

Far Cry X – Broken Inn Mission

Final Submission

Entrant ID #1314



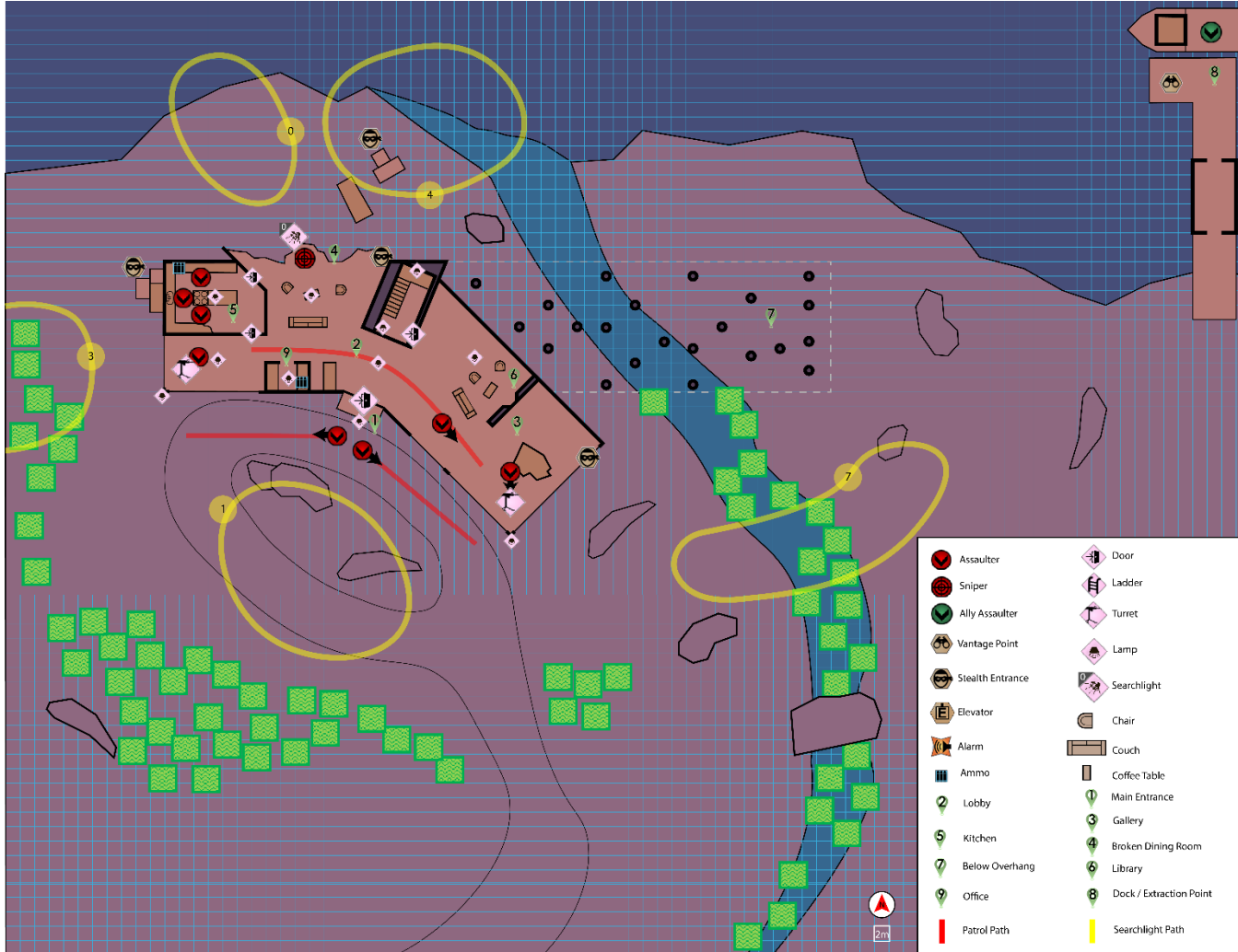
