



DESIGN DOCUMENT

FAR CRY ARCADE MAP: ESCAPE CAMP THRALL

VERSION

RONNIE FLORES

Rondflores23@gmail.com

Level Design Document

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1. Overview

My goal for this project is to create a Branching/Non-Linear level with the *Far Cry 5 Arcade Editor* as a portfolio piece. For this project I want to focus on the following goals:

- **Presenting a clear objective**
 - Making sure that the player knows what the goal of the level is and how to accomplish this objective.
- **Motivating Movement / exploration**
 - Use dominant features such as the Military Base to draw players to POIs across the map.
 - Reward players who want to explore the level.
 - Reveal new information through different perspectives.
- **Facilitate both Stealth and aggressive gameplay styles in the levels design.**
 - Reward both playstyles by adding unique gameplay elements
 - Stealth: platforming Sections
 - Aggression: Access to more destructive weapons and gear.

1.1 Campaign & Narrative

The campaign for this project begins on a large cliffside where the player overlooks a large portion of the level, including a military Base (objective, exit). The player must then begin to make their way towards the objective by either engaging or sneaking past the enemy. While there is no dialogue being presented to the player, my goal is to implicitly tell a story by using the environment. Key narrative takeaways I want to accomplish are as follows:

- The military has created a type of internment camp in the mountains.
- The surrounding area has been left in a destroyed state.
- Etc..

1.2 Theme, Setting, Location

To understand the theme of the level I usually begin by establishing both a setting and Location for the playspace. Once both are established the theme of the level comes to life in my head, which lets me establish other small details to enhance the level such as (mood, tone, time of day).

- Setting:
 - o Alpine forest
 - o Wintertime
- Location:
 - o Military Camp
 - o Large Ravine
 - o Destroyed camps
- Theme
 - o Storm
 - o Marked by war
 - o Evil military operation
 - o Shifting time cycle (makes level feel more alive, like on some grand adventure)
 - o Escape from military forces.

2. Art

2.1 Level Atmosphere / Mood Board



2.2 Environment

The main environment inside of the level is an alpine forest, with a large canyon that separates the player from their objective.

