Level Design Documentation (Far Cry 5)

Contents

High Level Design Overview 2

Main Objectives – Clear the outpost..... 2

Secondary Objectives- Kill all the enemies. 2

Design Motivations- Design motivation was from far cry 3,4,5, new dawn and 6.I have played all far cry series games and I wanted to make my own custom outpost map to challenge myself. 2

Key Elements- The key elements of the map are the lodge that has been turned into an office and the other key element of the map are the warehouses as the player can use them to hide and sneak attack the enemy..... 2

Expected Player Experience- The expected player experience is going to be satisfaction of killing the enemies and capturing the outpost and winning the game. 2

Overview Map 2

Points of Interest- There are 2 points of interest in the level. They are the lodge which is in the center as it's the big main building of the level. I have designed it as an office for the enemy. The second point of interest is the warehouse as they have most of the assets that can be used as cover..... 2

Aesthetic (Look and Feel) 3

Enemy Placement Map 13

Pathway Maps 19

Golden Paths 19

Level Pacing..... 29

Flowchart 29

Here is the flow of the game..... 29

Balance Considerations 30

Expected Issues..... 30

Testing Plan 30

High Level Design Overview

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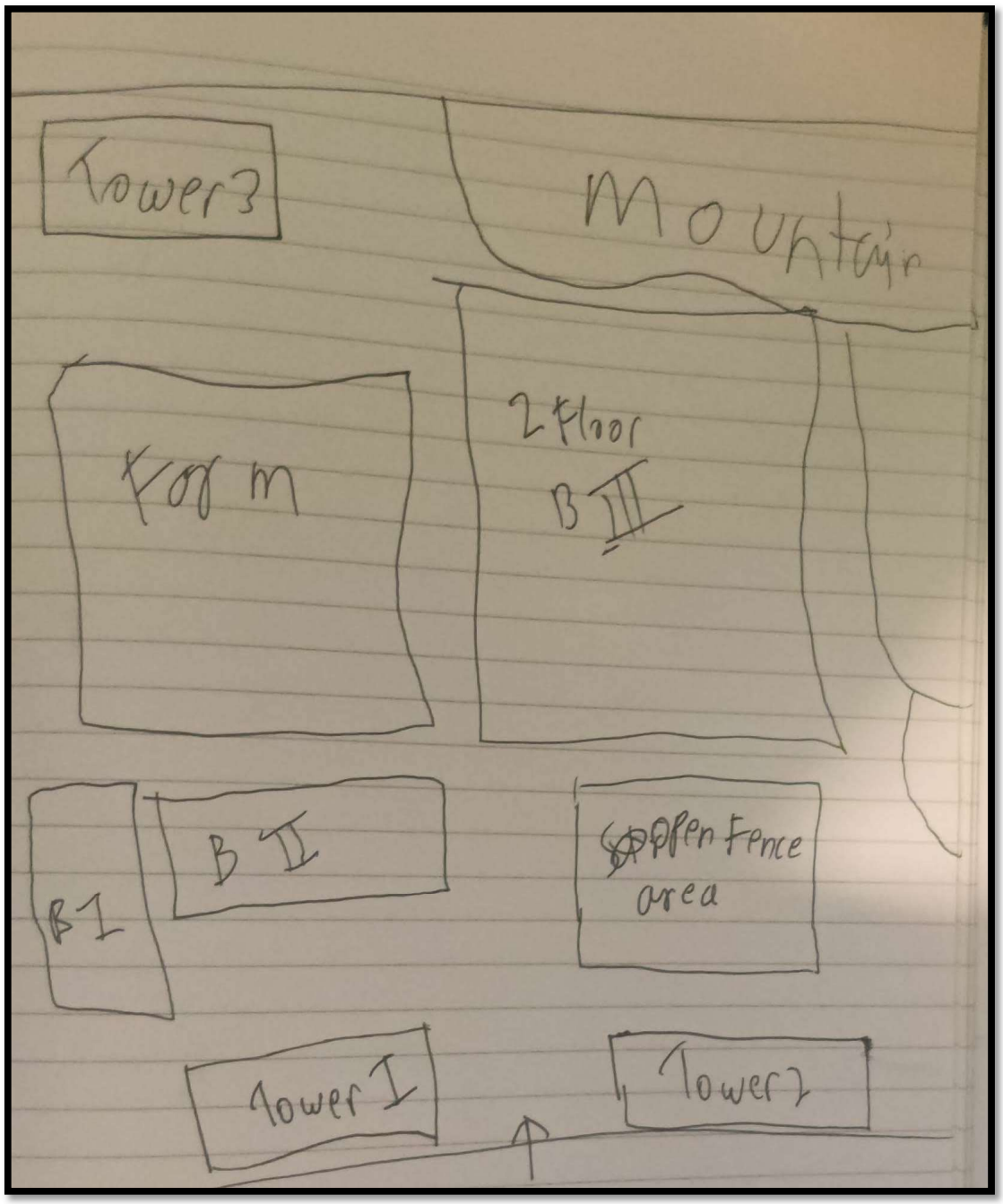
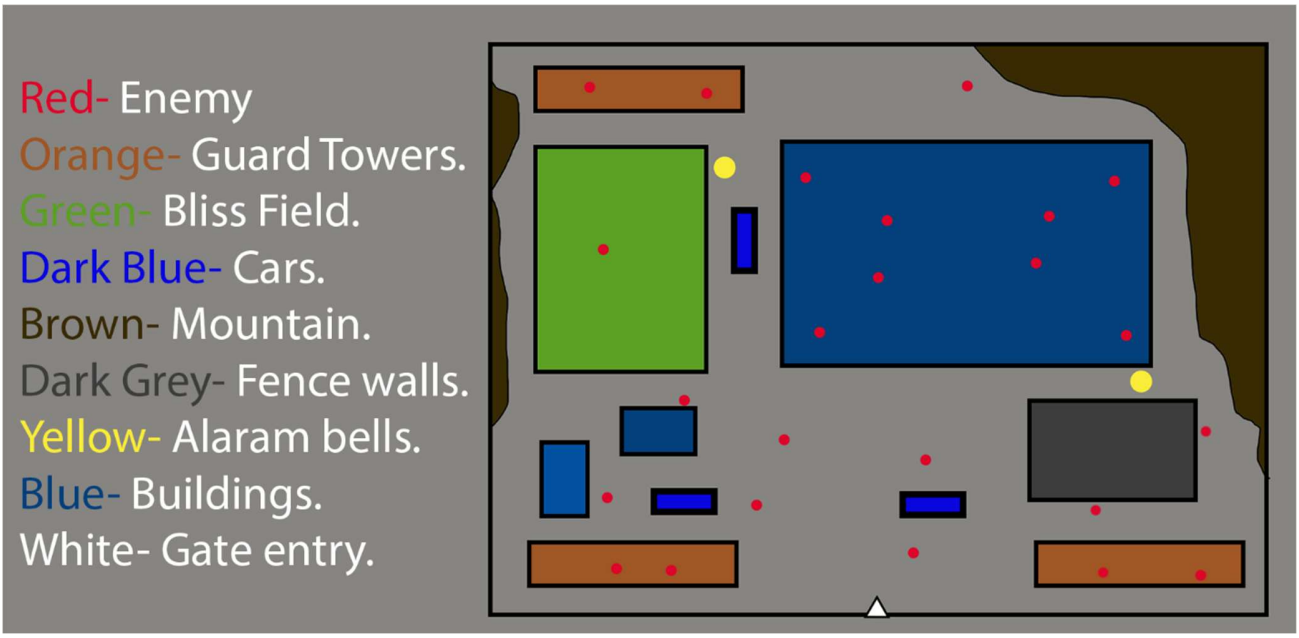
Aesthetic (Look and Feel)

