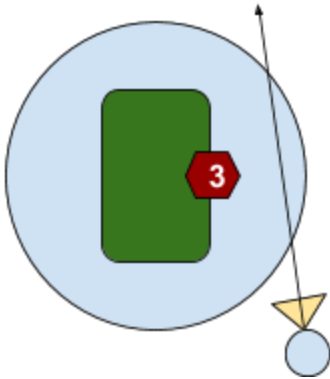
- Trigger area is defined by two parts:
 - A larger volume originating from Titan Chassis.
 - Radius of volume varies based on Titan size
 - Smaller attachment points on Titan chassis.
- Titans' attachment points initiate a Pilot's Rodeo
 - Intersected point determines animation variation for Pilot's Rodeo Climb.
- The trigger's volume acts as an attractor for Pilots
 - Pilots are attracted towards a Titan's chassis when performing any sort of jump that would intersect with the larger trigger area.



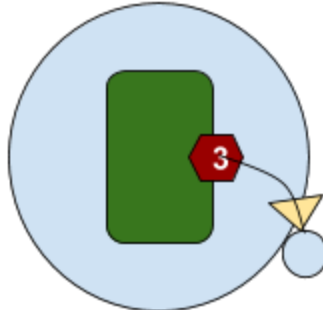
General Tunable Parameters:

- **Maximum Attractor Radius**
- **Minimum Attractor Radius**
- **Rate of Pilot Forward Vector Correction**
- **Titan In View Amount**
 - Require a minimum amount of the Titan to be on screen in order to count intersecting larger volume as "Intent to Rodeo"

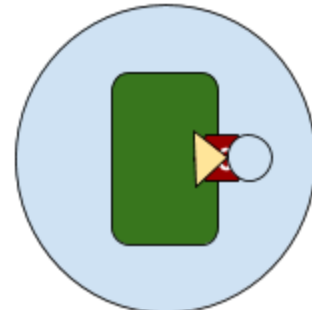
Pre-Rodeo jump
 • Regular Jump Trajectory



Trigger Volume Intersect
 • Player trajectory and forward vector adjusted

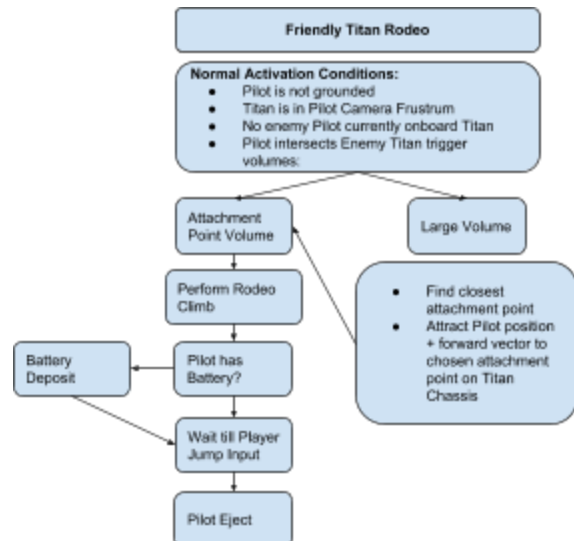
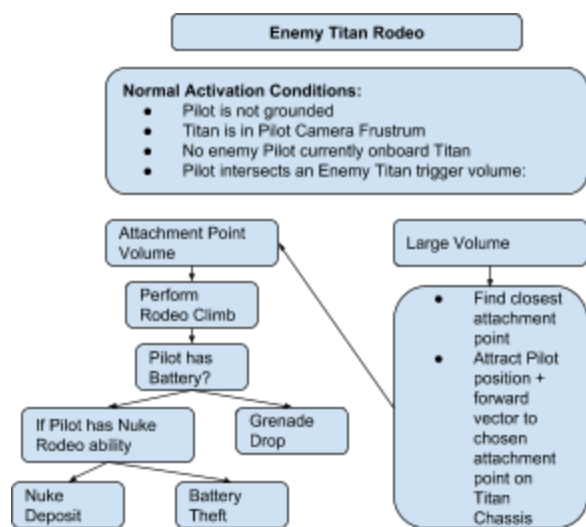


Attachment Point Intersect
 • Initiate Rodeo Climb



Rodeo Activation:

