



Mission Brief Updates

OLD MISSION BRIEF

The PR Officer of BevFresh, a **corrupt company** notorious for stealing and bottling water from vulnerable communities, is **set to give a presentation tonight**. His lie-filled speeches have kept the company in good terms despite their abhorrent practices.

Word is that **his script is tucked away in the executive office of the Green Elm Theatre**, a luxurious theatre known for its lush garden front. Your mission is to **sneak in and steal the script** before the speech, making the fool flounder and tank the company's image on-stage.

You'll first have to find a way through the **heavily guarded garden**. Our blueprints also show a possible way in through the **parking lot** or **catering building**. Once inside, make your way to the back of the theatre's second floor. There you'll find the **executive office** where **the script** will be waiting.

NEW MISSION BRIEF

General José Castillo is set to give a **presentation tonight** on his tobacco output that's going to be broadcast all over Yara. Rumor has it that the fool can barely write, and instead gets his lackeys to make his scripts for him.

Our scouts figured out that his **script** is tucked away in the **head office** of the **True Yaran Theatre**. The building was once a haven for arts and expression in Yara but is now just another social club for those loyal to the Castillo regime.

We've made our own script that paints a more accurate picture of José's character. We made sure not to leave out his use of chemical weapons and slave labor. We need you to **sneak in, swap out José's script with our own, and get out**. If all goes well, he won't notice what he's said until the words leave his mouth.

You'll need to find a way into the **theatre** before making your way to the **2nd floor** where **the original script waits**. The main entrance is heavily guarded, so you may want to scout out alternate ways inside.

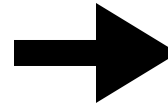
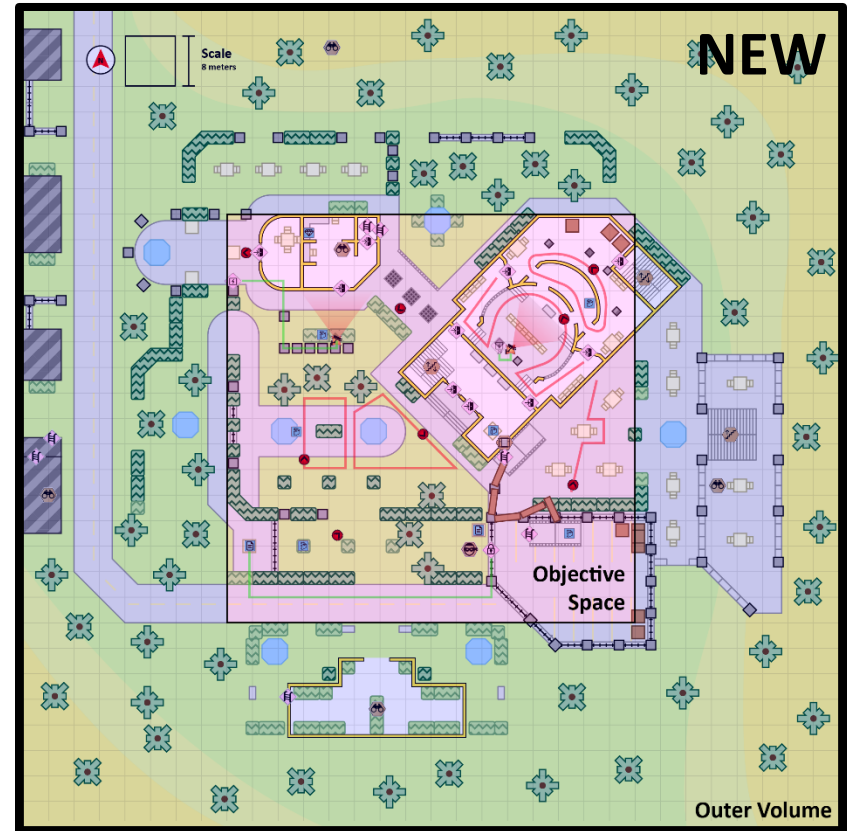
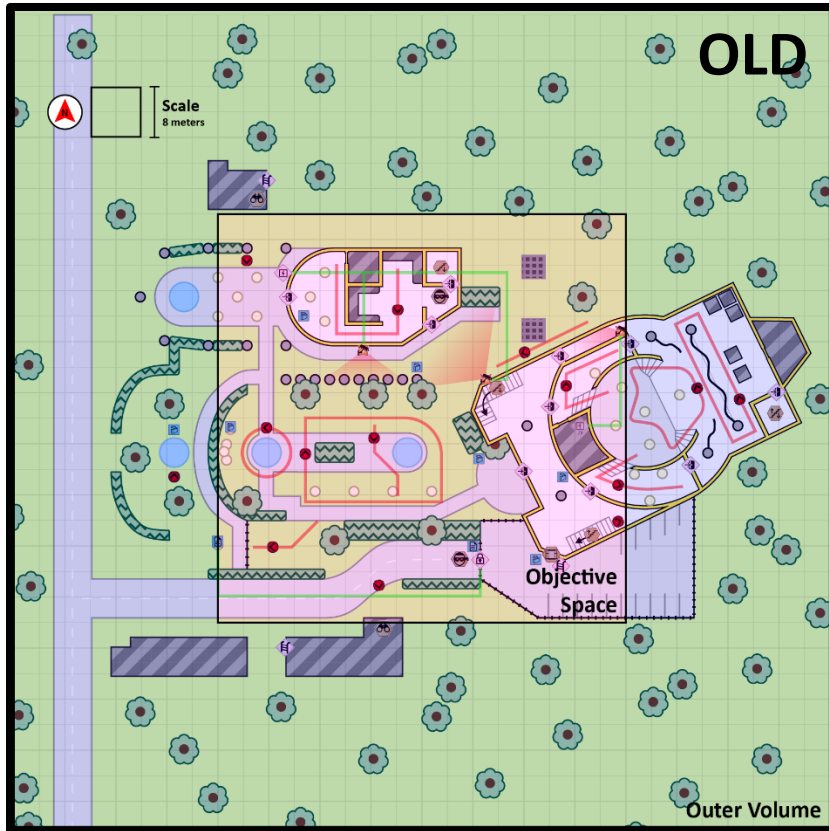
RATIONALE

