

Nudge Implementation

STAR WARS BATTLEFRONT II EA

Stigma

The campaign of "Star Wars Battlefront II" centers on the narrative of Iden Versio, the leader of the Inferno Squad, an elite Imperial special forces unit. As the Empire collapses, Iden's character undergoes a transformation, prompting her to question the Empire's values and methods. This internal conflict culminates in her decision to defect from the Empire and align herself with the Rebel Alliance.



Imperial Armor

In the first missions, the main characters are wearing the black Elite Squad Armor that makes them stand out among the more common white stormtrooper armors, giving the players a sense of pride and importance.



The black armor later becomes a symbol of shame after Iden decides to betray the Empire and surrender to the Rebel Alliance, resembling the evil Empire and visually contrasting with the rebel uniforms.

Following Iden's choice to join the Rebellion, she ditches her Imperial armor in favor of a more suitable appearance for her new allegiance.

This way the imperial armor, which was initially a symbol of pride and status, is totally removed, losing its potential symbolic value after Iden's decision.



Restore the Armor's pride

Following her transition to the Rebellion, Iden may opt to alter her armor, incorporating new color schemes and Rebel Alliance symbols. This transformation would reinvent the armor as a **positive stigma**, showcasing Iden's courage in defecting from the Empire. Moreover, it would serve as a symbol of even greater defeat for the Empire, as it's worn by former Imperial soldiers now turned against their own cause.