- **Enemy Titan Rodeo:**
 - **Normal Activation:**
 - **Conditions:**
 - Pilot is not grounded
 - Titan is in Pilot view
 - No enemy Pilot currently onboard
 - Pilot intersects Enemy Titan trigger volumes
 - Large volume
 - Find closest attachment point
 - Attract Pilot position + forward vector to chosen attachment point on Titan Chassis
 - Pilot intersects with chosen Attachment Point
 - **Rodeo Climb**
 - Pilot has Battery
 - **Grenade Drop**
 - Pilot doesn't have Battery
 - If Pilot has Nuke Rodeo ability
 - **Nuke Deposit**
 - Else
 - **Battery Theft**
 - **Player/Titan Feedback:**
 - Notify Titan of Grapple if Pilot approach involves Grapple.
 - Notify Titan of Rodeo once Rodeo Climb is activated.
 - Notify Titan of Pilot location for X after successful Battery Theft.



- **Friendly Titan Rodeo:**

- **Normal Activation:**

- **Conditions:**

- Pilot is not grounded
 - Titan is in Pilot view
 - No friendly Pilot currently onboard
 - Pilot intersects Enemy Titan trigger volumes

- **Large volume**

- Find closest attachment point

- Attract Pilot position + forward vector to chosen attachment point on Titan Chassis

- Pilot intersects with chosen Attachment Point

- **Rodeo Climb**

- Pilot has Battery

- **Battery Deposit**

- Wait till Player Jump Input, then **Pilot Eject**

- **Player/Titan Feedback:**

Rodeo Actions / Abilities:

- **Rodeo Climb**

- Play Rodeo Climb Animation
 - Disable Pilot movement

- **Battery Deposit**

- Play Battery Deposit Animation
 - Fully charge Titan Shield
 - Add 20% to Titan Core Meter
 - If Titan not in doomed state

- Restore some health to Titan
- **Pilot Eject**
 - Play Eject Animation
 - Enable Pilot movement
- **Nuke Deposit**
 - Play Nuke Deposit Animation
 - **Nuke Eject**
 - Nuke Titan
- **Nuke Eject**
 - Play Eject Animation
 - Launch Pilot high into the air
 - Enable Pilot movement
- **Grenade Drop**
 - Play Grenade Drop Animation
 - **Pilot Eject**
 - If Titan in Doomed State
 - Destroy Titan
 - If Titan not in Doomed State
 - Apply Damage to Titan
 - Enable Titan Doomed State
- **Battery Theft**
 - Play Battery Theft Animation
 - Add Battery to Pilot Battery Inventory
 - **Pilot Eject**
 - If Titan in Doomed State
 - Destroy Titan
 - If Titan not in Doomed State
 - Apply Damage to Titan
 - Enable Titan Doomed State

Animations:

- Pilots
 - Rodeo Climb Animations
 - Variations based on point of pilot approach
 - Nuke Deposit
 - Eject
 - Battery Theft
 - Grenade Drop
 - Battery Deposit

Camera Specifications:

- Custom camera movement synced with pilot model's head during various Rodeo animations.

Additional Tunable Parameter:

- **Friendly Titan Battery Health/Shield Regen**
 - How much Health is given to Titans after being given a Battery.
- **Battery Theft Notification Duration**
 - Duration for UI Element showing Titans the location of their Battery's thief.
- **Map Battery Spawn Locations**
 - Locations where Batteries can spawn.
- **Map Battery Spawn Rate**
 - Rate at which Batteries respawn around the map.
- **Rodeo Eject Speed**
- **Rodeo Eject Direction**
- **Enemy Titan Battery/Grenade Health/Shield Damage**
- **Rodeo Action Animation Duration**



Level Design Specifications:

- Provide "Rodeo Friendly" areas - Locations on map where players can easily engage and disengage Titans.
 - Soft Cover (Purple) - block sightlines so players can escape
 - Hard Cover (Blue) - block projectiles and abilities Titans can spam in a pilot's last seen location.
 - Paths of varying width (Green, "Alleys" between buildings)
 - Allow pilots to navigate through, but can be too small for Titans.
 - Walls and Roofs (Red)
 - Enable pilots to approach from above, behind, or flank.
 - Easy Grappleable geometry to escape to.