The original Mission Brief contradicted Far Cry level conventions, as a non-pacifist playthrough would not make sense during a company's public PR presentation.

To solve this, I shifted my level to Far Cry 6's Yara, where the player frequently kills FND soldiers. I replaced the PR Officer with José Castillo as he's an overconfident antagonist who isn't too bright, and it's believable that he would confidently read a script without checking its contents first.

Lastly, I added the criteria that the player must escape the theatre to complete the mission. This makes more sense narratively, and it also encourages the player to explore an alternate route out, increasing the level's value from a single playthrough.

Map Scale Overview

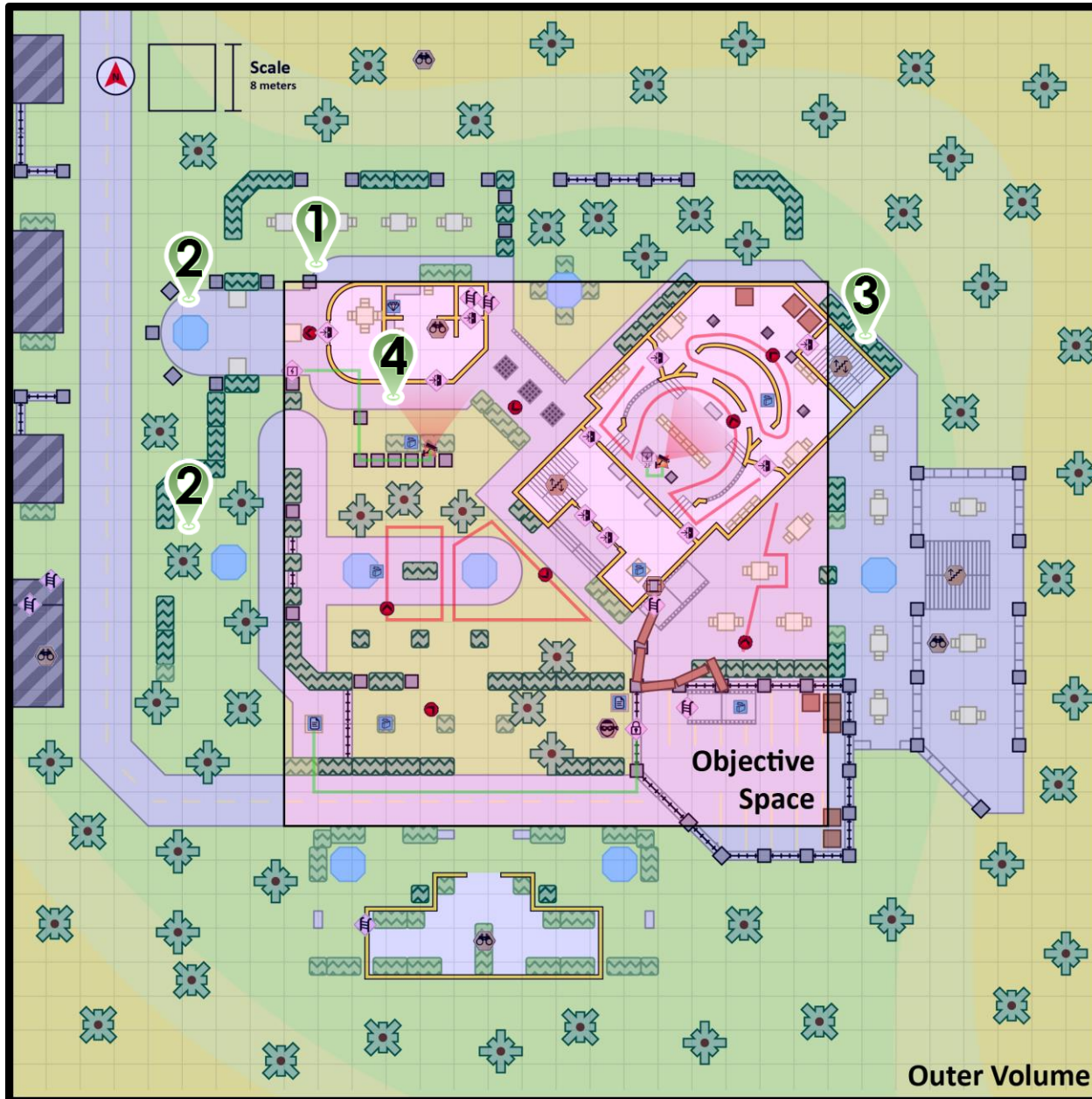


CHANGES OVERVIEW

- Changed level shape from rectangular to square.
- Moved northwest patio and west garden to outer volume.
- Rotated and shrunk theatre to fit into Objective Space.
- Shrunk walkway south of catering building.

LEGEND

Hedge (short/tall)	Table	Fence	Grate	Flag	Grass
Tree	Chair	Crate	Scaffolding	Pavement	Grass
Fountain	Pillar	Plank	Railing		

