Far Cry Arcade Editor- Long Shadows

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Summary of Game

The *Far Cry Arcade* Editor allows players to make levels using assets from *Far* Cry *3, 4*, and *5*. *Arcade* is accessed through *Far Cry 5*'s game launcher and anyone with the game (and a Ubisoft account that is set up when buying the game) can publish and play custom levels. The editor uses *Far Cry 5*'s mechanics. The *Far Cry* series is an FPS with a focus on survival and tactical play through the use of many different weapons and combat styles. The narrative usually presents the player with moral choices and makes them consider their actions throughout the game on a larger scale.

Map Mode/Intended Audience

Map mode: Single player – balanced for solo play.

Overarching Difficulty: Medium

Journey/Extraction mode – the player is captured and must escape without being killed. Detection can lead to death due to the number of enemies and lack of tools the player has.

External Goals/Success Definition

- To design a level that is cohesive with the mechanics and structure of modern Far Cry games and the internal Journey game mode.
- To practice introducing game tools to the player through association (warm, soft light to guide and intrigue the player, vs cold, harsh light to deter the player).
- To practice implementing meaningful choices for the player when they are confronted with a fork in the path

Internal Goals

- To maintain the player's interest through a balanced use of reward, suspense, and danger, building up to a moment of relief when the end is reached.
- To tap into the player's primordial instinct to hide and escape from danger.
- To reward the player for hiding well, efficiently using the tools at their disposal, and escaping.

Structure/Game Flow

Overarching Obstacles: There will be a time limit that needs to be adjusted based on the playtesting of the level from many sources. This gives the player's decisions more weight.

Throughout the level, there will be forks in the main path that the player can choose to take. One of the paths will usually be the most direct, often having the exit in sight, but will be more dangerous to traverse; the other path will take longer to traverse but be less dangerous. The branching paths will be adjusted for difficulty based on the weapons at the player's disposal and would be entirely plausible – it is up to the player to decide which route would be faster in terms of their playstyle and level of experience.

Beginning

Obstacle: The player starts the level with nothing at their disposal. They need to rely on stealth takedowns or find ways around the enemies.

Reward: A silenced pistol (M-712) will be found on a table with a limited amount of ammo that can be used to eliminate foes from afar.

Middle

Bright light will be used to deter the player, while colored lights (exit signs and other warmer indicators) will be used to guide the player towards the exit as they were in the beginning.

Obstacle: More enemies will be present in the rooms and moving through them will become more perilous.