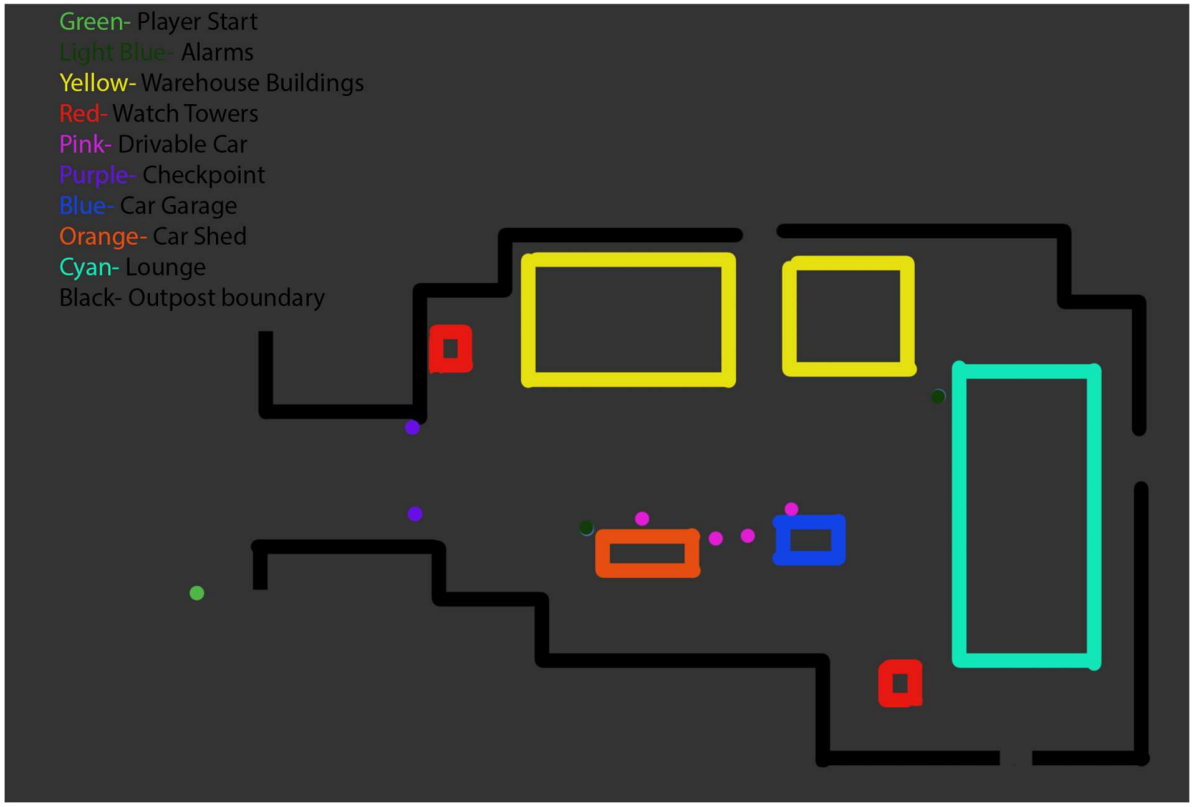
This is the first design iteration I made on paper for the level that I came up with after extensive research on outpost by going through few outpost designs from far cry 3,4,5, new dawn and 6. I played them, experimented on them, and tried different variations on them.



Layout of the map with old design



This is the new design I came up with after exploring new designs, testing the old map and experimenting.



These are the picture of the level in the game.

These are the pictueres of the level.

This is a overview of the whole level. The enemies and the car on the right side of the level spawn if the player triggers the reinforcements they join.

Here are a few pictures of the level showing all the areas.

These are the pictures of: -

The car garage and the shed.

I made it in this design as the enemy or the player has equal chance to take over the vehicle and use it as an advantage.

The car scrapyard area.

Gives the player more cover and maneuverability to jump around.

Cottage and the rooms inside it.

This is the main building of the level. I have designed this as an office where they do the paperwork for the warehouse and scrapyard business. Also, to put some verticality to the level.

Entrance.

This is the entrance of the outpost. I have placed the wrecked buses, so the player can have multiple entry points and can hide in them.

