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# THE DRONE OPERATOR

HOPE COUNTY'S ALL-NEW  
ENEMY ARCHETYPE FOR  
FAR CRY 5





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# THE DRONE OPERATOR

- A unique enemy type that offers broad gameplay possibilities, the drone operator provides new stealth and combat possibilities that will result in more dynamic and exciting gameplay, unlike anything seen in Far Cry before.
- Multi-faceted, they provide new and innovative solutions to help further refine each element core gameplay loop of the Far Cry franchise, either directly or by promoting engagement.





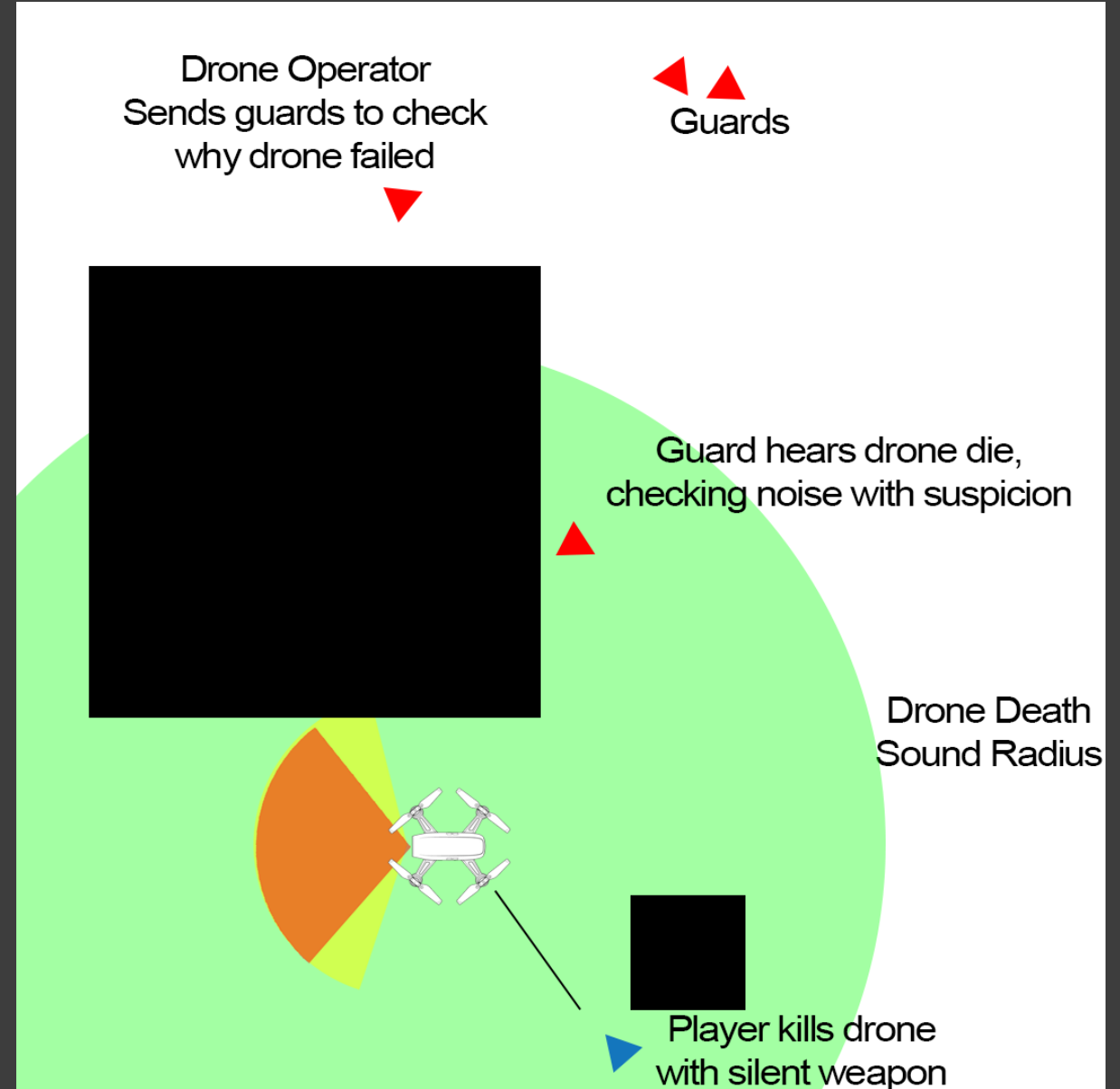
## SURVEY

- Searching the area, the drone operator scans for anyone who shouldn't be there, adding a new layer to stealth.
- Stealth is a powerful and popular means of dispatching enemies, but stealth takedowns can present a dominant and repetitive strategy.
- Drones switch it up – Destruction alerts the operator and anyone who can hear or see it. No silent takedowns.
  - You could try a stealth takedown on the operator, but good luck getting to them!
- Aerial search routes provide a new challenge to players compared to grounded troops.
  - They can also move much faster - less waiting but they might catch you off guard. Listen for them!



