Process to create a map using Far Cry 5 editor - Lumberjack Camp

Far Cry 5 engine - Antoine Fauville

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COUNTY

Part 1 : Planning

Outpost - small squared map.

Old wood/lumberjack camp with few houses, got taken over for drug deals.

They killed the camp and are trying to transform the camp. (people got attacked while doing activities, killed, tried to run and got killed).

You’re a “freedom defender”, you heard about the killing, you’re getting here to kill all enemies to liberate this lumberjack camp from the drug dealers.

I started to draw a basic layout, I central point where you aim to end or that would serve as reference for the player.

I then thought about ways to navigate through the map, blocking some path to lead the player, knowing he could come from all the places around the camp the camp needed to have a lot of access points. (Coming down to create a map that could potentially be in Far Cry 5 - Open World map - single or coop experience).

High Level design:

- 1 Big way to get there
- 1 Central point where light is hitting to guide the player and empathise him to walk around it.
- 2-3 Building to explore that are placed in an opposite place.
- 3-4 main entry points for the player.
- More complex the area is to explore, more enemies there should be.
- More to the center you get more enemies there should be as well.
- Sneaking up to the center should be possible but hard.
- Getting the alarm running should not kill you but gets enemies to spawn and coming to help defend the camp.

Part 2 : References

Part 3: Block In with basic elements

I went into the level editor, played arount with it for a bit and placed all the elements, trying also to figure out how the editor was working out and how to make the AI work.

After few hours I had a nice layout.

The inside of the houses are still empty and some navigation are still not making sense, otherwise i’m pretty happy with the general layout so far.

It’s missing a few things, objectives, weapons adjustments, dead-zones, more diversity with the monsters but the blocking of the basic element feel good for the navigation.

Part 4: Adding list of goals/important sets to keep track.

The story telling through environment was a point I wanted to explore. Since so far I didn't discover a lot of storytelling elements, I wanted to create this through environment.

First of all I wanted to understand a key design element : what game was I making the map for ?

I decided to do an outpost that could work for the Far Cry 5 universe.

- Area's:
  - Realistic area, believable lumberjack camp.
  - People living there and having a planning on their jobs.
  - People got killed on their daily routine, lot of stuff still around.
- Invaders status:
  - They got there few hours ago.
  - Unpacking, burning things around.
  - Finished to kill all the lumberjack members and started to hang them or place them in one spot.
  - They are setting up the alarm on a center pole.

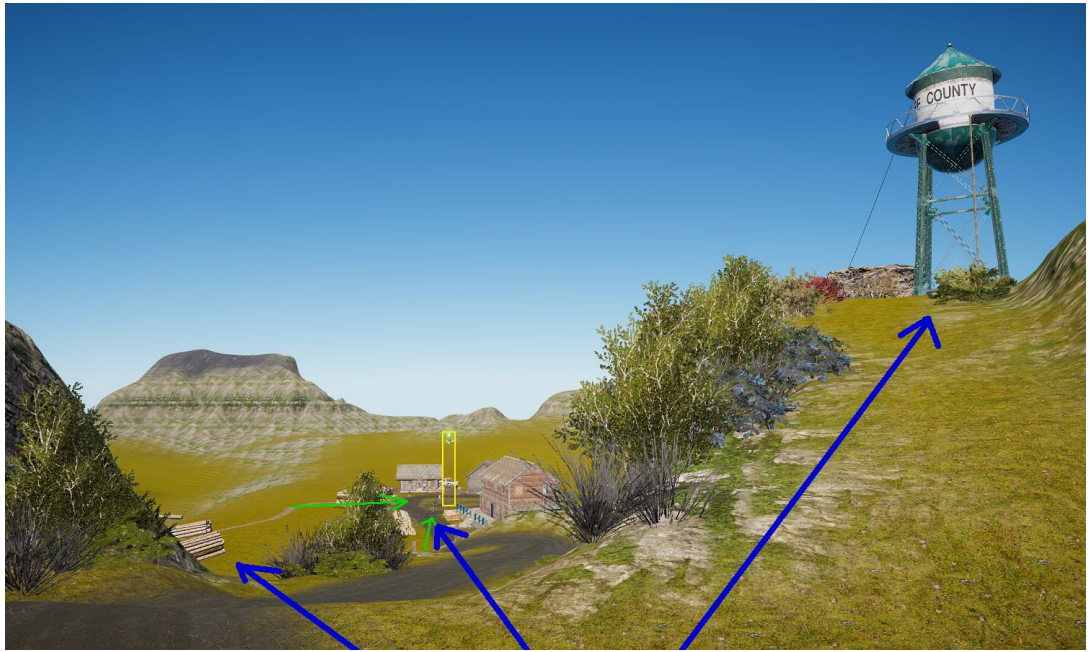
Part 5: Navigation and objective.