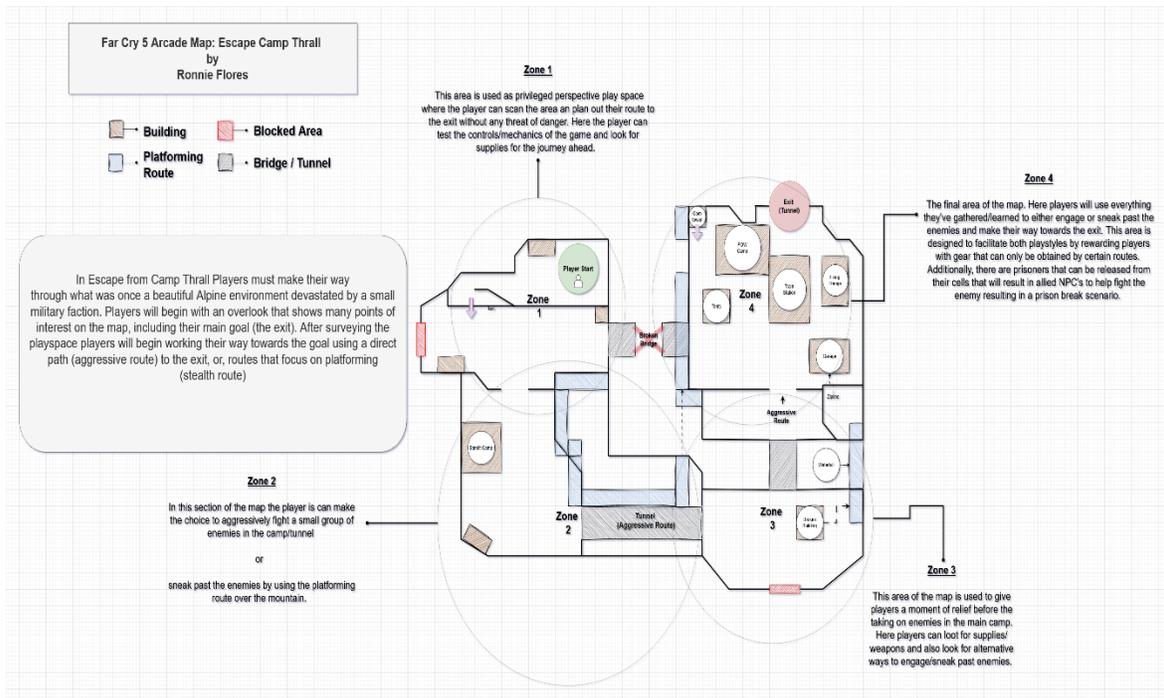
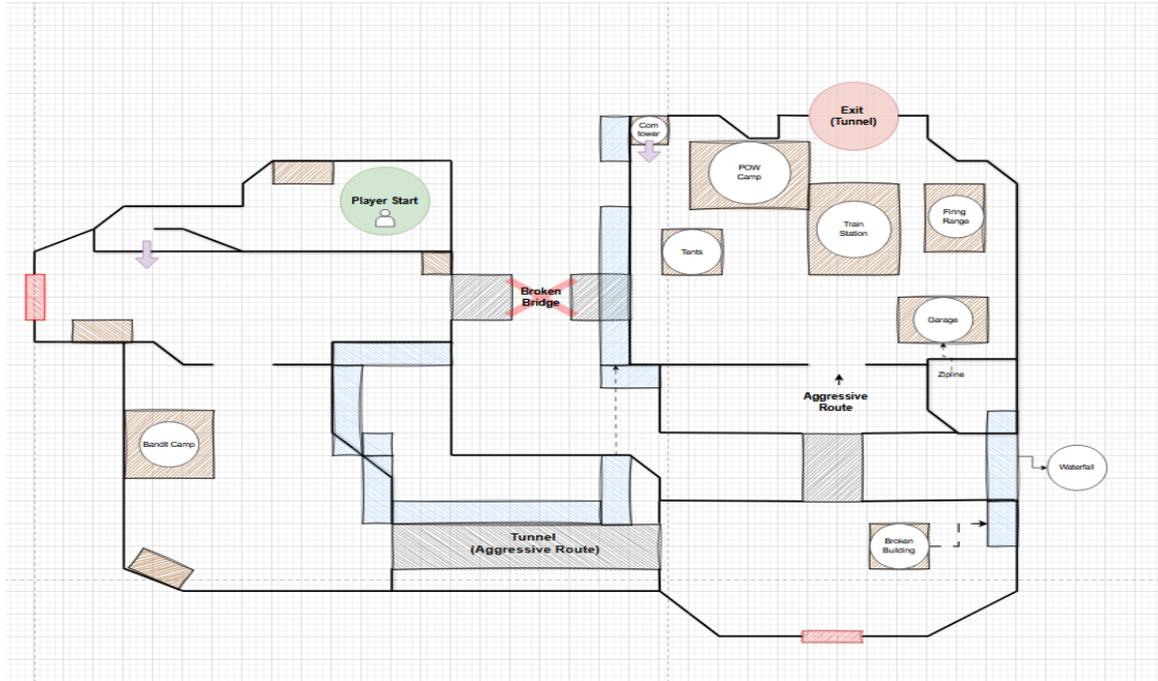
2.3 Major Areas / Visual Themes

Players are introduced to Military Base immediately as it is the center of the level and draws players toward it. Other notable environmental features inside the level include:

- The river
- Tunnel
- Mountain (climbable)
- Destroyed church (Town)
- Train station (Military base)
- Bridge

3.2 Top-Down Layout

For my top-down layout of the map I have decided to make two different versions. The first shows the layout, and the second, showing more of a detailed description of the map and what the player can do in each zone.



3.3 Block Out

Generally, when I begin working in the engine for a project I start with a block out of the level so that I can get a better sense of the level's metrics and playspace. However, for this project I took a different approach. Instead of blocking out the level, I went straight into adding completed assets into the playspace. I did this due to two major reasons:

1. **The Far Cry 5 Arcade editor is not a "real" game engine.**

What this means is that the engine lacks support functions that other engines like Unity and Unreal have programmed into its interface. FC5A lacks the ability to scale geometry cubes and open multiple asset browsers at the same time. These types of issues led me to the decision to not whitebox my level in the traditional sense because it would take significantly more time to complete.