Reward: Enemies killed will refill the player's ammo and allow them to navigate more freely throughout the environment. An auto crossbow will be found on a table after the player has gotten through the second area successfully. The autocross is a better and more balanced weapon than the M-712 and can take out enemies easier, while also being silent.
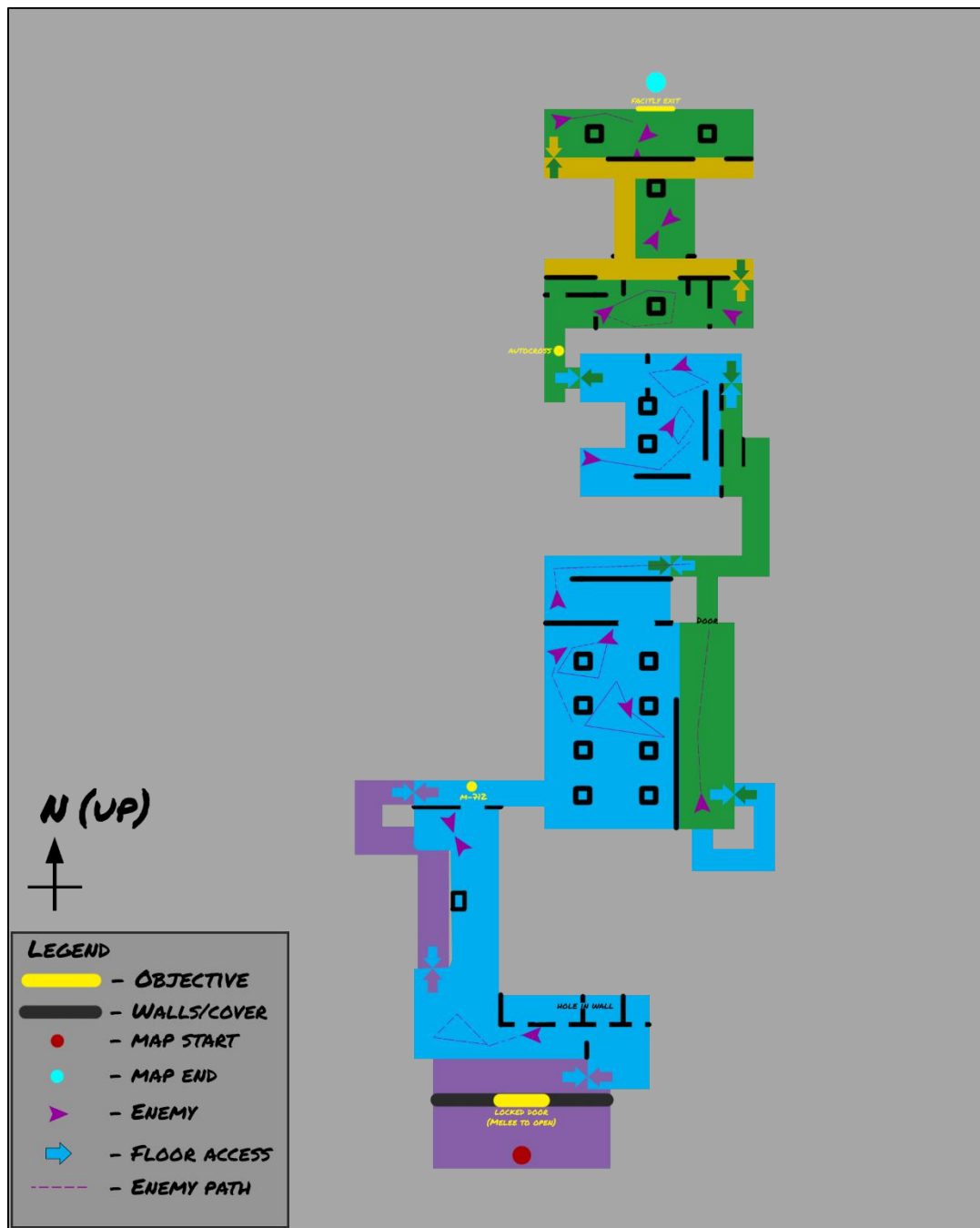
End