After 1 night spent I finished for the first pass on the map. I endup with a pretty defined map already.

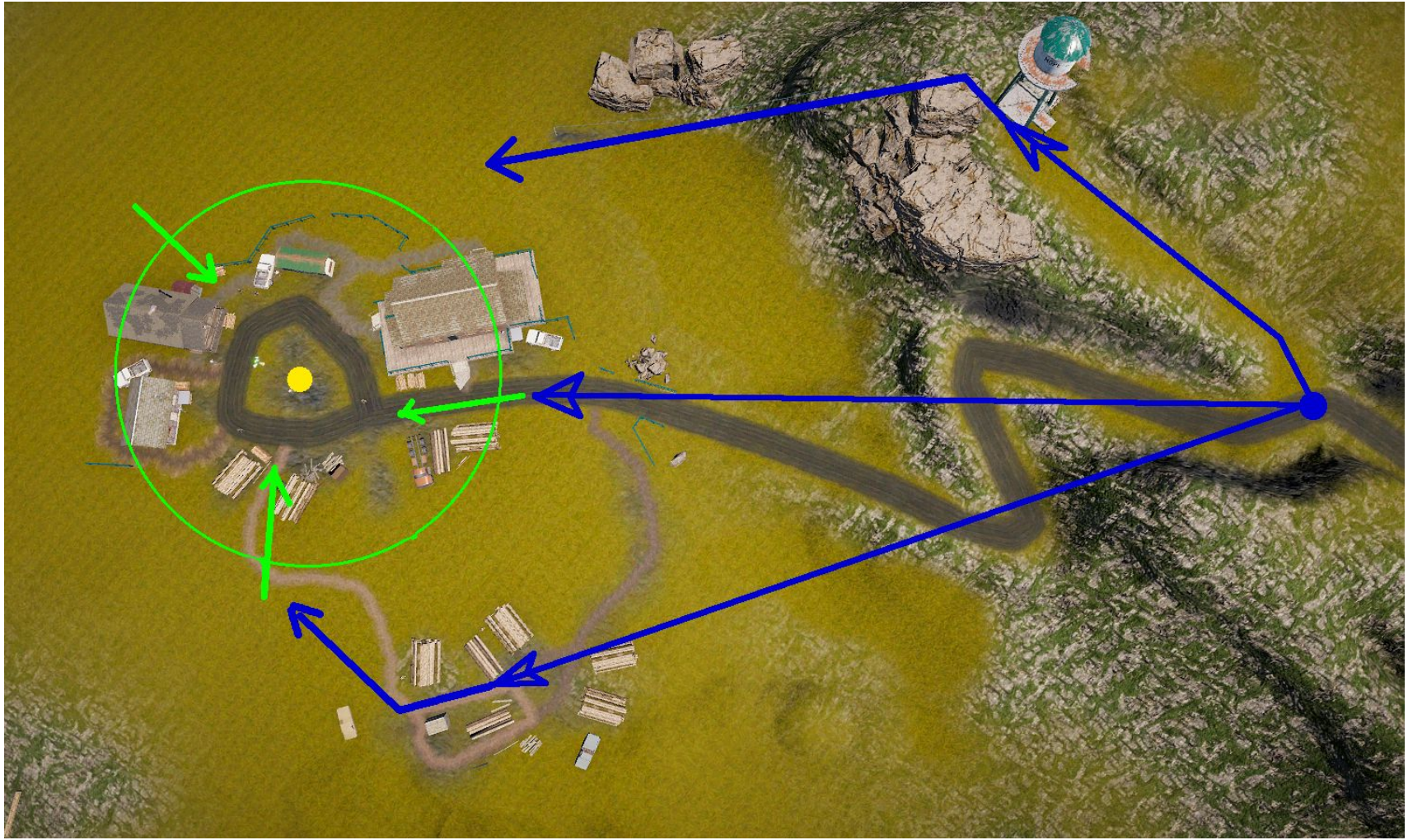
I first started with the basic layout. The objective and the multiple entry points to get to the objective.

