

Cave Base Escape

Far Cry 5 Arcade Editor

Jack McLoughlin

Change Log

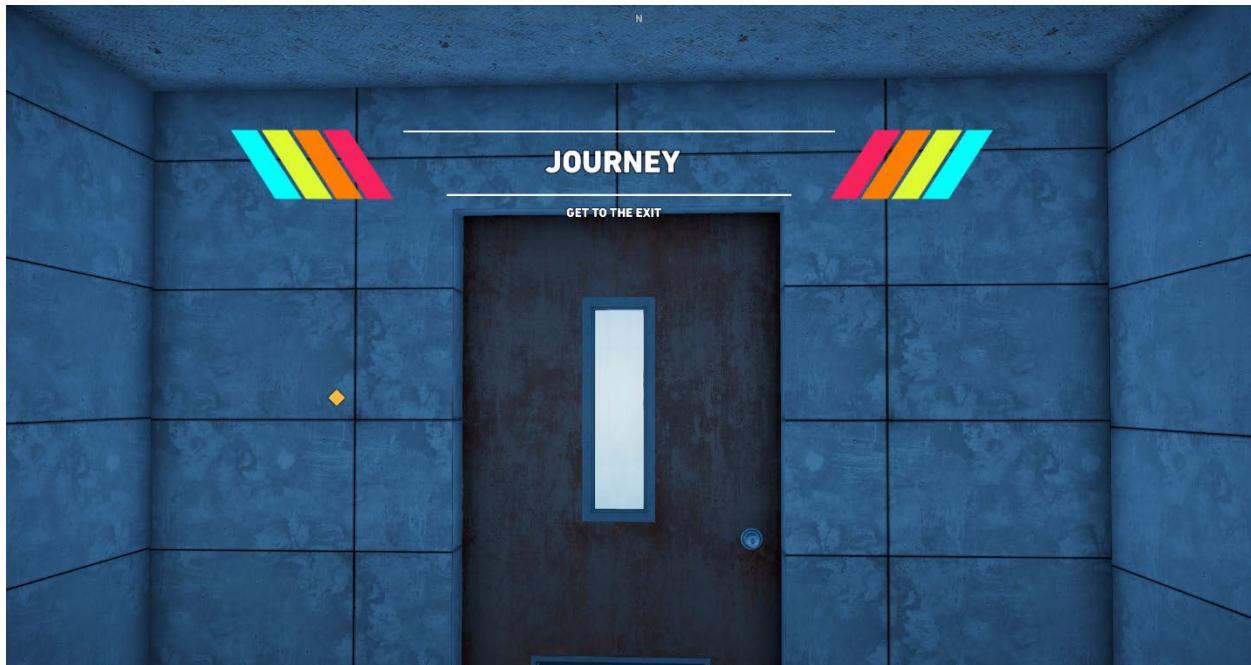
Date	Changes	Author
September 28	Created LDD WIP All headings Story Reference Program	J. McLoughlin
September 29	Metrics/schedule	J. McLoughlin
November 10	Map Redesign, added cave sections to make it clearer that the player is underground	J. McLoughlin
November 15	Updated Map to match scale of level	J. McLoughlin
November 15	Updated program and mission structure	J. McLoughlin
November 17	Added First Cave room into engine	J. McLoughlin
November 18	Updated Vent Layout to match map	J. McLoughlin
November 18	Switched enemy spawns to allow for more enemies in the first wave, changed driving enemies to make their AI actually chase the player in vehicles	J. McLoughlin
December 08	Remade level bubble diagram and updated level map. Created two new diagrams, one for the new method to enter vents and one for the storage room.	J. McLoughlin
December 08	Updated Level and added final first pass art.	J. McLoughlin
December 08	Made sure all vents were accessible and tweaked the direction some enemies faced to make stealth more achievable.	J. McLoughlin
December 08	Wrote Story and Program	J. McLoughlin
December 08	Lighting Complete	J. McLoughlin
December 08	Created Gameplay Map and mission walkthrough	J. McLoughlin

Table of Contents

Change Log.....	2
Story.....	4
Reference	5
Environment.....	5
Setting	6
Characters	7
Features.....	8
Objects	9
Program.....	10
Narrative Program.....	10
Gameplay Program.....	10
Diagrams	12
Metrics	13
Character.....	15
Object.....	16
Map	17
Schedule.....	18
Mission Structure	20
Project Schedule	20