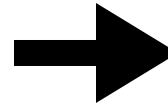
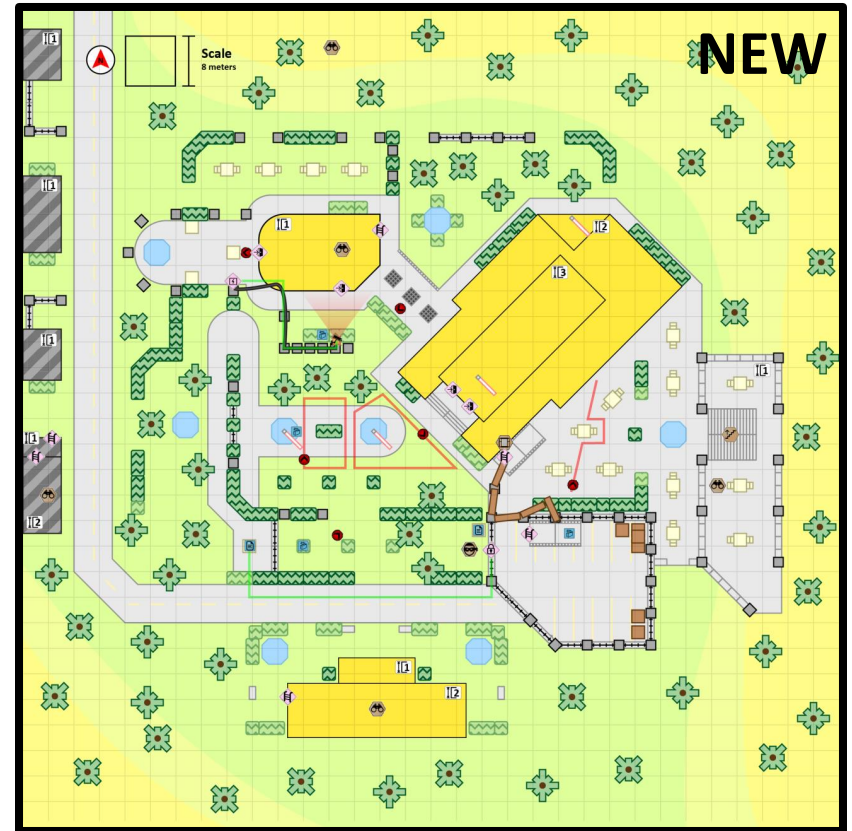
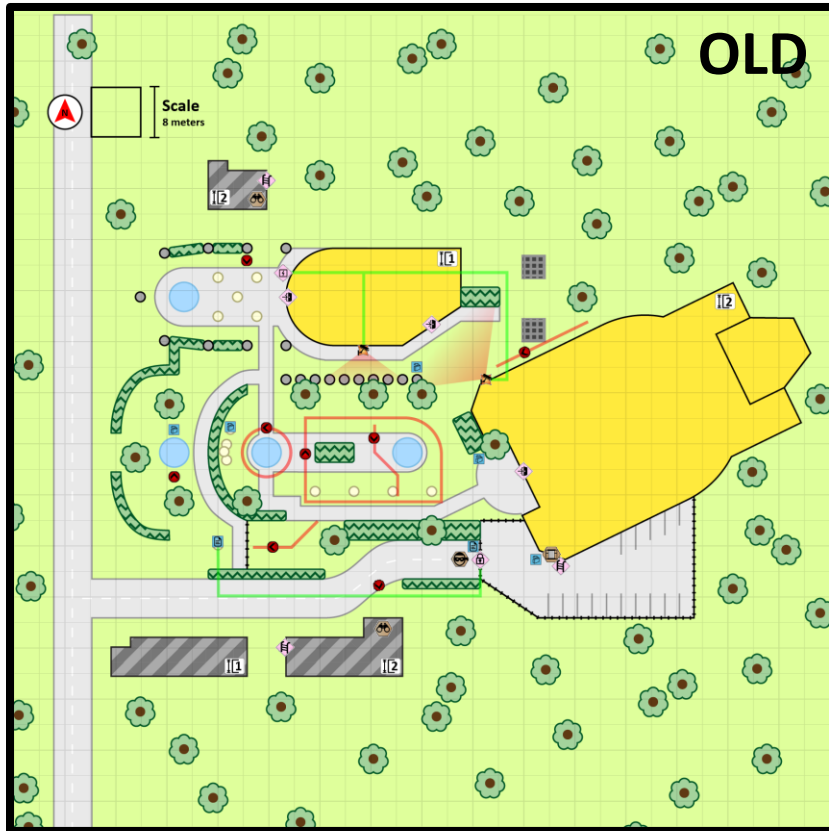


NOTES

- 1 Due to the size constraints of the Objective Space, the level was adjusted from a rectangular shape to a square shape.
- 2 To allow more room for the theatre and main courtyard, the northwest patio and west garden were moved to the approach zone.
- 3 The theatre was rotated to a 45° angle and shrunken slightly to fit into the objective space.

One corner still sticks out, but no gameplay elements are included in this portion of the theatre.
- 4 The walkway south of the catering building was shrunk to accommodate the smaller horizontal space in the objective zone.

