

Scenario

For the purpose of this project, I am going to assume that this takes place inside the most recent Far Cry game, Far Cry 5. This area used to be a small, growing town, with some small shops but bigger buildings moving in, hence the construction of a new building to the east. However, the area has recently been taken over by the Seeds, and they plan on repurposing the former office building as a distribution center for the bliss. The VIP was the former CEO of the office, who has resisted the Seeds' in the past and has secretly been helping the resistance. The player is tasked with rescuing the CEO, who is being interrogated using bliss for information about the opposition. Unknown to the player, there is a foreman being held hostage in the construction site, and a custodian has locked himself in the janitor's closet. The Seed's Lieutenant (the heavy on the third floor) also owns an armoured vehicle that he is keeping in the underground parking garage. The player's faction has also rigged the tunnel on the west side with explosives, that will be activated once the player and the VIP have left through the tunnel, preventing any enemies from following.

Objectives

For this scenario, I didn't want to impose too many necessary requirements on the player. Therefore, I have only a few requirements. First, neither the VIP nor the player may be killed in combat. Second, the VIP and the player must exit through the tunnel on the west side of the map. Beyond that, the player is left to their own devices. They are free to approach from any angle, although I have included a few main pathways. However, it is possible to switch from one pathway to another easily. For example, if the player starts by grappling hooking to the side of the building, they can go to the roof and enter that way, using my roof entry path, or they can enter on the second floor, using the ground entry path. There are several optional objectives that may make part of the scenario easier, such as obtaining the key for the armoured vehicle in the underground garage.

Walkthrough

I wanted to use a 360 degree approach to this area. Therefore, the player can enter the scenario from any direction. If the player so chooses, eliminating the enemies on the north buildings will have several advantages. Firstly, it will stop them from being enemies on mounted turrets as the player is attempting to escape at the end of the mission. Secondly, it will allow the player to take over the mounted turret, if the player so chooses, and attempt to eliminate enemies in the main building using the turret. This is obviously a “loud” option, as it would alert all the enemies. Alternatively, if the player has a sniper rifle, they can eliminate some enemies through the windows.

To enter the building, I have four main entryways. First, the player may simply choose to enter the front door, shooting their way through the enemies that will be alerted by this method. Alternatively, the player may enter through the back, and attempt to sneak by the guards there. If the player observes the document, they will also find out about the armoured vehicle in the parking garage. The player may also enter the building via the grappling hook on the west side of the building, which allows them to enter through the window on the second or third floor. The player may also enter through the ladder on the roof. The player may get to the roof via the grappling hook mentioned previously, or through the construction site path.

For the construction site, there is a foreman that is being held hostage. Freeing him will give the player access to the construction elevator and the crane. The construction elevator goes directly to the roof. Activating the construction crane will move the crane so that it is in position over the office building. The player can then use the ladder on the crane to climb to the top of the

crane and lower themselves onto the office building using the grappling hook on the end of the crane. Once on the roof, the player enters the building through the ladder on the south-west side.

Inside the building, there are several options. However, the elevator is inaccessible until the key is obtained from the Heavy on the third floor. The second floor is skippable entirely, however if the player chooses to not go into the second floor, they will miss the keys for the armoured vehicle and a chance to refill on ammo, as well as the keycode for the VIP's room on the third floor. However, it is possible to access the VIP's room another way. If the player enters from the ladder, they will immediately be facing the custodian. Interacting with the custodian will give the player access to the CEO's office and the VIP's room. Inside the CEO's office there is a valuable. In the VIP room, the VIP is being interrogated by the Heavy. If stealth has been maintained, then the Heavy will be facing away from the door and towards the VIP, making it possible for a stealth kill on the Heavy. However, if the guards have been alerted, he will be standing behind the VIP, facing the door, making him much more difficult to eliminate. There is friendly fire against the VIP, so the player must be careful not to shoot them when trying to kill the Heavy. The Heavy will drop the access card for the elevator, making it possible for the player to go to any floor, including the parking garage.

The escape phase is fairly straightforward and linear. The player must get through the tunnel with the VIP without either of them dying. However there are several ways of getting through the tunnel. The player may attempt to escape on foot via the front exit, but this will probably lead to the death of the player or the VIP, resulting in a failure, unless the player has already killed all the enemies and reinforcements. Alternatively, the player may go to the underground garage. In the garage, there are a couple of enemies washing the armoured vehicle.

The player may use the vehicle if they acquired the keys from floor two. Otherwise, they may use one of the other vehicles located in the garage. Once the player is in a vehicle they must smash through the door to exit the garage and then they need to drive through the tunnel located on the west side. Once the player and VIP are through the tunnel the tunnel will explode and collapse, preventing any enemies from pursuing.