Story

Our hero is captured by enemy forces and needs to escape the underground bunker and make it to the extraction point where the freedom fighters are waiting to take him away in the chopper. The Player wakes up in a prison cell but luckily the guard is sick and forgot to lock the door. Sneaking behind her and taking her out the player has a choice to proceed through the next door into the Cave Bridge or to climb into the vents which lead to both the barracks and the mess hall. The cave bridge is guarded by three enemies and past it is the mess hall. The mess hall is full of enemies eating and socializing. Our hero can either go through the same vent that will take them to the barracks or proceed into the hallway which connects to the storage room and the barracks. The storage room is guarded by a very tough enemy, but the reward is a light machine gun. In the barracks the player can drop down from the vents to take down enemies and maintain stealth. Another vent is accessible from the next hallway which leads either to storage or to the mechanic shop. After the shop there is another storage area which is exposed to more of the cave. The enemies begin getting stronger at this point and in the next room the first shotgun enemy can quickly take the player out if they are not careful. This room leads into the command center but by both vent and hallway. Either way, once the leader is taken out, the tunnel to outside is next. Using one of the enemies' jeeps, the Player can either slowly make their way through the forest taking out patrols on their way or have a high-stake chase to the final objective, a helicopter is waiting there to pick them up.



Reference

Environment



Figure 1 Cave Exit into a bright forest. Player will exit a cave to escape.



Figure 1 Entrance to manmade tunnel, overgrown and hidden from the world.



Figure 2 Rocky Forest. Landscape of the level

Setting



Figure 2 Underground Military base. Futuristic sci fi



Figure 5 Underground control centre and missile silo. Large area hidden from the outside



Figure 4 Abandoned underground bunker. lots of structural reinforcement and pipes