# VALUES AND DIAGRAMS

Attribute	Value
Maximum Horizontal Plane Movement Speed	150% Player Sprint Speed
Vertical Movement Speed	3 m/s
Patrol Movement Speed	150% Player Crouch Walk Speed
Pause between patrol actions	2 seconds
Detection Range	30 Meters
Peripheral Detection Field of View	150 Degrees
Primary Detection FOV	100 Degrees



# SUPPORT

- Drone Operators can play a support role in combat.
  - A unique aerial opponent, improving verticality without being too tough to hit!
- Potential Actions:
  - Stun Player (Reduce movement or turning speeds).
    - Use audio and a large start-up to ensure players have a chance to counterplay.
  - Blind player with lights or flashbangs.
  - Drop healing or ammo for enemies.
  - Pick up and fly off with player grenades.
    - Could get annoying like Halo 4 Watchers, use it when players are a little too grenade-happy.



# SPREADING OUR WINGS

- As the game progresses, we can add new functionality to drones to make them more menacing, scaling challenge.
- Unique audio and visual design are essential to ensure players know what type of drone the operator is using.
- Increasing armor could force the player to switch up their arsenal to stronger weapons.
  - Reason to engage with side content, crafting, and related systems.
- Flamethrower drones could be used for zone control, flushing out players or blocking entry/exit to a building.
  - Might be overwhelming depending on the environment, might work best in urban areas.
- Deployable cover or weapon emplacements could add a very dynamic element to combat, making each playthrough even more unique.
  - Limit how much you use, or this could be very unfun to fight against!
  - Players could use these to their advantage, which would be a fun and exciting mix-up.





# THE SOLUTION TO SNIPING

- Sniping is a dominant strategy to use against outposts.
  - Repetitive and boring.
  - Drone Operators offer a solution.
- Drones could swamp players sniping from a range, blinding them to make the strategy less effective, or spotting them for ground troops easily.
  - Flamethrowers could also flush them out of their nest, keeping them moving and changing the environment by burning away their hiding spots.
  - Dropping animal bait could provide surprising and comedic moments – super sharable!
  - Important to not just punish, but instead to add diversity of gameplay.
- Want to keep sniping? Focus on taking out the drone operator before he gets to safe position or take out the drones before they send more.
  - Play testing should be used to determine if operators should only have one drone, or if they can deploy more once one is destroyed, either on a cool down or from a limited supply and see how this impacts how players take on outposts.



A spotlight blinds Snake in MGS 2. Shoot out the light to see!



## JUSTIFICATION

- The drone operator combats several dominant strategies in the game, necessitating strategic diversity.
- Enables new gameplay dynamics, enabling all new gameplay possibilities.
  - Combat against flying enemies.
  - Deciding to focus on support or combatants.
  - The drone or the operator, which one should you take out first?
- Forces a more adaptive playstyle, encouraging further engagement with mechanics.
- Support player creativity, pushing players away from relying on a single playstyle.
- Fits right into Hope County, with all kinds of strapped-together mayhem devices.



# STANDING OUT FROM THE FLOCK

- Most enemy archetypes in Far Cry 5 play a similar role in stealth and focus on attacking in combat.
- The drone operator provides a unique challenge, being aerial, support, and separated from their actual drone.
- It also specifically engages with the systemic elements of the world, including wildlife and flame propagation.





## TAKE OFF: ELEVATING GAMEPLAY

- Scalable, unique, and a role in every scenario. The drone operator provides a variety that is Far Cry in it's DNA and will help further refine the gameplay.
- Drone operators push players to engage in new ways, giving more reason than ever to engage with every element of the game.
- Connected to the many systemic elements of the world, they push for all kinds of new and exciting emergent scenarios.
- Something that provides value to all playstyles, from stealth to combat and more.
- Expansive, with the potential to engage with future systems and evolve through a players time with the game.