Exterior Overview

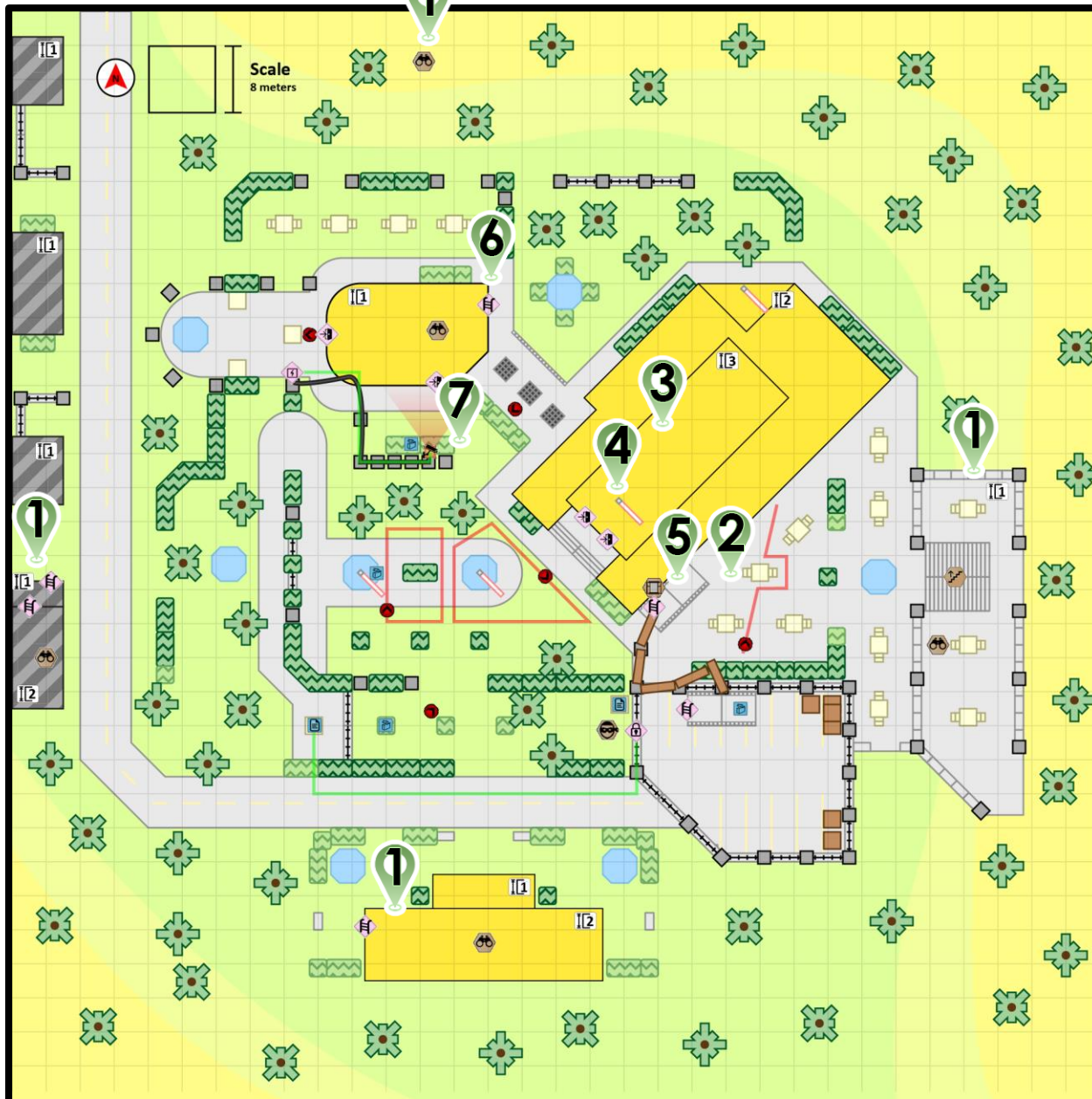


CHANGES OVERVIEW

- Added slopes and scouting areas around map.
- Added patio south of theatre as an additional approach route.
- Added Yaran Flags as guiding landmarks.
- Added scaffolding from parking lot to theatre window.
- Added ladder to catering roof for scouting.