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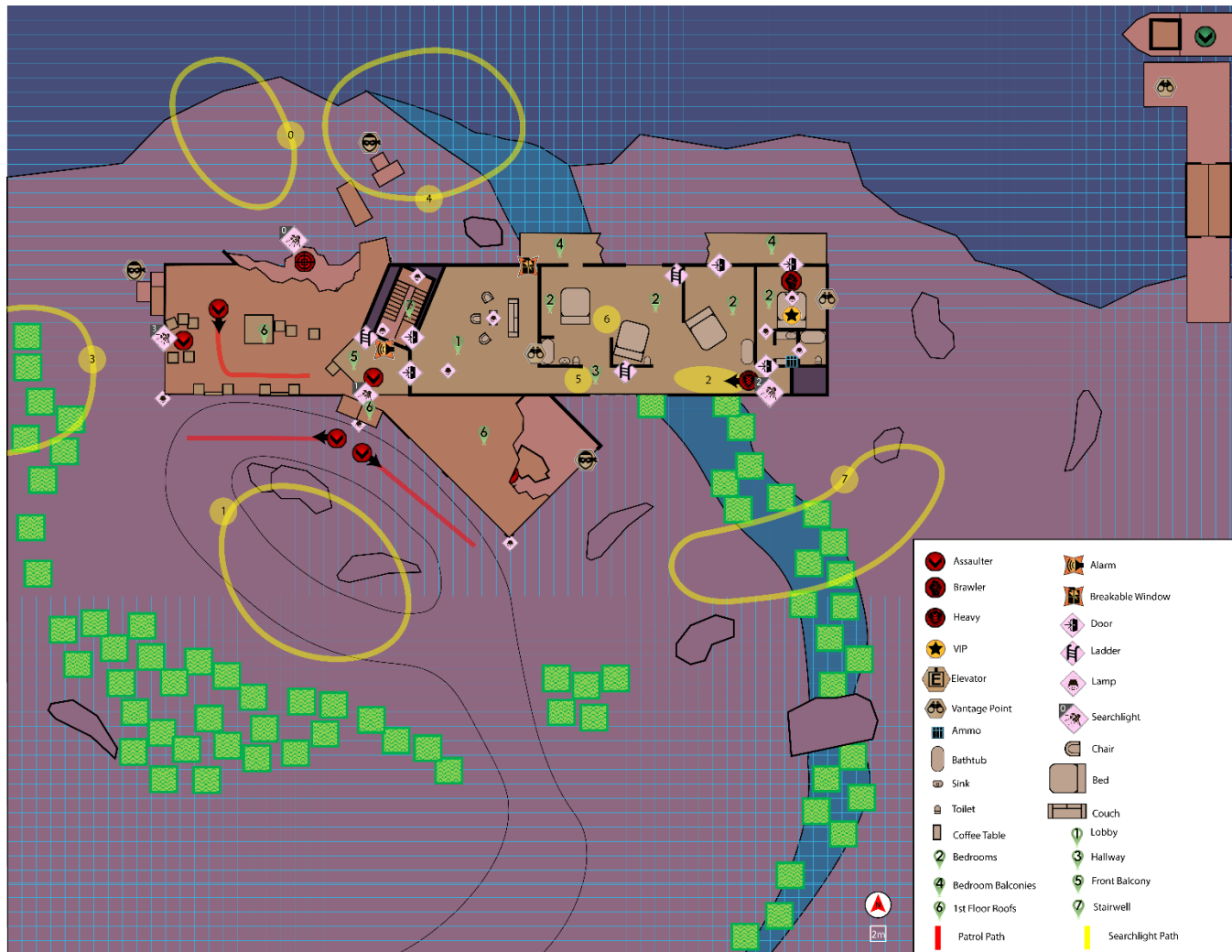
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Updated Maps