At the end of the level, the exit will become clearer, with small windows indicating to the player that they are above ground. The level as a whole will become lighter.
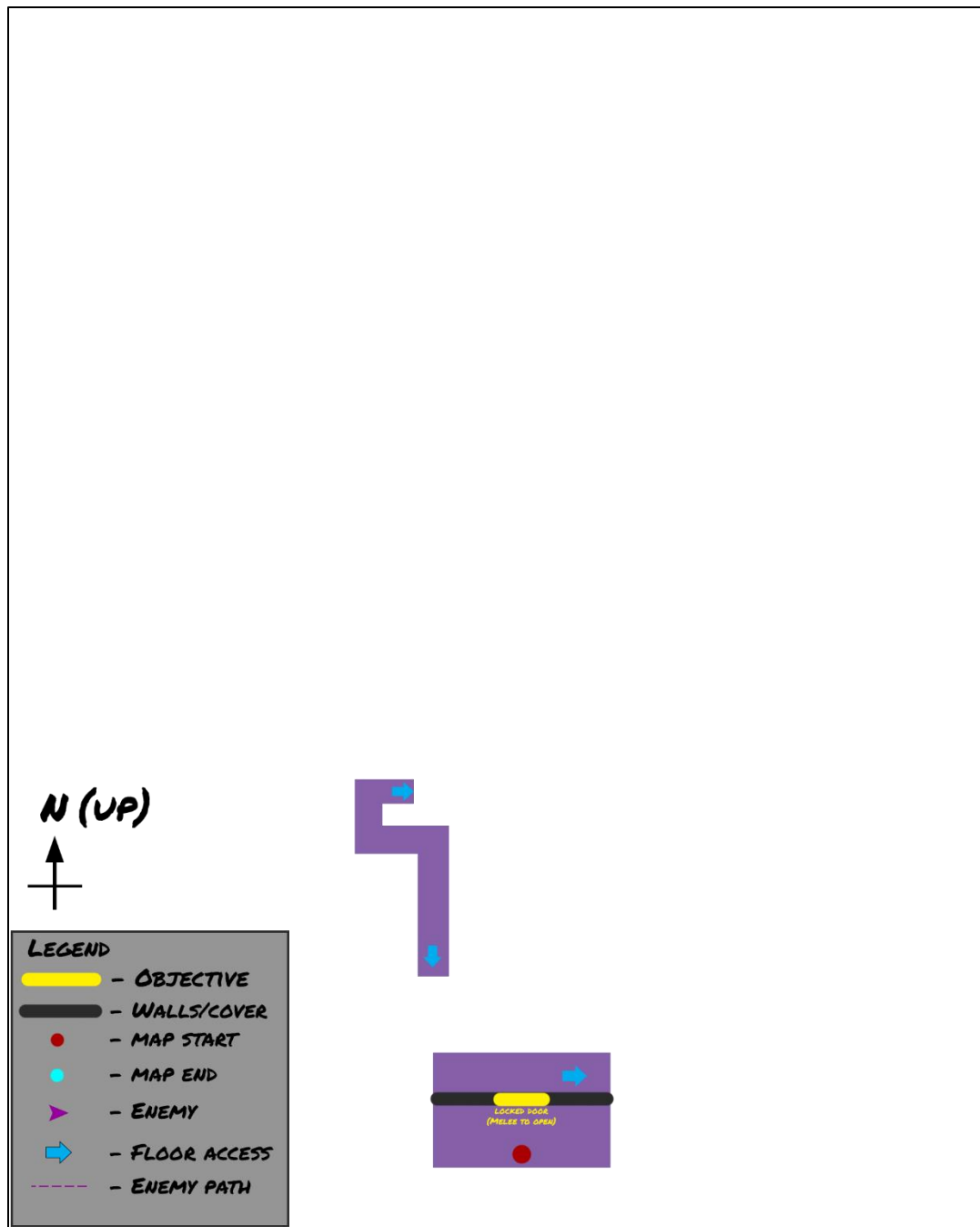
Obstacle: Elimination of enemies will become necessary for the player to remain undetected when moving to different areas. The player will need to judge when to perform a takedown and when to use their weapons, as they will not get any more than what they took from the middle section.