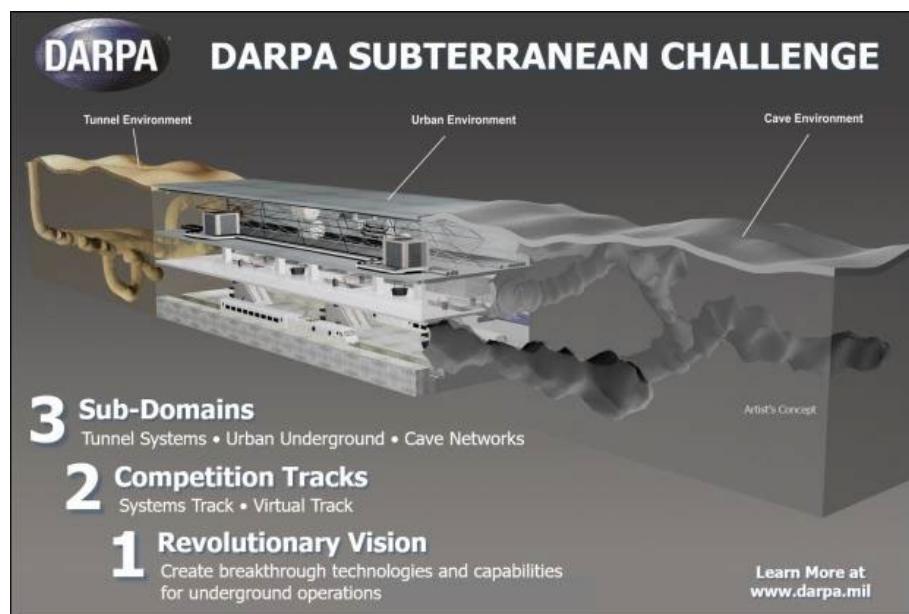


Figure 3 Underground base concept plans. use to inspire map making process

Characters



Figure 7 Enemy AI from Far Cry 5. will be the player's main challenge



Figure 6 Player character. This is never seen in the level

Features



Figure 8 Server Room. Full of computers to make a natural maze layout

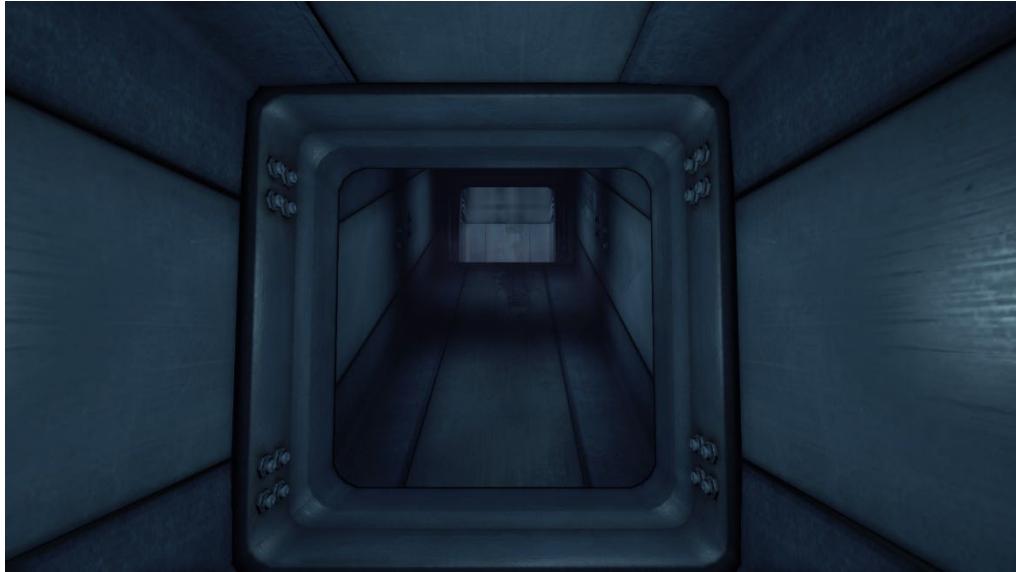


Figure 10 Air Duct. Player can sneak above the rooms and pass by unnoticed or attack from above



Figure 9 Military Jeep. Finding a vehicle, the player will make their escape

Objects



Figure 13 Pistol. Can be picked up off defeated guard



Figure 11 Ammo box. Can be found and used to replenish ammo



Figure 12 Assault Rifle. Player can obtain off dead guards body

Program

Narrative Program

- Bunker
 - The bunker is the entire underground structure.
- Prison Cells
 - Prison door so that its clear that the player is in a jail
 - Wall floor and ceiling textures.
- Hallways
 - Pipes lining walls to give it an industrial vibe.
- Cave Bridge
 - Stone Bridge Over a massive pit
 - Stone Walls to show that the player is underground.
- Mess Hall
 - Tables and a mess counter for eating.
- Barracks
 - Lots of bunk beds for sleeping.
- Storage
 - Lots of boxes and materials with a train car.
- Mechanic Shop
 - Car being worked on and a repurposed train flatcar.
- Reservoir
 - Water tower and basins for collecting water.
- Server room
 - Computers the farm a small maze.
- Command Centre
 - Console and other control panels.
- Air Vents for crawling
- chase section
 - Trees and mountains with a road to guide the player to the end.
 - Cave walls to create the illusion that the player was underground.