I then added 2 more possible path to get there. Ending up with 3 entry points:

- The main one, go down the road to get right away in the camp
- Second going up to have a better view of the camp and prepare more for the fight.
- Going down to the left side to get around the camp.



Blue: Navigation.
Yellow : Objective
Green: Entry points to the camp.



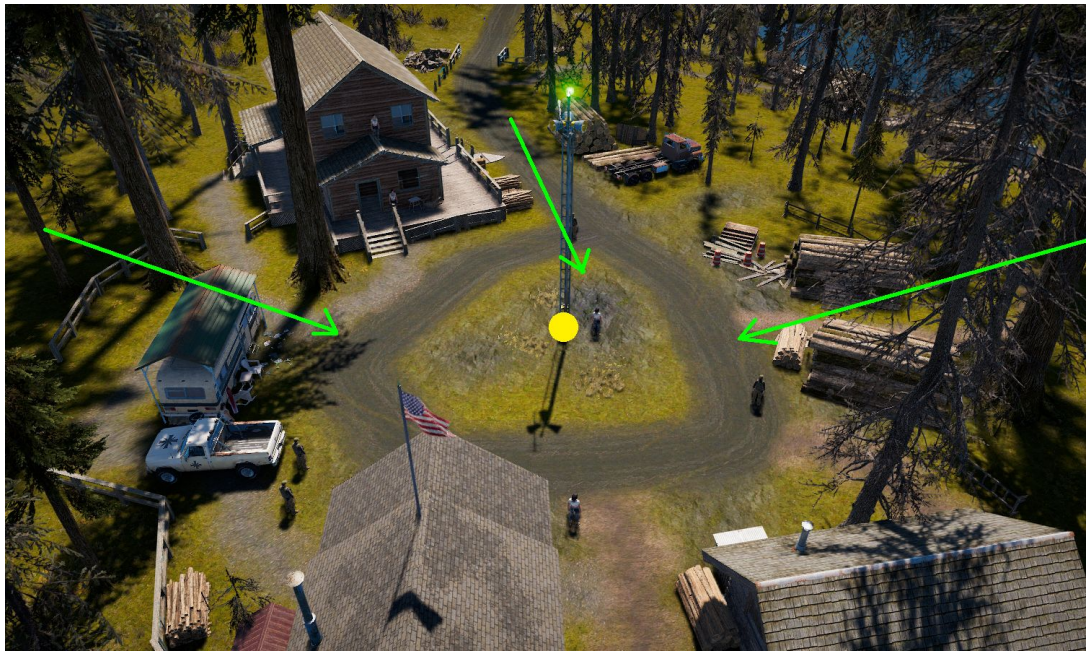
Working on various sections in the environment and working with geometry, texturing, placing models and modifying terrain.

Part 6: Adding Enemies and visual polishing pass

After playtesting I was confident that the whole navigation worked well and the spaces in between elements where spaced enough to work with the theme of the map.

I decided to clean up the trees to get the lighting done to guide the player to the objective, witch for me was the alarm pole in the middle of the camp.

With this I had a first pass on the placement of the enemies.



Keeping the center clear to visualise your objective and reinforcing the entry points. Playing with light to create ambiance for navigation.

Adding details here and there. I also added a zip line from the water observation tower to transform it into a navigation system. Then to ensure that the player would focus on the camp after reaching the end of the zip line. I placed more of those big rocks (right image) to close the area.

Reinforcement are at the top.

For the enemy placement I divided into 2 areas. The actual camp as a high density area, containing almost all my enemies, and the second with only 1 or 2 to trick the player if he would get into this area.

I also thought about the second wave of enemies. The wave that would be called if the alarm would be turned on. To reinforce the fact that enemies where coming to help their colleague when the alarm would ring, setting their spawning point to the side camp made sense to me.