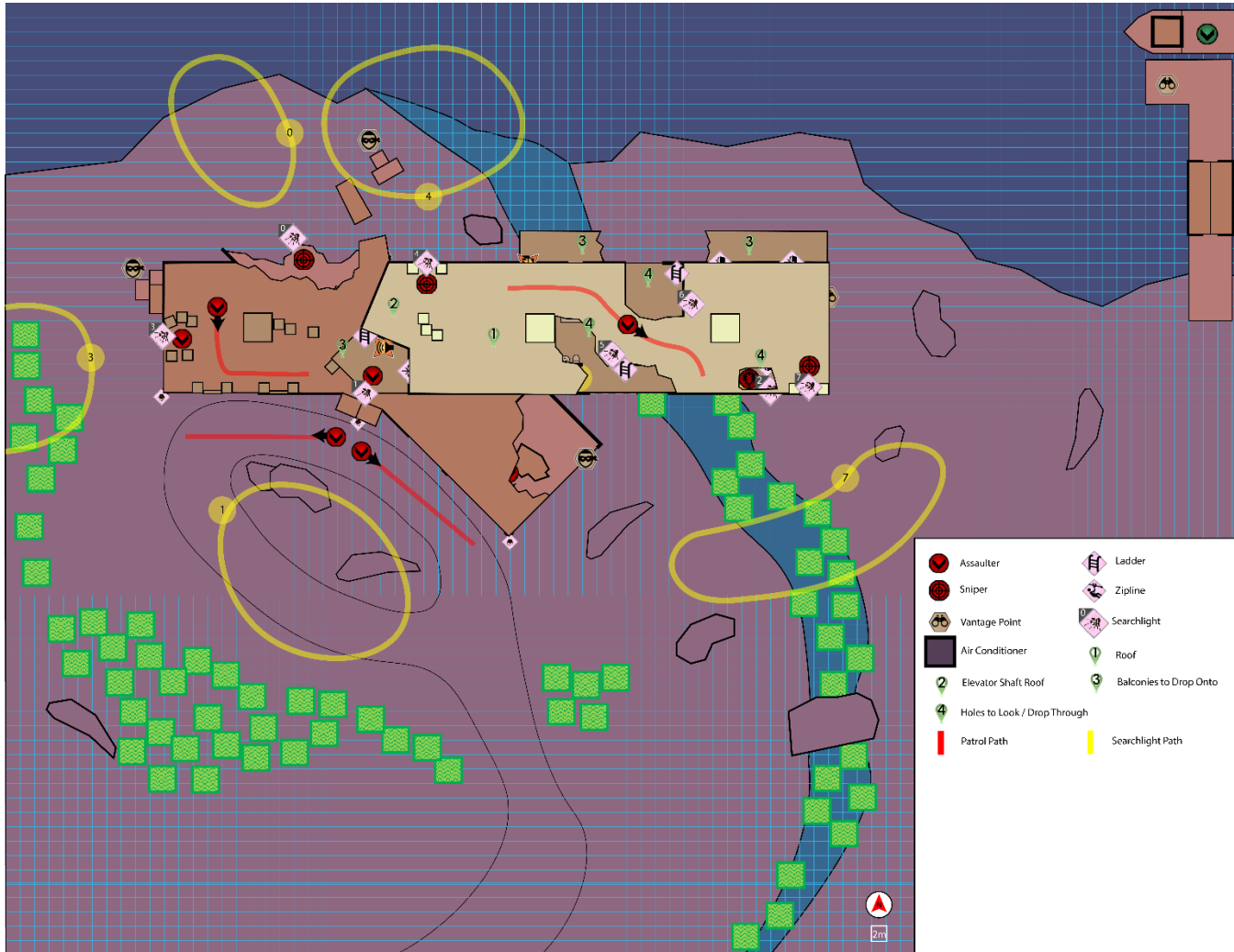
Floor 1



Floor 2



Floor 3



Changelist

A. Map scaling

A1: The grid unit of 1 meter was changed to 2 meters to account for the distortion of the first-person camera making everything seem smaller. As a result, everything in the map is twice the size, and it feels right from the player's perspective.

B. Scale Compensation

B1: After scaling everything up by 2, the furniture in the inn felt too large. The chairs, couches and coffee tables were tweaked and shrunk to fit the provided metrics, but also to feel believable.

B2: The posts supporting the second floor of the inn were also scaled down to maintain the spirit of the Fogo Island Inn which inspired it.

C. Cover

C1: Since the original maps did not show much of the surrounding area around the inn, the area was initially left barren. But in testing, players found themselves feeling very exposed, and unable to take a stealth approach. To increase stealth potential and allow players to observe the inn safely at a medium distance, cover grass, hills and additional rocks were added in the empty space around the inn.

C2: As for the interior, the chairs in the library were rearranged to be more useful as cover.

C3: The gallery itself now has a piece of rubble in it to allow for an additional stealth approach from the south-westernmost window, and to help fill up the empty space.

D. Alarm and Ammo Placement

D1: Removed the alarm from the first-floor office because it was not within easy reach of any of the enemy NPCs, and it seemed out-of-place. The ammo that was once behind the front desk is now in the office instead so players are not disappointed when walking in there.

E. Window Supports

E1: Replaced the single support beam on the south-west wall of the gallery with two smaller ones, and widened the window to give the turret more to shoot at, including the other turret. This makes it a bigger threat when the enemy has it, but a bigger reward when the player has it.

F. Back Balcony Adjustments

F1: The breakable window in the second-floor lobby initially required the player to jump at a slight angle to reach the very edge of the adjacent balcony. This left too much room for error with players jumping out, so the balcony was simply extended east-to-west to comfortably surround the outside of the window so any players jumping through are guaranteed to land on the balcony.

F2: Furthermore, the back balconies have been extended to be 4 meters wide to make them easier to see from the roof, and easier to jump down onto.

G. Stairwell Roof Raised

G1: The stairwell (previously the elevator shaft) roof has been raised to be on the same plane as the rest of the roof. This makes it so the roof is all one plane and is more readable, and also makes structural sense, considering the concrete stairwell would be a supporting wall for the roof.

