

### **Topics under discussion or consideration (subject to change):**

- A feature which let you open all your battlepacks at once.
- Tutorials or game mode design deep dives to explain in-depth how some game modes work in Battlefield 1 (specially conquest).
- Multiple setups or "playable zones" for your favorite game modes (not only TMD) depending on community feedback.
- More official servers in different regions (not only in South Africa, South Asia and Middle East).
- An option to "mute player" and "only allow squad leader chat" for rental servers.

### **On the DICE's to-do list:**

- DICE plans to reduce the amount of players needed to start the round.
- DICE plans to reduce the nade spam.
- CTE (Community Test Environment) for Battlefield 1.
- An in-depth progression system (more info to come).
- A potential solution to let you play more game modes on DLC maps in Battlefield 4 (some tweaks in the map rotation).
- A track system for community missions.
- Auto balance in-game.
- e-Sports (more info to come).
- A feature to let you hide the mouse cursor while using the spectator mode on PC.
- More Hardcore stuff.
- More balance tweaks and content for Operations. DICE is also working on improving the Operations join flow.
- More RSP features for admins. Some features will be available sooner than others depending on their progress: kick/ban, VIP lists, admin control panel, password protected servers...The password protected servers (unranked) need a "client update" for admins to add options and the password.

- DICE is working on an option to get other admins in our server (like an admin list) even if they have not rented the server.
- Classic mode + classic ticket count / bleed.
- Vehicle customization both while waiting to deploy and while in the main menu.

**Issues which are being looked at:**

- Delayed squad spawns.
- Jostick support.
- A little bug detected in the spectator mode while using the director camera.
- Fire can damage through walls in some cases.

**Issues fixed / Weapon tweaks:**

- Fixed the visual recoil of the Pieper M1893 (February Update).
- Martiny-Henry tweaked (February Update).
- Fixed the M1911 extended hammer and its reload.
- DICE has fixed some issues with revolvers (more info to come).

**Features which are not under tracking / developing at this moment (maybe in the future):**

- Text chat support on consoles.

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