Part 7: Enhance the map, adding more options

I then started to add more possible options to navigate to get to the center, giving more options to the player will lead to more choices to get the camp done and assuming this map, could work in an open world environment the player could come from anywhere on the map. I wanted to bring multiple choices, and also use the water as a navigation advantage.

Air - zipline / Ground - Log Camp or Main camp / Water - Off camp log cutting and export treatment area

Adding secret passages and more options to navigate around the camp.

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Displaying some ammo, some weapons and health all around the map.

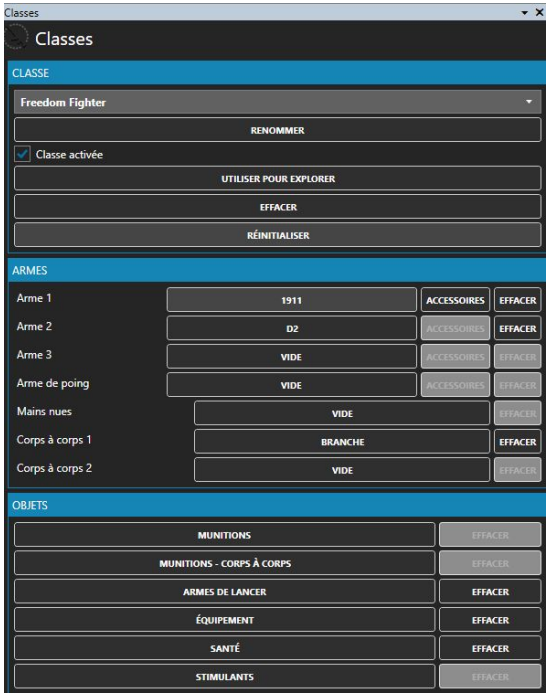
Adding some animals to make it more alive as well as some AI animations.

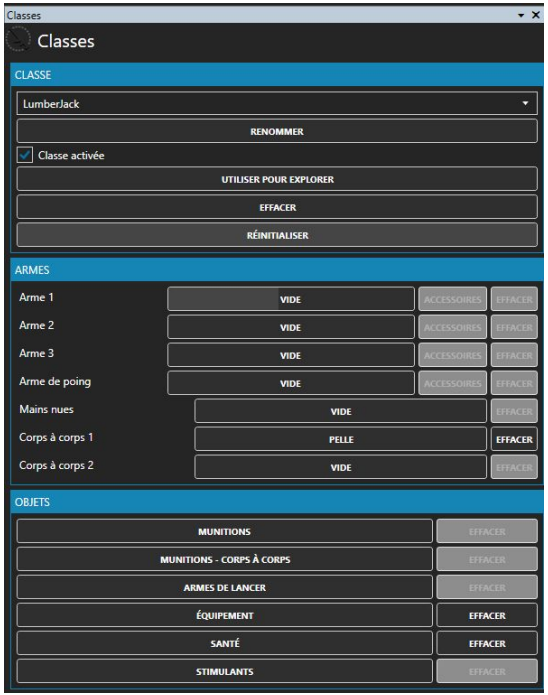
Part 8: Player attributes

I decided to rewards players for exploration, so I left the basic layouts of the classes as clean as they could be. Still having a basic class, the freedom fighter that have at least the minimum to go melee and kill everyone right away.

On the other hand I also thought about hard core players, who just want to get in with a shovel.

Next to the spawn point, I created some hidden places with a bow, a really hidden cave containing insane weapons, and also a pick nick area containing a classic gun.





Part 8: Final Touch and publish.

I playtested the map a lot, found some bugs or issues but in the end even if I knew it wasn't the best map, I was confident with the result as being a fun and rewarding experience. So I decided to publish it and move on on another map! I learned few things while doing it and it felt rewarding for me as well to finish it and discover those things.

I'll finish with an analysis on what I learned and with some screenshots of what the end result looks like.

In total the map took me 3 days, it was a very interesting experience.

Far Cry 5 map editor has some limitation, for example the amount of texture on the ground of 4, the road limits of 8 roads in total, the limitation of objects per area. For the last one it was actually beneficial since I had to look at what i was placing and had to choose carefully which object I want to place and where. Also I faced some basic level design issues that jumped right in the face while playtesting. For example hiding some enemies inside houses, otherwise we could see and mark all the enemies right when we would enter the map. For this reducing the movement of the IA was actually beneficial, which I thought could lead to a less fun experience. Creating extra elements to close the map on itself felt really great as well, surrounding the map with some treasure to reward the player for getting away from the objective, but these are small advantages like a small health box. Closer you get to the center of the map, the more rewarding the experience gets.