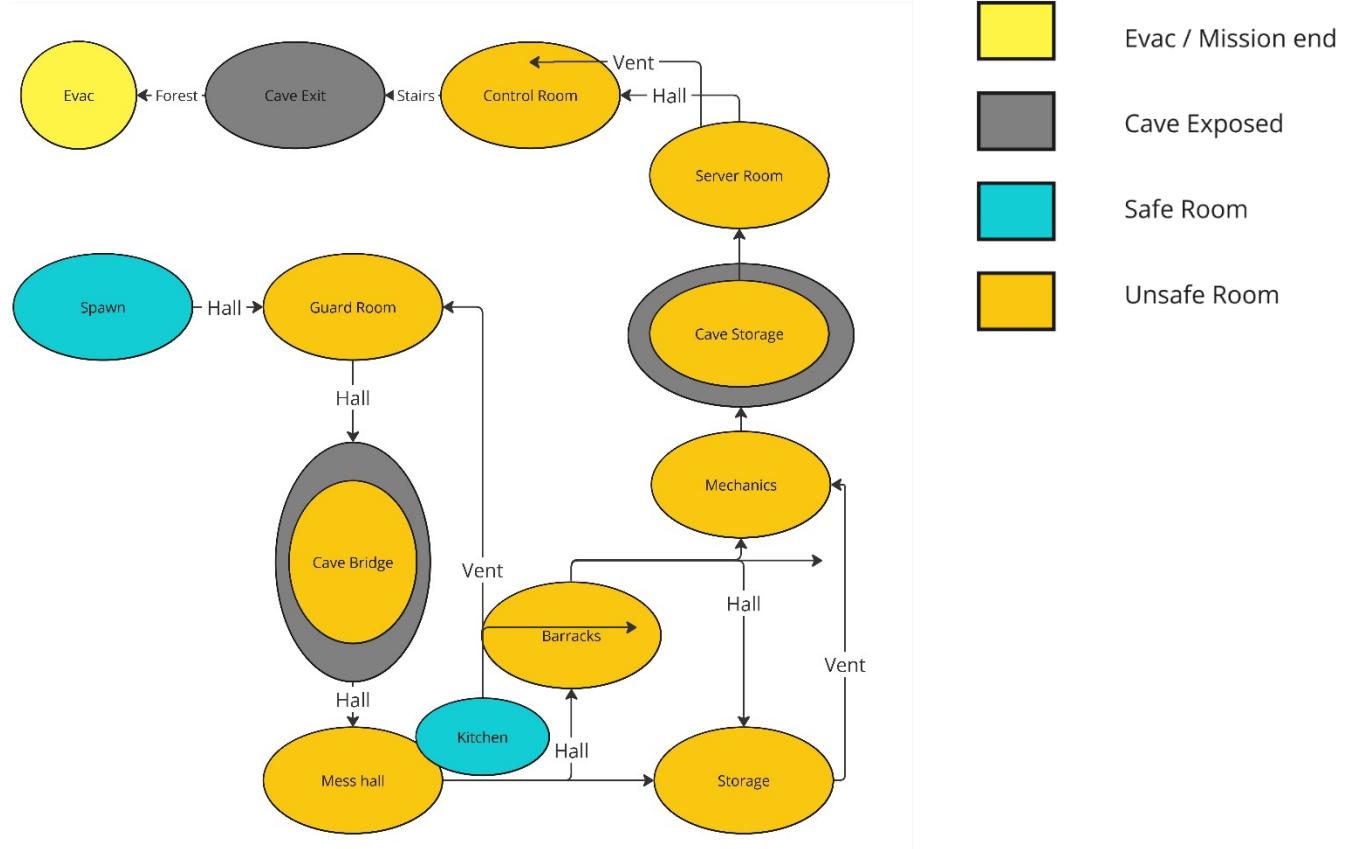
Gameplay Program

- Prison Cells
 - Player Spawn (START)
 - Enemy NPCs*
 - Doors*
 - Control zones* Define exactly where the enemies go and stay.
 - Animation nodes* Tells the enemy AI to do specific actions like leaning on a wall or fiddling with their gun.
 - Weapon pickup
 - Ammo pickup
- Cave Bridge
 - Invisible walls to stop the player from jumping off the edge.
- Mess Hall
 - The food counter provides cover for the player.
- Storage
 - This room features a special heavy enemy with an LMG. It takes a lot more damage to kill but rewards the player with a big gun.
- Barracks
 - Bunk bed cover
- Mechanic Shop
 - Pillars provide cover and the elevated platform provides a place to exit the vent.
- Reservoir
 - Open roof for lighting
- Server room
 - Servers cover and are also a destructible object.
- Vents
 - Vents are entered by climbing up boxes and other objects. They can be exited either by descending other objects or dropping from height onto the enemy.
- Command Centre
 - Has some armour to protect the player during the next section.
- Chase section
 - Jeep
 - Road
 - Bridge
 - Extraction point (END)
 - The road is flanked by elevated forest. This is so the enemy AI doesn't try and drive through the woods.