H. Roof Holes

H1: The northernmost hole in the roof was extended to be 8 meters from west to east, as per the metrics for sprint-jump stumble-climbing.

H2: The southwest hole in the roof was expanded to accommodate for jumping metrics. The narrowest part of the gap is 3 meters, and the widest is 5 meters.

H3: In order to prevent players from attempting to run along the wall to the south of the hole, the entire wall was blown away, which actually helps with visibility from the ground.

H4: The destruction of that wall posed the problem of players potentially trying to jump through it and onto the gallery roof. This is undesirable because players are more likely to notice the roof when returning with the VIP, and jumping down would separate them. It also would just lead to an empty roof and disappointment at the negative possibility space. To prevent this, an additional hole was added in the gallery roof, wide enough that players can tell that they cannot reach the roof by jumping through the hole in the wall.

H5: The hole above the heavy, which was intended solely to facilitate a drop-kill on them, did not fit the appropriate jumping metrics, so it was changed to be 3 by 5 meters.

I. Elevator Replacement

I1: Due to technical constraints, functional elevators can no longer be put in the game, so the elevator has been replaced with a staircase. It is in the exact same place and functions essentially the same, so in terms of level-flow, nothing has changed; there is still a bottleneck when the player brings the VIP to the ground floor. When it comes to realism, the staircase actually makes more sense than having just an elevator, since it acts as a fire escape.

J. Lights

The requirements of this mission have changed, and now the VIP is now traumatized by light, and freezes and screams in terror every time he enters a lit area. In order to take advantage of this new mechanic, the mission must take place during the night, and the player's path is now dotted with lights to trip them up on their way out as they escort the VIP.

J1: Breakable lamps with light switches as well as aimable searchlights have been dotted throughout the level, giving the player more to worry about on the way out. When approaching the VIP, the lights are not a huge issue, because while they increase the player's visibility, the player can still pass through them. But on the way out, the player must ensure that the VIP has a clear path in the darkness, as lights are a hard barrier to him. This means the player must turn off lights, aim them elsewhere, or destroy them to clear a path, which might in turn alert enemies to their presence.

J2: The searchlights on the roof beam down on the second floor, blocking the VIP's path. This makes it so if the player wants to take a silent stealth approach, they must go to the roof and point them elsewhere, thus increasing the difficulty and making them experience more of the level if they had not already.

J3: A searchlight was placed next to the heavy to act as the first of those that block their path. It is easily within reach so the player can deal with it instantly, and then understand what to do with the following ones on the roof. It also shines down the hallway, hinting at the heavy's field of view, and ideally making them look intimidating.

J4: The lights in the stairwell are always on, without a light switch to turn them off, much like those in public stairwells where the lights are automatic. This adds a minor setback for a stealth approach, since the VIP needs the lights turned off, the player must destroy them, and doing so might alert nearby enemies unless they use silent projectiles.

K. Zipline Removal and More Ways Inn

K1: In playtesting, absolutely none of the testers chose to circle around the inn and approach via the zipline. Some found it too far out of the way, others thought it was too obvious, and in general it seemed tacky and unappealing to players. As a result, the zipline has been removed entirely and replaced with an alternate route that accomplishes mostly the same thing, while being more interesting and less out of the way.

K2: A series of rubble steps was added around the back of the inn to provide a stealthy climbing entrance. The player can climb and leap from piece to piece until they reach the first-floor roof.

K3: Upon realizing how few playtesters used the zipline, it also became clear that there was essentially only one desirable way to the second floor, via the staircase (previously the elevator). Ideally the level should be open in approach, even if it is constrained on the way out. To provide another option for approaching the second floor, a stack of crates has been added which the player can use to climb onto the first-floor roof.

K4: The first-floor roof was previously completely barren and unused, but with the removal of the zipline and the addition of the rubble steps, it made sense to fill it to add to player engagement.

K5: To help open up the approach to the VIP room, a ladder was added to the front balcony, leading to the roof. This allows the player to essentially take the same path as the zipline with a little more effort if they take the rubble steps.

L. VIP Room Visibility

L1: The VIP room window has been boarded up in such a way that it emphasizes the light pouring out of it, thus making the VIP room stand out when viewed from the east. In the actual game, the player would see bright flashes of electricity as the VIP is tortured, further signifying that that is where they should go.

L2: Playtesters often had trouble finding the VIP room, due to it being out of the way and its door being practically invisible from the hallway. To try and remedy this without changing the layout massively, holes were added in the room's west wall to once again emphasize the light coming from the room, as well as the bright flashes of electrical torture.