Reward: After making it through the level and out the main doors, the player will be rewarded with an open view of the outdoors and space to (theoretically) run away from the facility.
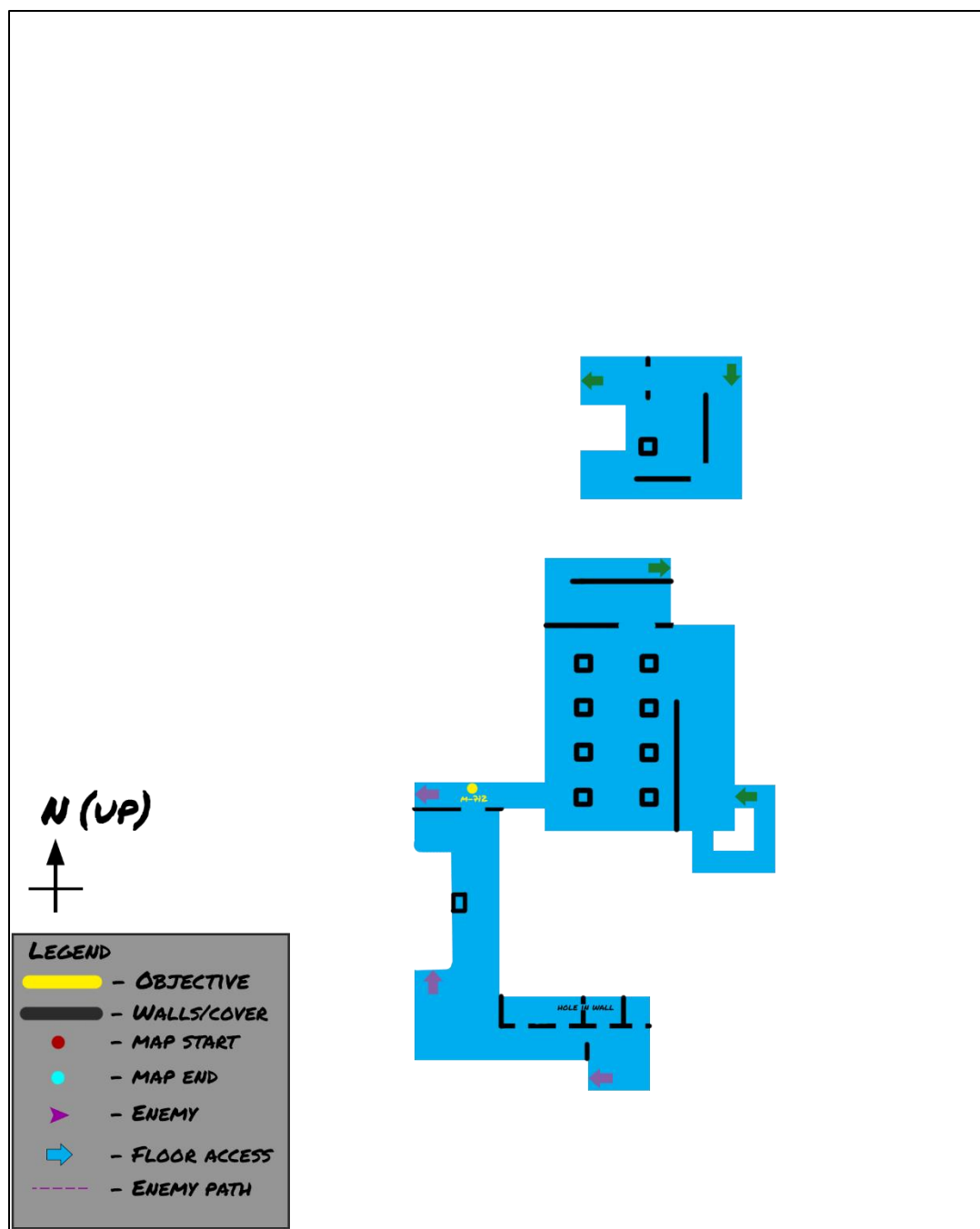
Layout Maps

FACILTY EXIT

AUTOCROSS

DOOR

M-712

HOLE IN WALL

LOCKED DOOR
(MELEE TO OPEN)

N (UP)

LEGEND

- **OBJECTIVE**
- **WALLS/COVER**
- **MAP START**
- **MAP END**
- **ENEMY**
- **FLOOR ACCESS**
- **ENEMY PATH**

Full layout drawing not separated into layers.

N (UP)

LOCKED DOOR
(MELEE TO OPEN)

Bottommost floor of the level where the player starts.

LEGEND
— OBJECTIVE
— WALLS/COVER
— MAP START
— MAP END
— ENEMY
— FLOOR ACCESS
— ENEMY PATH

M-712

HOLE IN WALL

Floor below ground level.

FACITLE EXIT

AUTOCROSS

DOOR

N (UP)