* Applies to every section

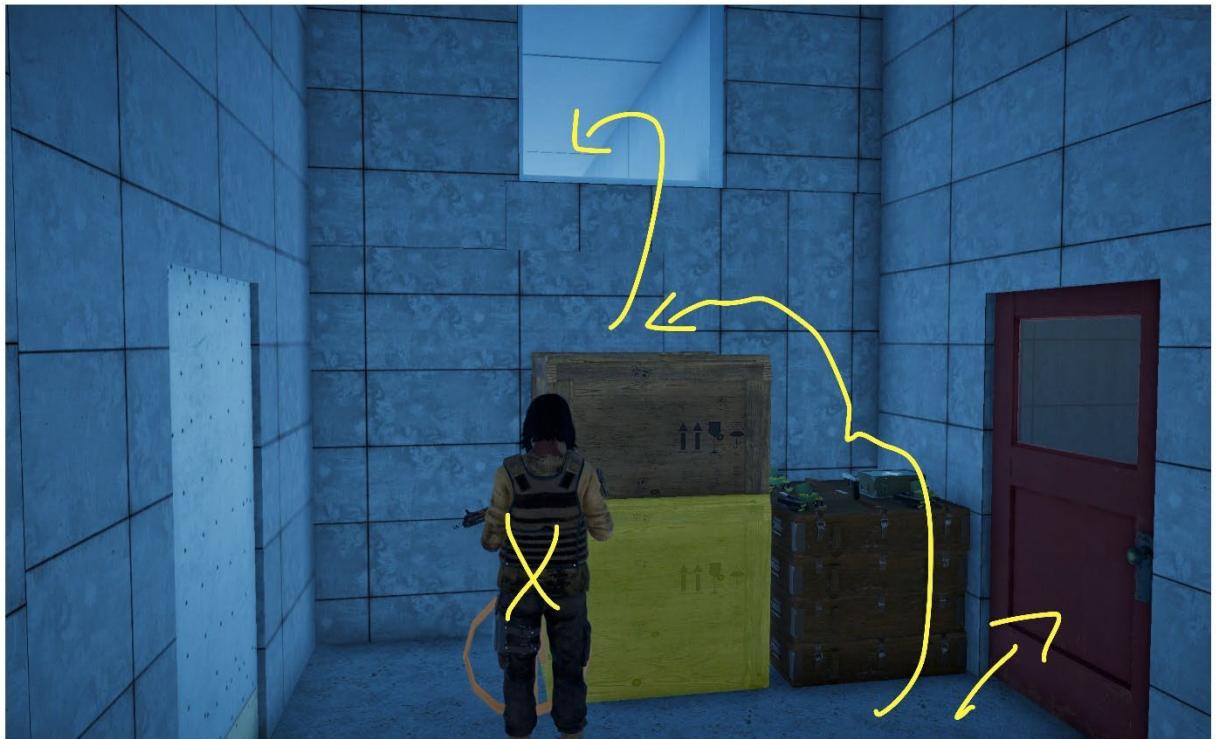
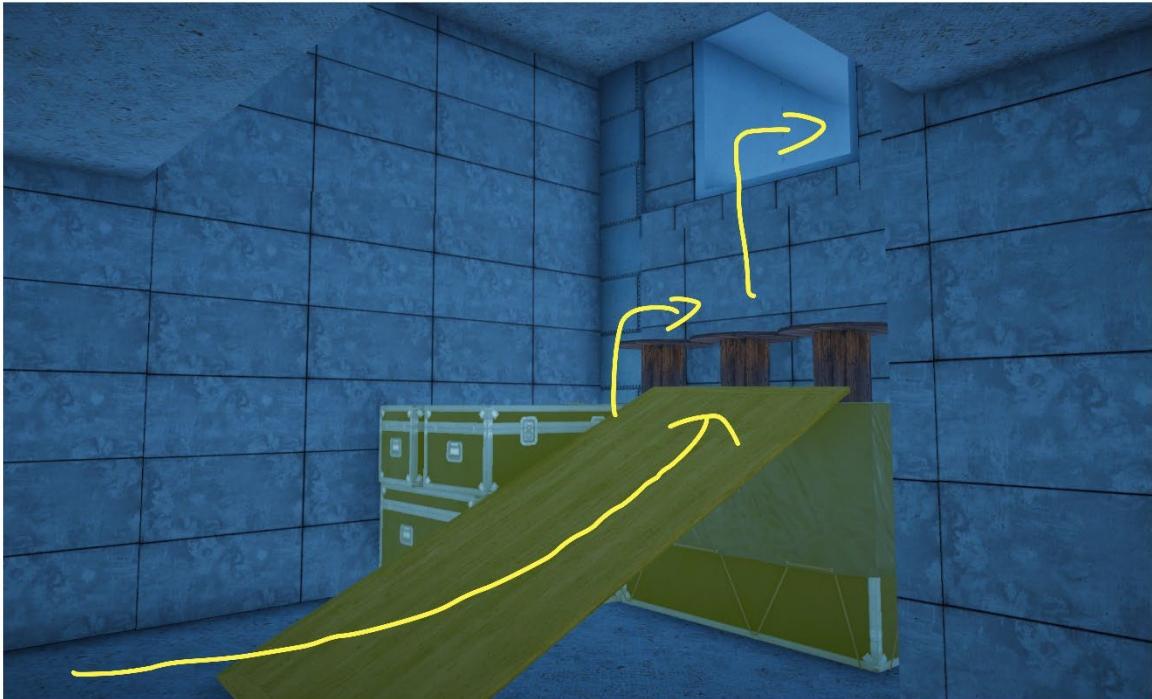
Diagrams