2. **Access to completed assets.**

After whiteboxing a level and testing gameplay elements the next logical step would be adding completed assets into the game. I chose to skip whiteboxing my level because having access to these completed assets means that I could fully complete my level and publish it on the arcade market for players to download and play.

After every session on the FC5A engine I took screenshots of my completed work so that I could track and showcase my progress. If you have a moment, please Feel free to check out the timelapse on my website, [Here](#).

4. Gameplay

4.1 Gameplay Mechanics

Far Cry 5 is an FPS game that uses many different mechanics to enhance its gameplay, most of which are standard to the FPS genre. Instead of listing every mechanic the game gives to the player, I wanted to use this section to explain the mechanics I chose to focus on, and why I believe they're important to my level.

- I. Core Gameplay Mechanics
 - a. Movement
 - i. Walking
 - ii. Vaulting
 - iii. Jumping
 - iv. Crouch
 - v. Sprint
 - b. Shooting
 - i. While holding a projectile weapon players can fire their weapon, aim down sights, Hold breath, and throw objects.
 - c. Melee
 - i. Players can attack while unarmed or using a melee weapon.
 - d. Looting
 - i. Players will be able to find different types of gear inside of the playspace to help them complete the objective.
 - e. Grappling Hook
 - i. The Grappling Hook is a mechanic in the game that lets the player throw a rope that latches on to a grapple point. Once attached to the grapple point the player can ascend, descend, or swing on the rope.

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- f. Allies For Hire
 - i. Players can recruit unique NPCs to fight with the player against hostile enemies.
- II. Combat & Stealth
- a. Takedowns
 - i. Players can use stealth to sneak behind their enemies and eliminate them quietly.
 - ii. Can Chain with melee weapons
 - b. Marking
 - i. While using the binoculars players can zoom in onto targets and mark and highlight enemies. While highlighted players can see their location.
 - c. Turrets/artillery
 - i. Players can mount and use stationary weapons with high destructive capability.
 - d. Undetected / Detected
 - i. Enemy NPC's have two states
 - 1. Undetected:
 - a. NPC behave normally and follow their programmed routes.
 - 2. Detected:
 - a. NPCs will begin to target players and allies, or run to sound the nearest alarm.

4.2 Objective, Challenge, Reward (OCR)

At the beginning of the design process I believe it's important to establish your OCR's. Having them established lets me break the level down into sections, with each section having its own sort of narrative or objective to accomplish. My OCRs for this level are as follows:

1. Objective.
 - a. Main Objective
 - i. Escape Camp Thrall through the train tunnel
2. Challenge.
 - a. Fight or Sneak past heavily guarded enemy camps.
 - b. Different types of enemies depending on the camp.
 - c. Alerting guards will cause them to call for reinforcements.
 - d. Platforming sections using the grappling hook.
3. Reward.
 - a. Finish what I hope is an engaging level with lots of different ways to complete.
 - b. Will add a version of the level where the player will fail if detected.
 - c. Minor rewards:
 - i. Players that explore the map and take out enemies will be rewarded with gear that is not found on the level most direct route.

4.3 Gameplay Outline

In this section of the document I made a detailed table of what game play opportunities are offered to the player. It offers a short description of gameplay tropes as well as a description/breakdown of what I am trying to accomplish.

Gameplay Pillars

Name	Comment
Stealth	Sometimes the most direct route is too dangerous! Using the environment of the forest, players can find different cover to progress with stealth. With the use of the grappling hook players can get to areas where guards can't.
Platforming	With the environment being set in the mountains means there's a lot of elements that could be used to climb and ascend/decend up the rocky cliffs.
Gunplay	Run and Gun. The fastest and most direct path to the objective is through the enemy forces. Use different types of weapons to fit your playstyle.