LEGEND
- OBJECTIVE
- WALLS/COVER
- MAP START
- MAP END
- ENEMY
- FLOOR ACCESS
- ENEMY PATH

Ground level floor where the player exits the level.
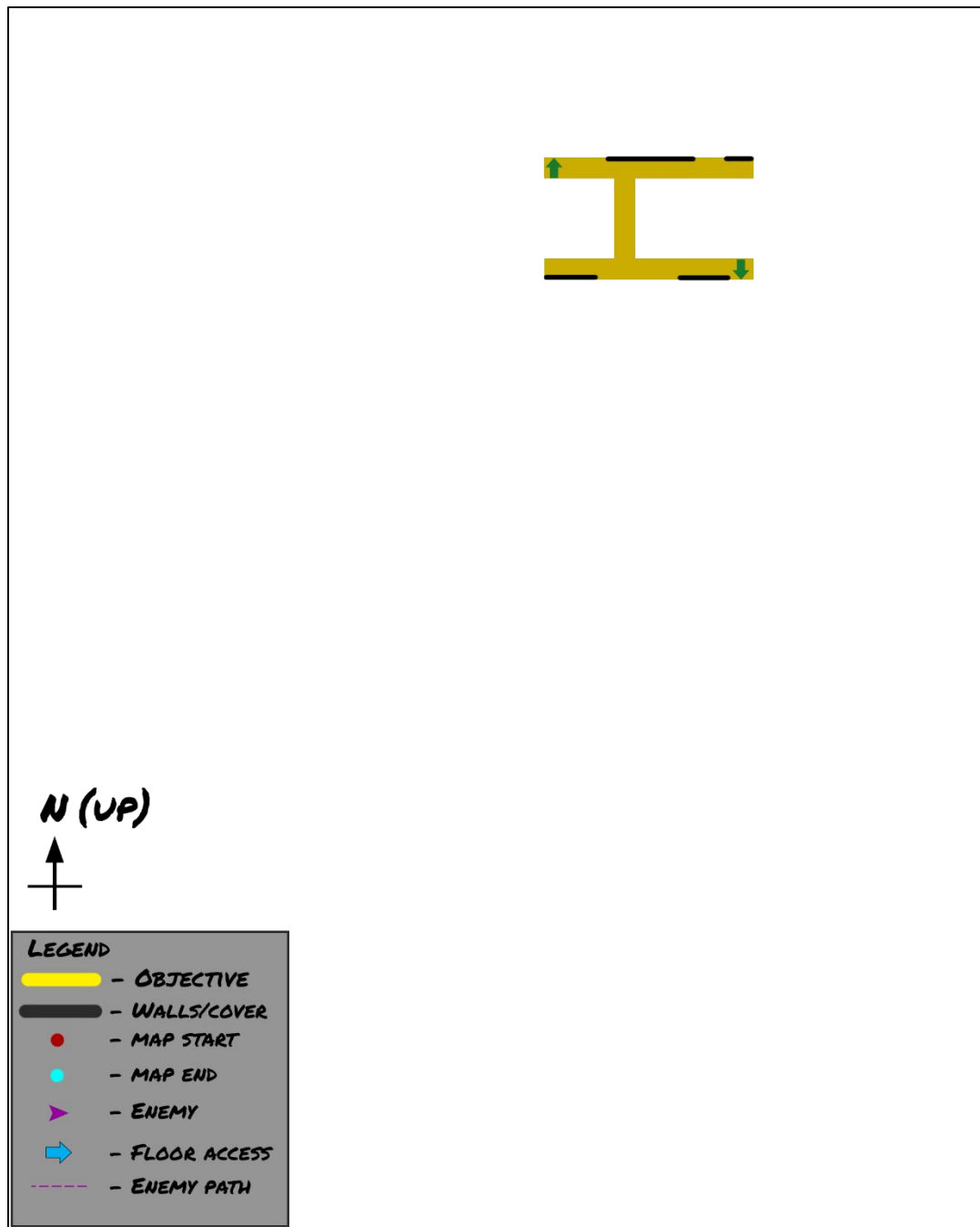
Balcony level the player can access from the ground floor.

Navigation

The player can only move between the floors in places where there are arrows on the map. These represent stairways (or in the case of the first room where the player starts, a ladder).

Black marks on the map represent areas of cover or walls that the player can maneuver around to avoid detection or bullet fire. Higher-up areas (such as the balcony) have low-rising walls that

the player can still get hit through that are not marked in black – only spaces around areas marked in black can provide cover.

Enemy Data

The enemies in the level will be of standard difficulty. They will be equipped with SMGs or assault rifles of moderate (standard) damage. Depending on the testing feedback for the level, some enemies may be given better weapons (such as shotguns or LMGs) or higher armor stats. Enemies not marked with paths on the map will be stationary or talking to another nearby enemy. The enemies that are following paths will walk between the nodes intermittently, pausing for a short while after completing their movement.

Setting

Time: Sunrise (for the outdoors and from the light coming in to the facility)

The level begins in a dark, underground prison facility. The player was caught scouting for the opposing side in a war and will be tortured/killed for information. They must escape using their abilities and the weapons they find.