Warehouse 1.

This is one of the warehouses in the outpost as it is covered with barrels and boxes which can be used by the player as cover and move around in the level stealth.

Warehouse 2.

This is the second warehouse in the outpost as it is covered with barrels and boxes which can be used by the player as cover and move around in the level with stealth.

Alarm Bells.

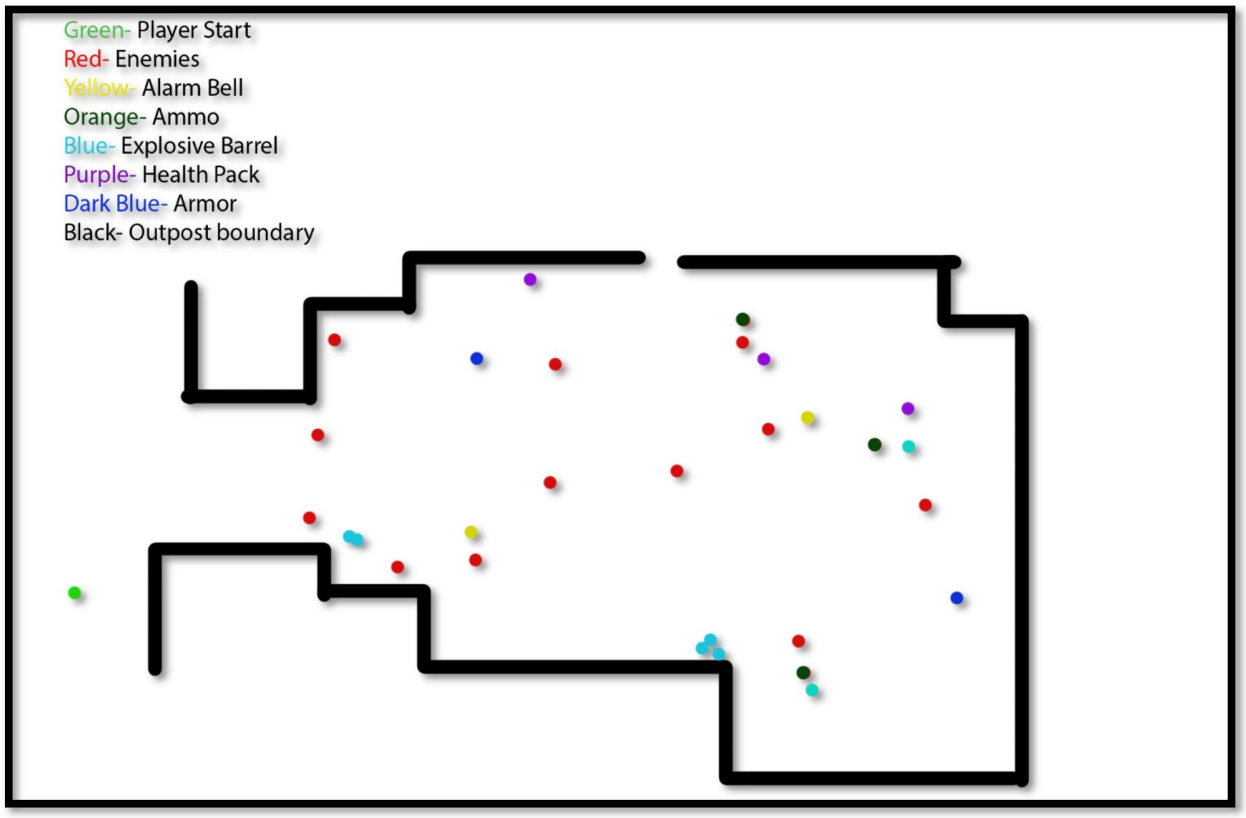
These are the alarm bells in the outpost that the enemy uses to call reinforcements.

Guard Towers.

These are the guard towers in the level which cover more area and have a really good view of the alarm bells.