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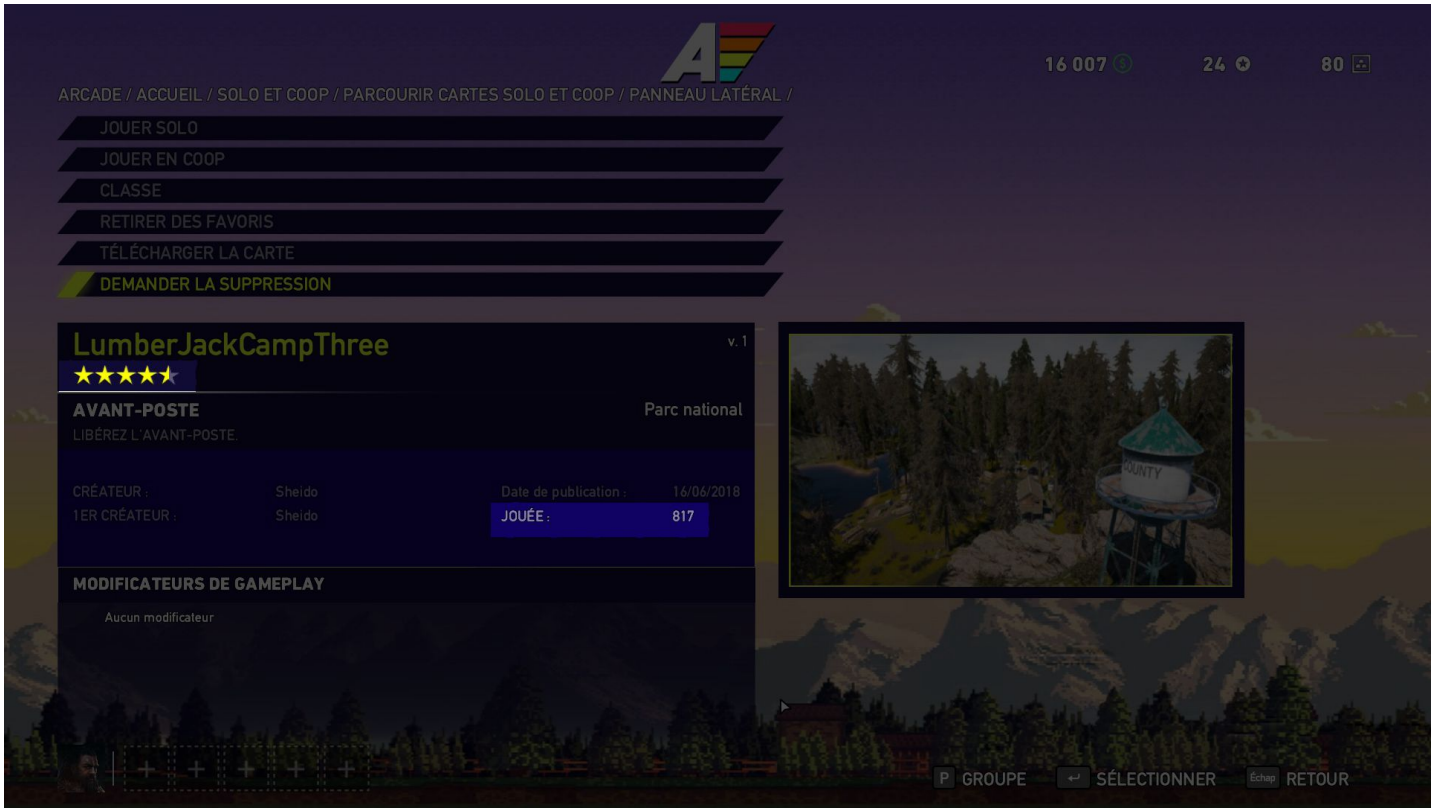
Update few days later.



The map has been played 800+ times and It has 4.6 stars out of 5 rating

16/06/2018