4.4 Scripts

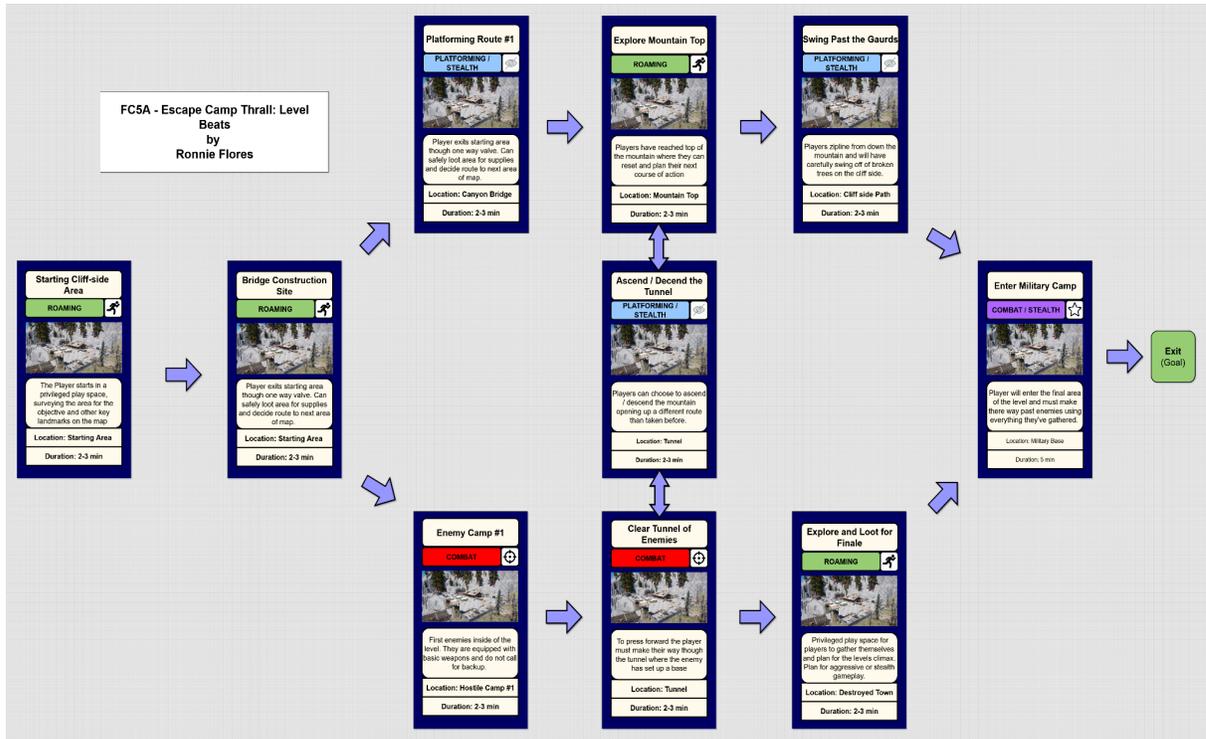
The following is a list a scripts programed into the level:

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Scripts

Name of Script	Location	Discription	Total # of

4.5 Level Beats



4.6 Level intensity

To Understand the level intensity of the level I start by making an excel sheet with All of the activities in a given area. I assign each a value of difficulty and calculate the difficulty of the area by how many times I use that activity in said area. Then I use this information to make a line graph. Below is an example of what the final result will look like once I am finished updating the level with all the correct information.

Far Cry Arcade Map: Escape Camp Thrall - OCR List			
OCR	Activity	# of Uses	Difficulty Rating
Starting Area	Movement / Observation	0	0
	Total Difficulty:		0
First NME Camp	NME: Assault Rifle	2	2
	NME: Sniper	2	3
	Total Difficulty :		10
Platforming: Mountain Side	Vertical Section	1	1
	Swing Section	3	2
	Total Difficulty:		7



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4.7 Metrics

The total playtime of the level is ()

- Discuss the mapsize
- Player Metrics
 - Speed
 - Jump
 - Size
 - Climb
- Combat metrics
 - Weapon Range
 - Enemy agro
 - Cover requirement
- Pacing metrics
 - Time to cross space
 - Encounter frequency