Level Bubble Diagram



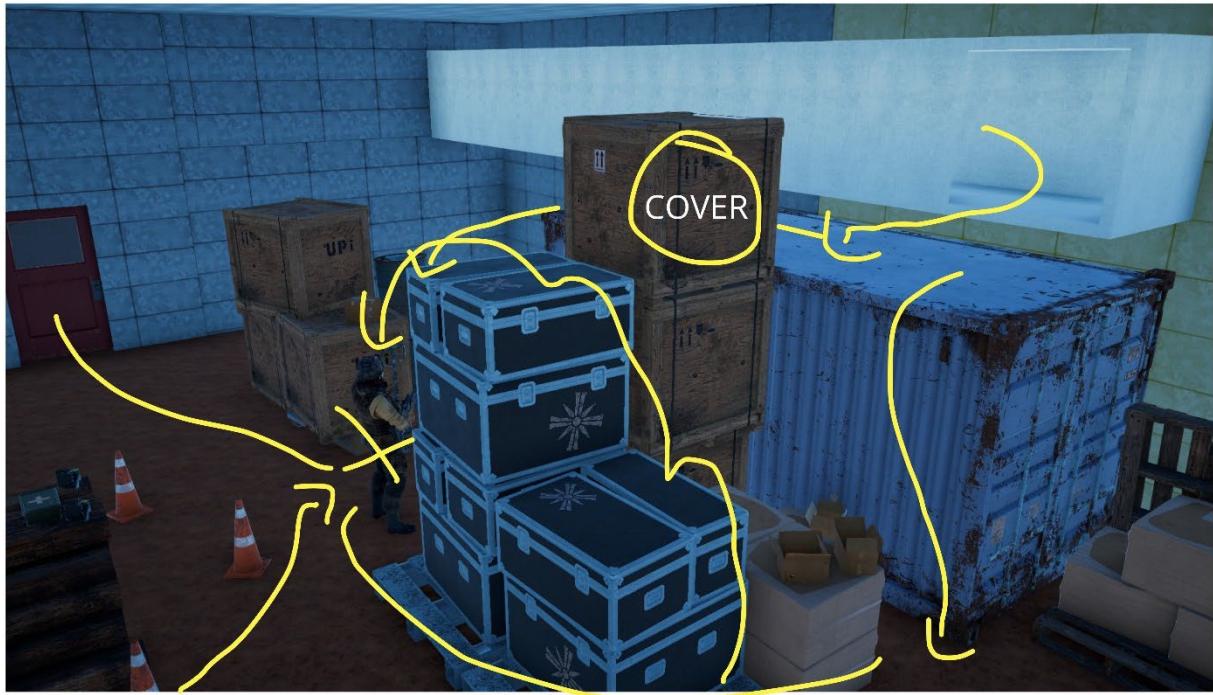
Bubble Diagram outlining the whole level and connections between rooms.

Vent Entrance Diagram



This Diagram demonstrates the new vent entry method. Through testing it was found that ladders caused clipping errors and could even let players go out of bounds, so this climbing and vaulting method was implemented instead

Multiple Approach Takedown



The Storage room features a very tough enemy but if the player is careful, they can use the room to their advantage and either sneak by or take them down. There are 3 ways to enter, two doors and one vent. The Room also has a lot of cover so that the player can survive even if they alert this enemy.

Metrics

Character

Character Standing



Character Crouching



	Height (M)	Length (M)	Width (M)
Character Standing	1.8	0.6	0.2
Character Crouching	1	0.6	0.4