M. Stream

M1: Playtesters previously found that cover was lacking, and they were too afraid to sneak under the overhang for fear of being spotted, which resulted in few circling around the inn and taking any of the back entrances. To fix this, a stream filled with reeds was added running below the overhang, providing a guiding line, as well as cover for a stealth approach.

M2: If the player manages to get a car, either one that arrived with reinforcements after they triggered the alarm, or one they brought to the mission themselves, they need to be able to cross the stream to reach the extraction point at the dock. Thus, there is a road-sized rock bridge across the stream.

N. Sleeping Enemies in the Kitchen

N1: To give light switches an interesting purpose, several enemies were placed sleeping in the kitchen. They provide a reason for the nearby lights to be left off by the enemies, as to not disturb their slumber. When the player is noticed by the enemies or the alarm goes off, the sleeping enemies wake up, and as they make their way towards the player, they flick all the light switches on. This makes it so if the enemies are alerted

to the player's presence, they will have additional lights to clear out as they escort the VIP out. In addition, the extra enemies increase the conflict on the first floor if the player is noticed, thus further rewarding stealth.

N2: To justify why the kitchen of all places was chosen as a place to sleep (especially when there are several bedrooms upstairs), the kitchen was walled off completely, undamaged from the conflict the rest of the inn endured. As a result, it is the only fully enclosed room in the inn, and therefore the warmest and safest place to sleep.

[O. Driveway and Road](#)

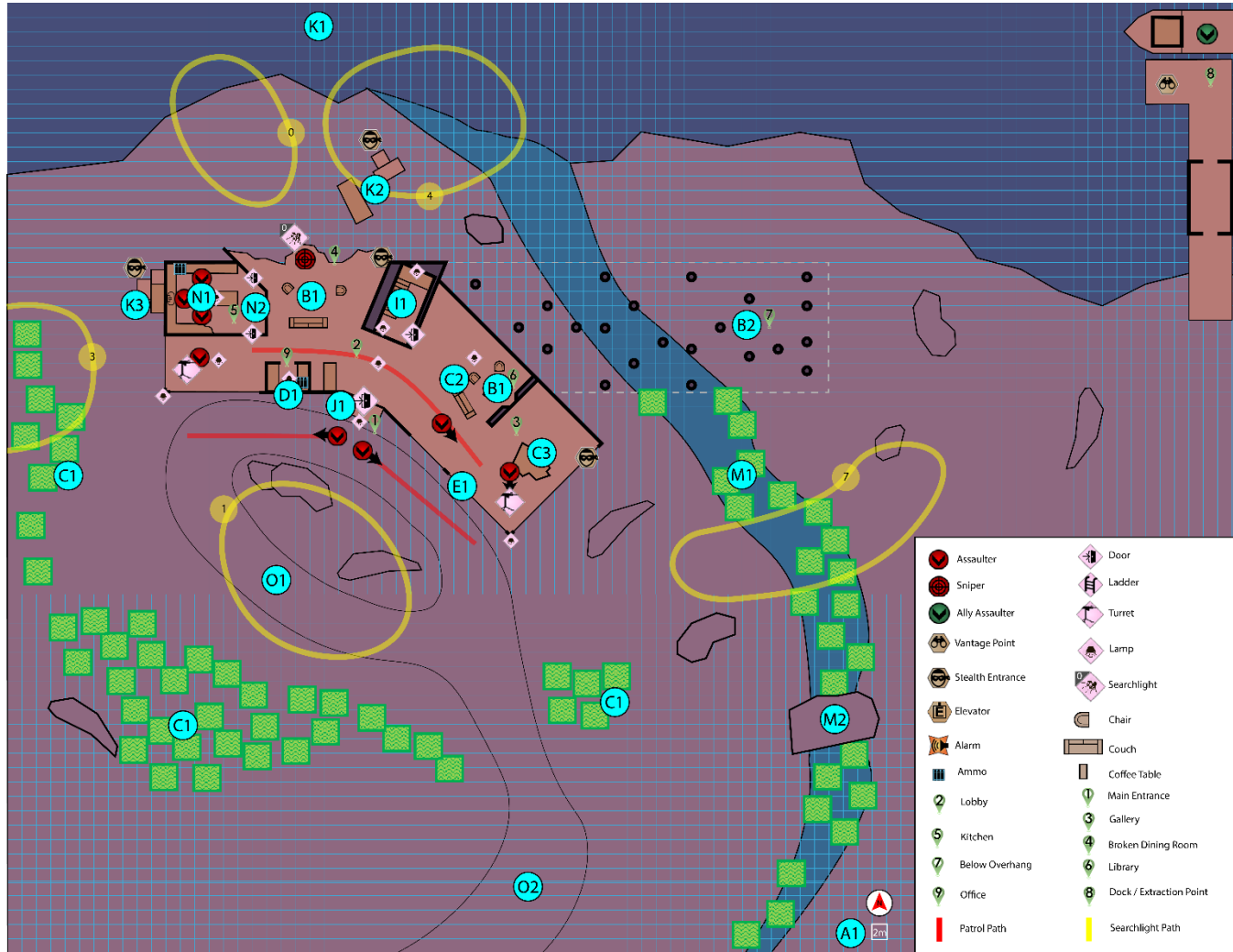
O1: A circular driveway around the front of the inn was added to provide enemy reinforcements somewhere to drive in via car.