LEGEND

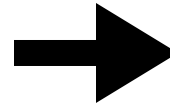
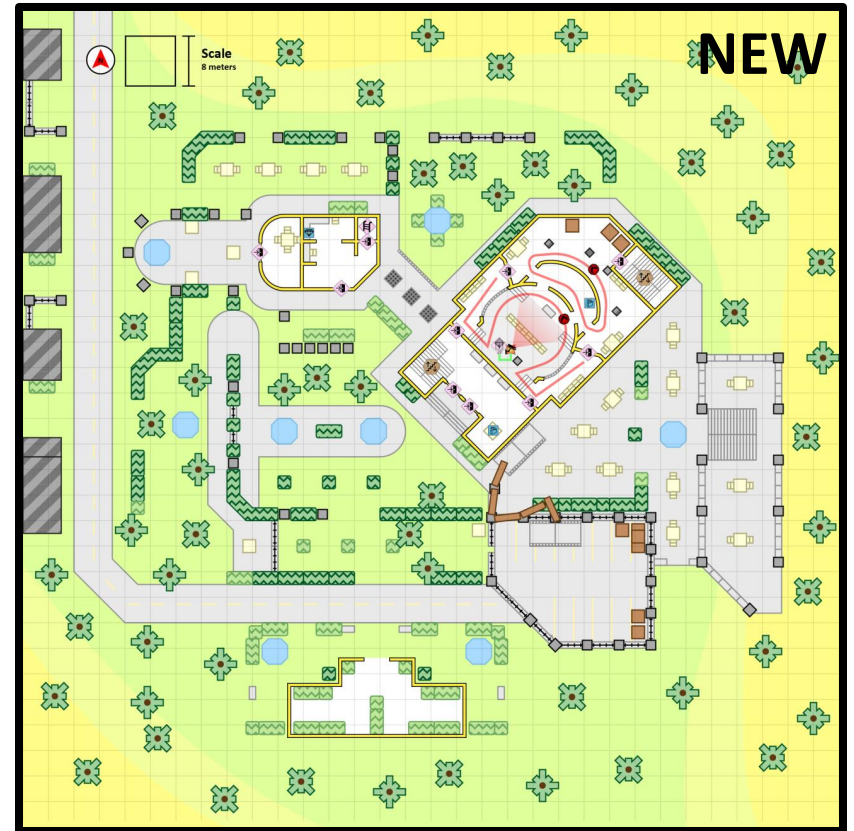
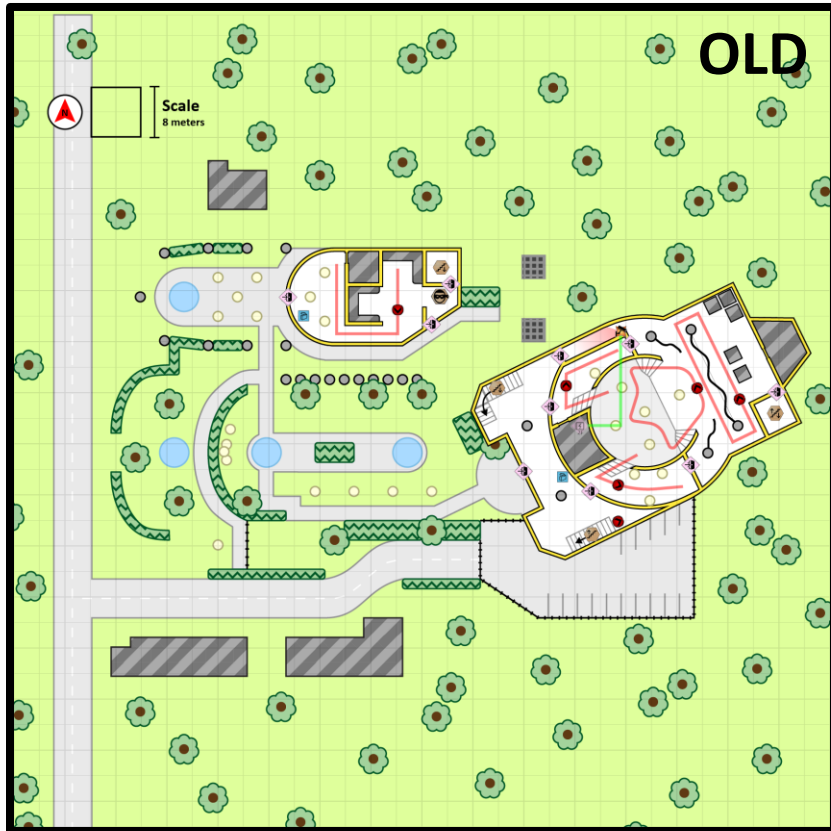
Hedge (short)	Hedge (tall)	Table	Fence	Grate	Flag	Grass 1
Tree	Chair	Crate	Scaffolding	Pavement	Grass 0	
Fountain	Pillar	Plank	Railing			