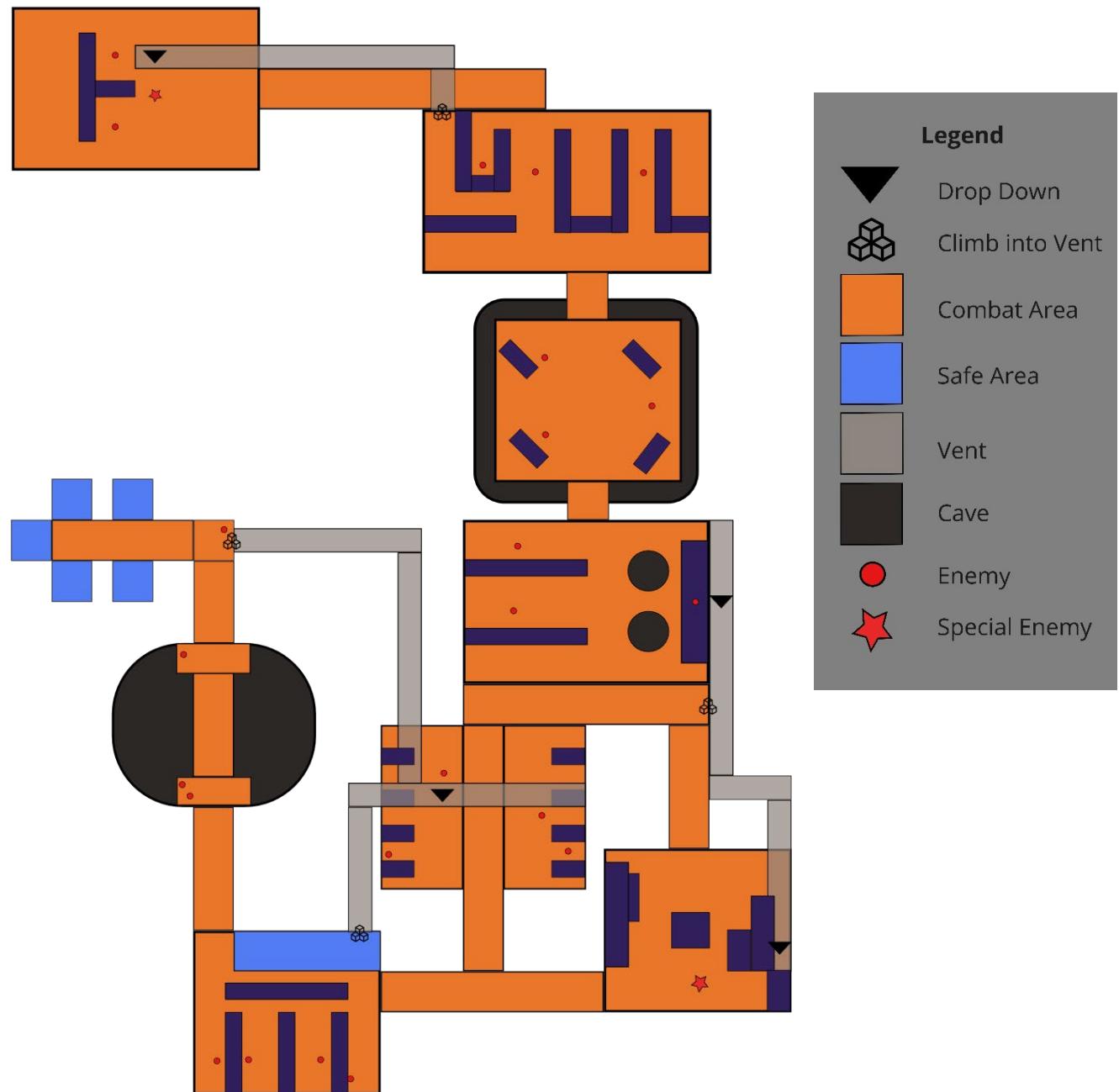
Jump	Distance (M)	Height (M)
Walking Clamber	5.8	3
Walking	3.2	3
Running Clamber	8	3
Running	6.4	3

Object

Object	Height (M)	Length (M)	Width (M)
Door	2.3	1.1	1
Duct	1.3	1.3	1.5
Small Room	2.8	4	4
Hallway	2.8	8	16
Large Room	2.8	10	10
Server Room	2.8	8	16
Jeep	2	2	5