O2: Naturally, the driveway leads out to a road, that eventually connects up with one of the main roads on the island. If the player has a car, this is also a valid way to extract the VIP.

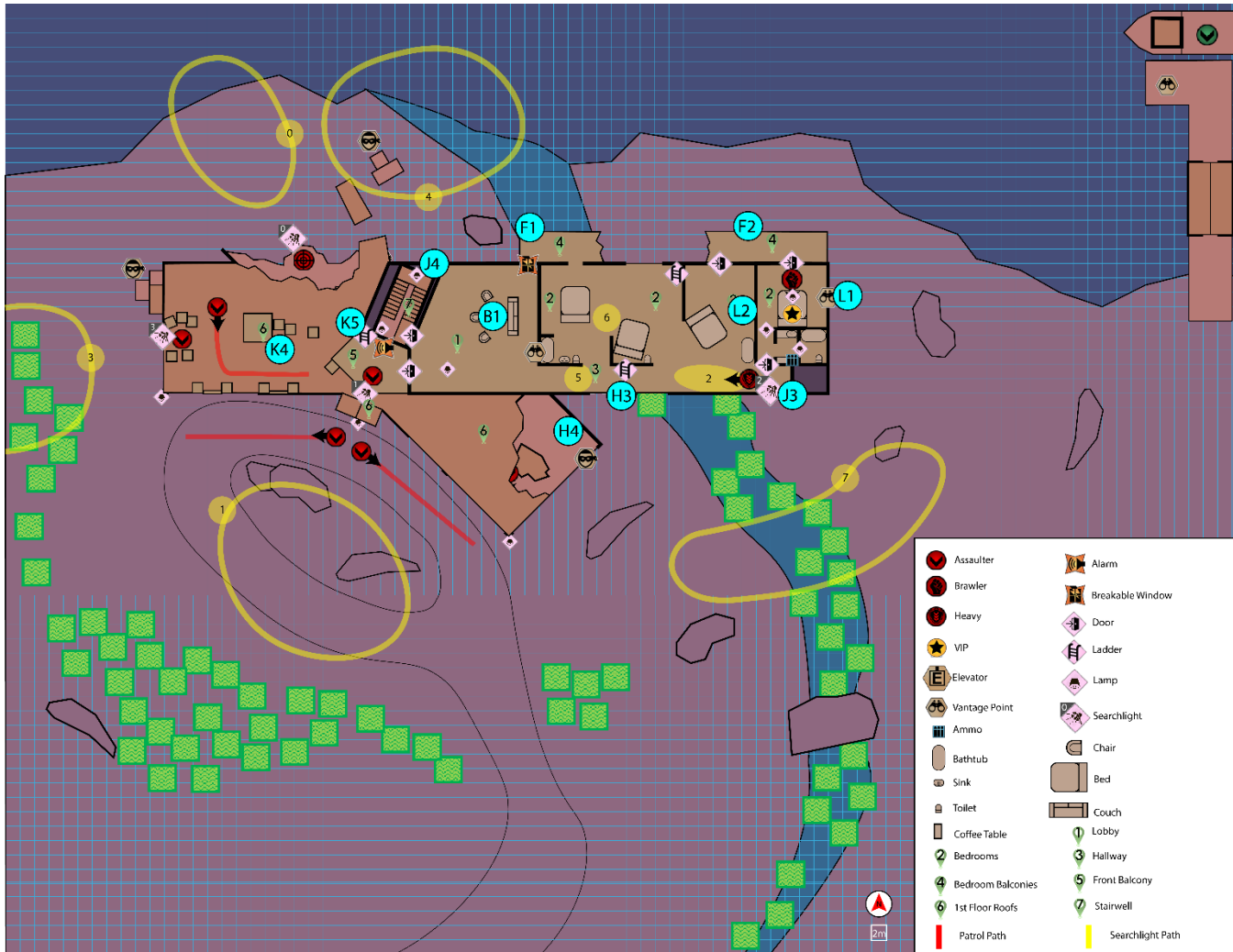
Locations of Changes

To help find where all the changes are located, this set of maps shows their position on the maps via the labeled circles.