Enemy Placement Map

Here is a picture of the enemies placed in the map: -



I have placed the enemies at these locations as it was balanced. Makes the player go around the whole level and keeps the beats and pacing in check too. I have 2 snipers which are placed at the watch towers. One AR Rifle enemy on the roof of the 2nd warehouse that can be accessed via the ramp beside it.

Keeping 3 snipers on roof was getting too hard for the player as it eventually closed few entry points.

Then I have 1 enemy in each checkpoint stand on the entrance. After that there are 2 more enemies after the player enters to cover the entrance and the alarm which is near the car shed.

Here is the picture of the enemy placement for the entrance and car shed area.

Then I have 5 enemies in the center area of the map, and they are spread out so they can react to the player entering or having the alarm bell being ringed.

Then I have 3 enemies in the cottage on the ground floor. I plan on having more but it got a bit too difficult for the player to kill all of them and controlling the area.

Then I have 1 enemy in each of the warehouses to guard it and control the area.

Here is an overview of where the enemies are on the whole level.

The purple markers are the enemies, Bullets are the ammo boxes, alarm bell is the alarm bell and blast are the explosive barrels.

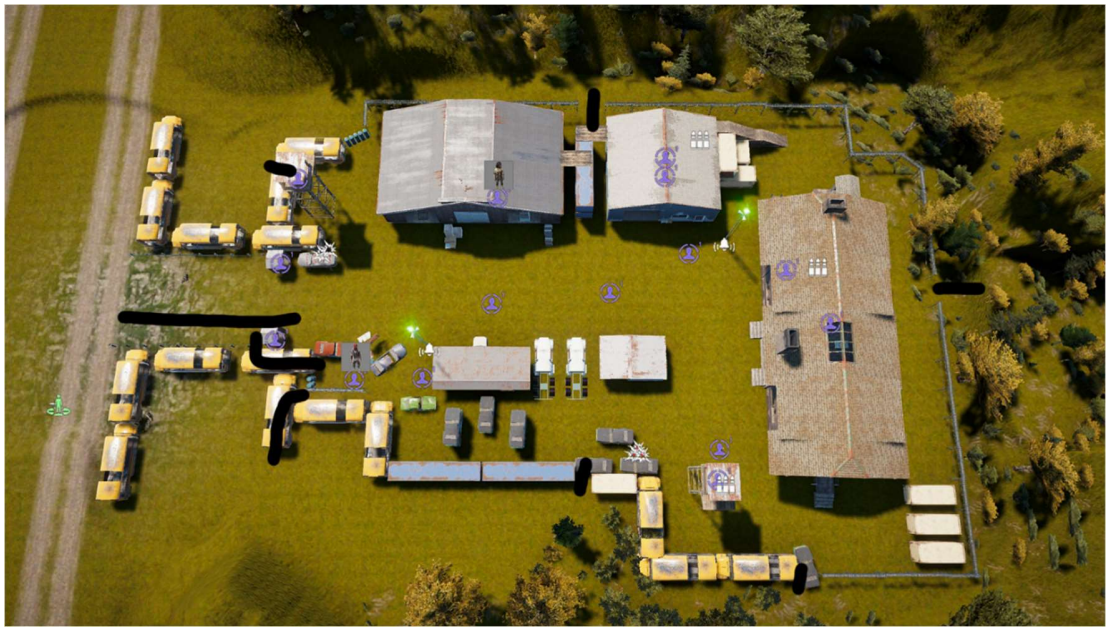
Pathway Maps

Golden Paths

Here are the entry paths that the player can use to enter the following buildings: -

Black – Pathway. I marked these paths after may test runs and possibilities.