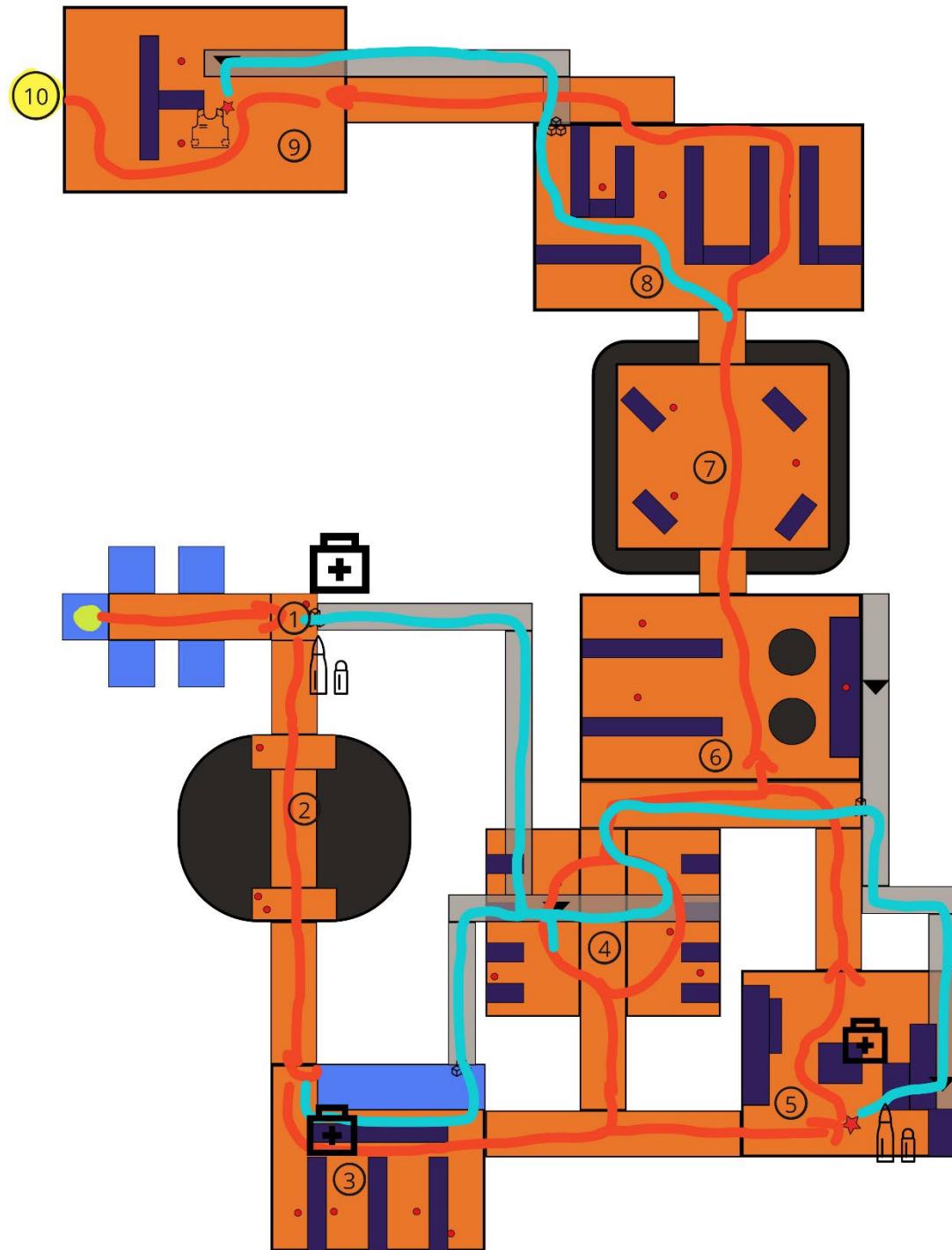
Map

Full Level Map



Mission Walkthrough

Gameplay Map



Mission Beats

1. Prison Cells, Player must escape their cell and takeout the posted guard. There is a gun, ammo and med kit on the crate that leads up into the vent.
2. Cave Bridge, there was a giant pit that the enemies couldn't build over, so they just made a bridge. Cross it while avoided or killing the enemies that guard it
3. Mess Hall, the enemies eat here and will also try to kill the player. Use the food counter to steal into the side room or fight through them and leave.
4. Barracks, this is where the enemy sleeps, a few are hanging out here right now, attack them from above using the vents or fight through them.
5. Storage, this room is guarded by a heavy enemy, they wield an LMG. This room can be approached from 3 directions, 2 doors and one vent, either take the enemy down with stealth or just shoot them till they die. The reward is a med kit and a Light Machine Gun.
6. Mechanic Shop, this room has a few enemies repairing some old vehicles and guarding some supplies, the player can sneak in using the vent or run in guns blazing.
7. Reservoir, this is where water is collected and stored, It is only guarded if the player has alerted the bunker to their existence.
8. Server Room, this room is fun of some higher-level enemies and a lot of computers that can be destroyed. Either fight through or climb the electronics to the vent.
9. Command Room, the final enemy of the bunker lies here as well as 2 more enemies if the player has made enough noise. The player can drop on this guy from the vent or kill them with their guns.
10. Tunnel, this is the exit to the bunker and beginning of the outdoor section.

Schedule

Mission Structure

- Wake up
- Takedown Sick Guard
- Cave Bridge
- Mess Hall
- Armoury
- Barracks
- Mechanic Shop
- Reservoir
- Server Room
- Command
- Open Exit
- Drive to Extraction
- Extraction

Project Schedule

Week	Goals
5	Complete LDD WIP exercise Begin creating level map
6	Diagrams and maps exercise Begin greybox creation
7	Playtesting questions and feedback exercises Graybox playable assignment
8	Design Week
9	LDD Update Exercise
10	Focus Testing Questions Exercise
11	Action Items Exercise
12	LDD Final WIP Playable Level WIP
13	LDD Final WIP Playable Level WIP
14	LDD FINAL Playable Level FINAL