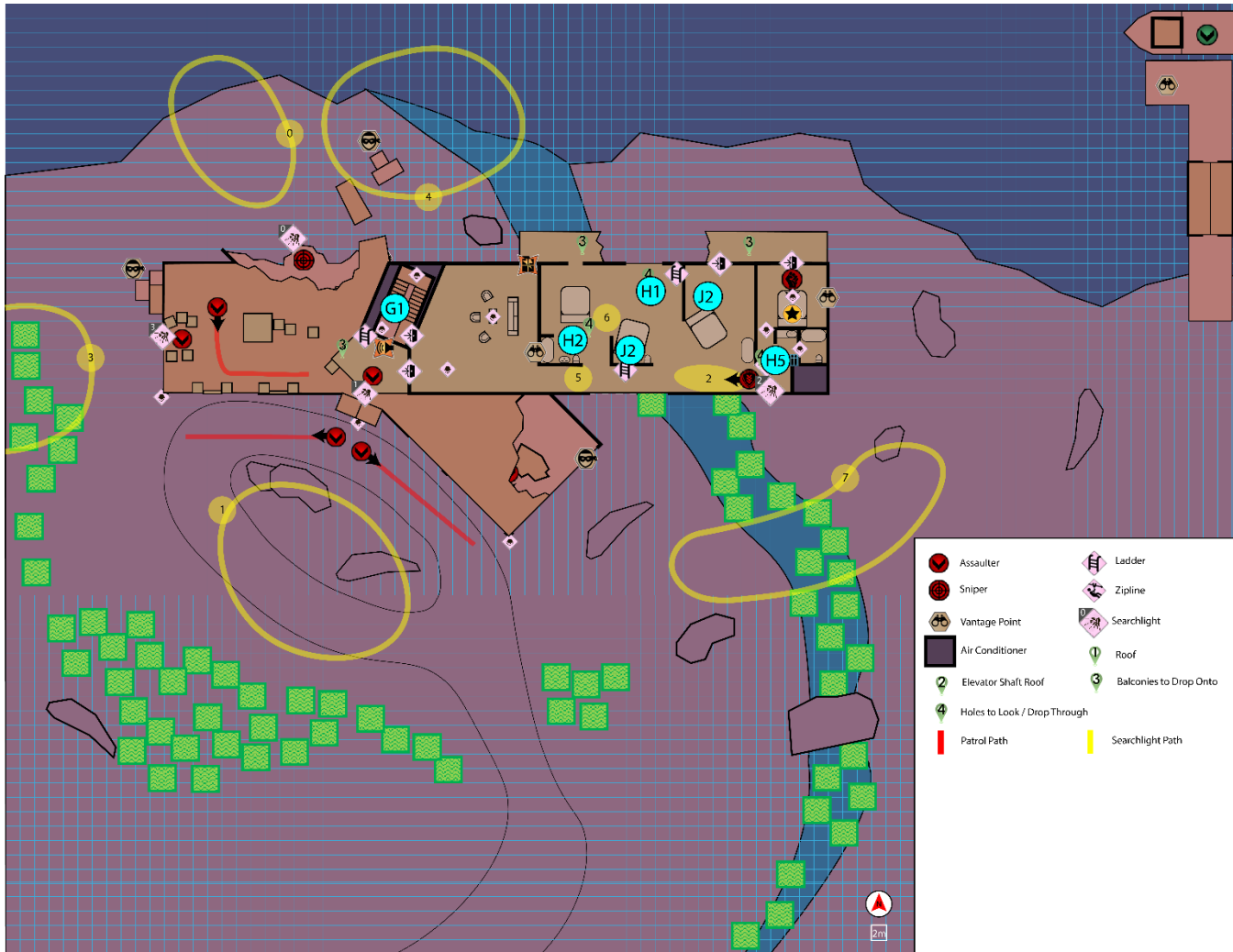
Floor 1



Floor 2


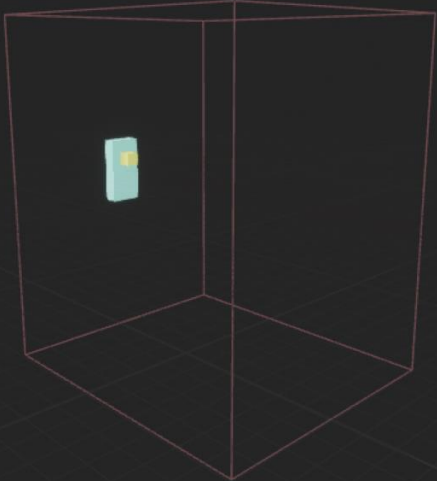



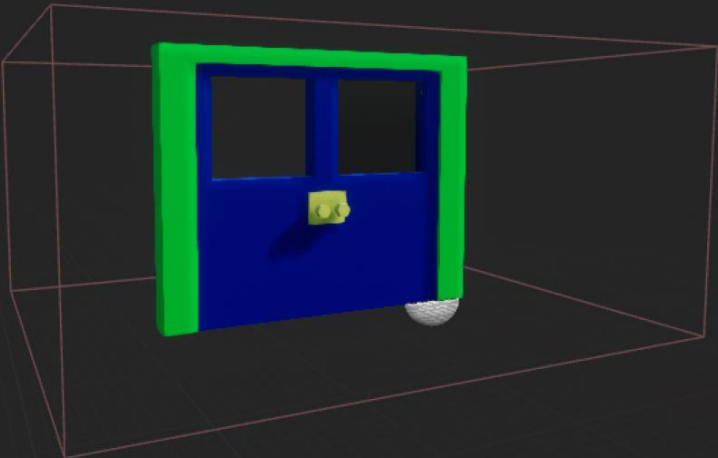
Floor 3



New Gameplay Ingredients

All custom blueprints are contained within the “MyBP” folder within the Content folder of the project.

	Appearance		UE4 Actor Name	Description
			<p>Breakable Lamp (BP_Gameplay_Breakable_Lamp)</p>	<p>Mid-range, radial light source that triggers the VIP.</p> <p>Can also be broken by projectiles, at which point it stops emitting light and makes a noise which alerts nearby enemies.</p> <p>Can be turned off and on via a corresponding light switch.</p>
			<p>Light Switch (BP_Gameplay_Light_Switch)</p>	<p>Turns on and off lights when interacted with by the player or by enemies by standing close and pressing [E].</p> <p>Enemies will try to turn on nearby light switches when alerted to the player's presence.</p> <p>If an enemy sees a light turn off or on (by the player), they will investigate the corresponding light switch before turning it back to its original state.</p>

