User is interacting with map

- User has pinged a revive tower or is about to be revived by a squad mate – while they wait they are interacting with the map or hud elements.



User is interacting with map

- Before being taken out of the map user will get a warning at the bottom of the screen informing them they will be redeployed. User may finish any actions they were taking.



OR

User is interacting with device

- User has pinged a revive tower or is about to be revived by a squad mate – while they wait they are interacting with a device



User is interacting with device

- Before being taken out of the map user will get a warning in the center of the screen informing them they will be redeployed as well as a timer. Potentially the screen has a color overlay to support this messaging but this is best determined by UI. Purpose of this warning is so the user may finish any actions they were taking and swift launch those into the outro cinematic.



Interactive Spectator OUTRO

- A cinematic outro transitions the user back into the game

IntSpec_Intro