1.Outpost -



2. Warehouse 1 –

3.Warehouse 2 –

UPi
UPi
UPi
UPi

4.Cottage –

5.Rooms in the Cottage -

Room 1 -

Room 2 -

Room 3 -

Office Area -

6.Enterance -

7.Car Wreck -

8.Center Point -

9.Reinforement-

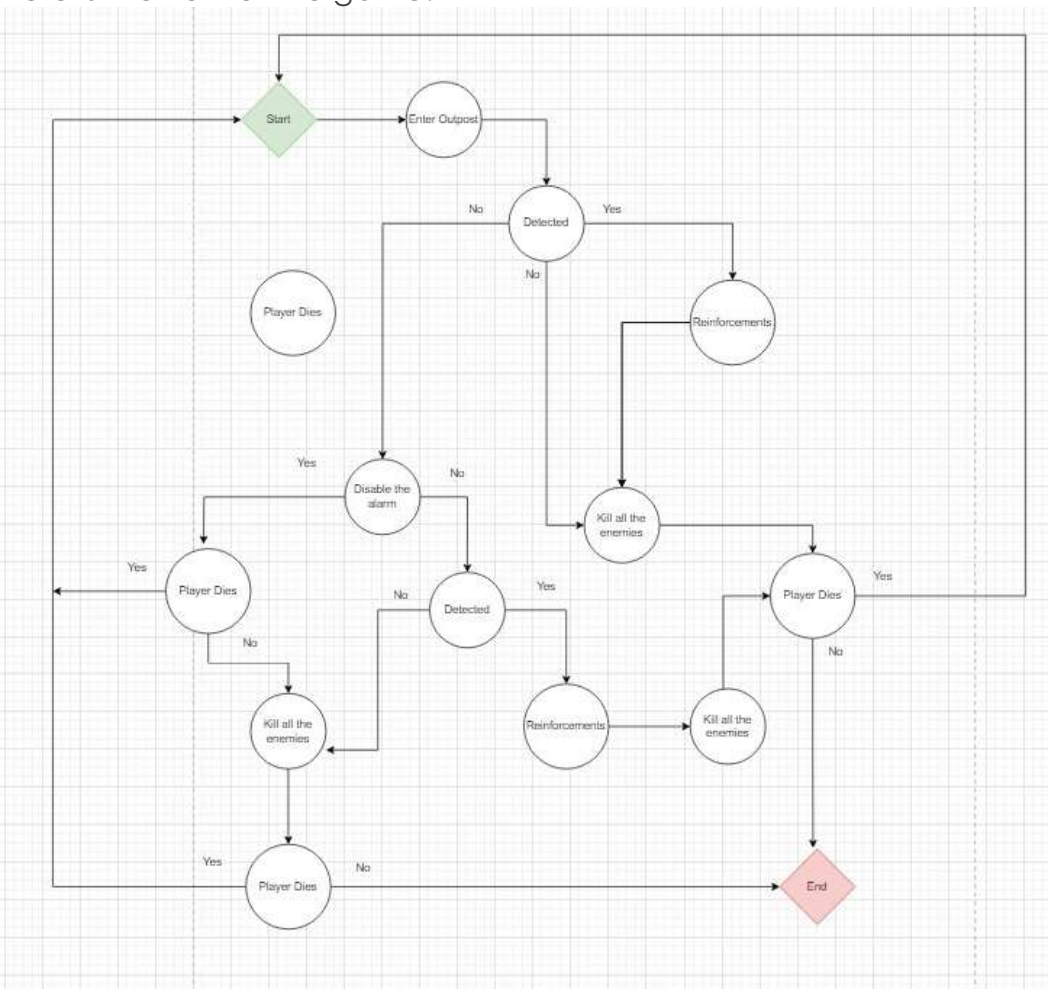
Level Pacing

Challenges

The challenges are for the players to find new ways to move around. I have given more routes to players so they can use them and enter the outpost and get their kills.

Flowchart

Here is the flow of the game.



Balance Considerations

Expected Issues

The expected issue was not having proper mountain verticality, ziplines and giving the player more open area. So I removed it and redesigned the level.

Testing Plan

Players will play the game; their experience and time will be noted. After that they will be asked about their opinion on the level and what did they liked and did not like.

The 2 people who tested my level here are their review-

Player A – Loved the level, Had some issues with the health pack and ammo balance.

Time -4.1 Mins.

Player B – It was ok was fun playing, needed some polishing on the wave mechanic and having less verticality.

Time-6.4 Mins.