	<p>Searchlight (BP_Gameplay_Searchlight)</p>	<p>Long-range, focused light source that triggers the VIP.</p> <p>Mounted in place, but can swivel and aim in different directions. Can be operated and aimed by enemies or the player, much like a turret (although that functionality does not yet exist).</p> <p>Can also be broken by projectiles, at which point it stops emitting light and makes a noise which alerts nearby enemies.</p>
	<p>Double Door (BP_Door_Double)</p>	<p>Two unlocked doors within one frame.</p> <p>Works just like a normal door; approach it and press [E] to open it.</p>

New Reference Images
Lights



Figure 1 – Mounted searchlight



Figure 2 - Glow-in-the-dark light switch, easy to locate in the dark



Figure 3 - Round wall lamps at Fogo Island Inn

Containers



Figure 4 - Lobster traps from Newfoundland, might make a suitable crate for cover



Figure 5 - Large shipping crates in a stack, sturdy enough to climb



Figure 6 - Large industrial fridge for the kitchen

Environment



Figure 7 - Tall grass on Fogo Island, suitable for cover

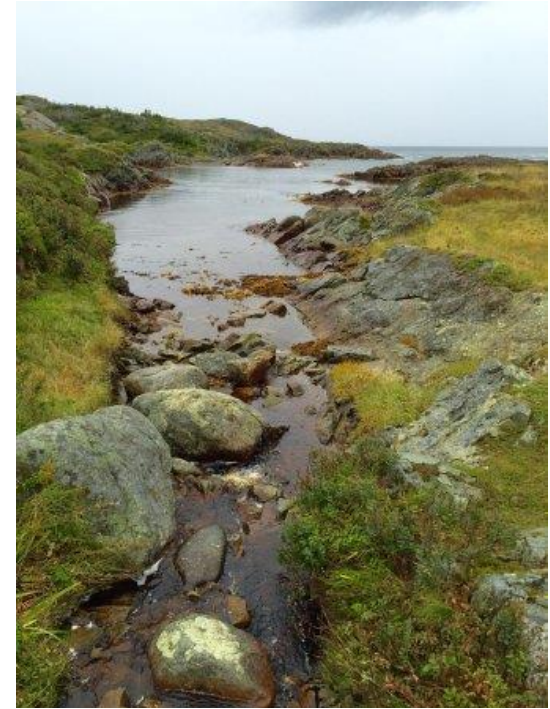


Figure 8 - Example of an east-coast stream leading to the ocean



Figure 9 - Reeds for cover in shallow water on Fogo Island