NOTES

- 1 Slopes and scouting areas were added around the map to better support a 360° approach. ([see page 13](#))
 - 2 A patio was added south of the theatre to allow for an additional approach angle. ([see page 14](#))
 - 3 The theatre was made significantly taller than all other buildings to make it more visible.
 - 4 Since the executive office no longer rises taller than the rest of the theatre, Yaran Flags were instead added to guide the player to the theatre's front entrance.
 - 5 Scaffolding was added to bridge the new gap between the parking lot and the theatre's window.
 - 6 A ladder was to the catering building's roof to allow for scouting.
 - 7 Hedges and pillars were positioned close enough to the roof of the catering building to allow players to jump on top of them, creating an alternate vertical level route.
- Reduced enemy count from 8 to 5 to reduce difficulty and accommodate level requirements.





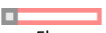






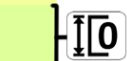




Interior 1F Overview

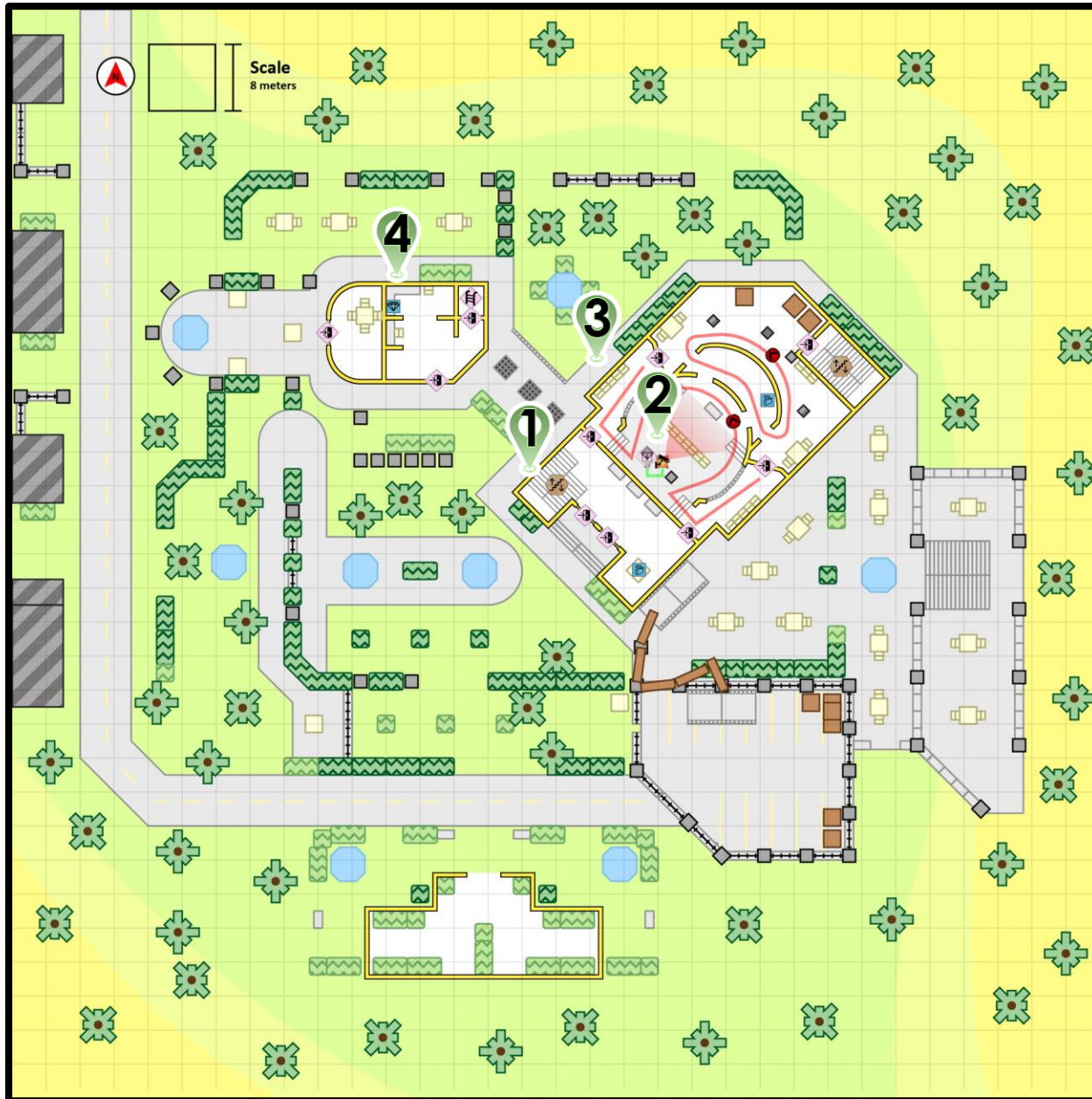


CHANGES OVERVIEW

- Combined theatre foyer staircases to streamline movement.
- Added camera to theatre center to increase area difficulty.
- Removed leftmost theatre hallway.
- Added treasure to the catering building's kitchen.
- Reduced enemy count from 5 to 2.

LEGEND

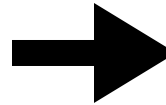
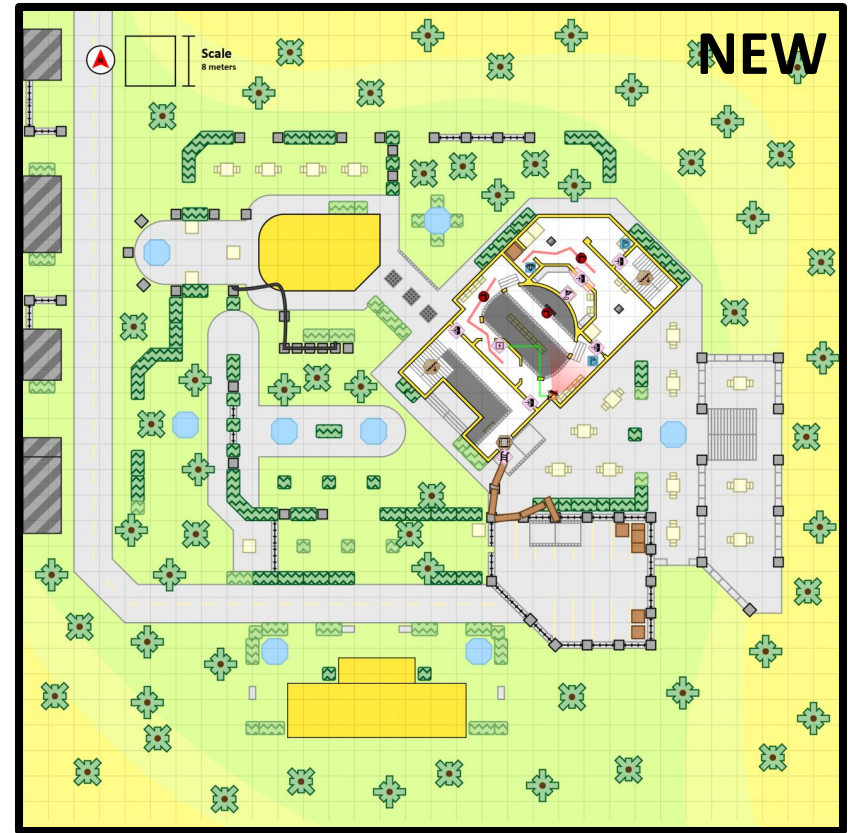
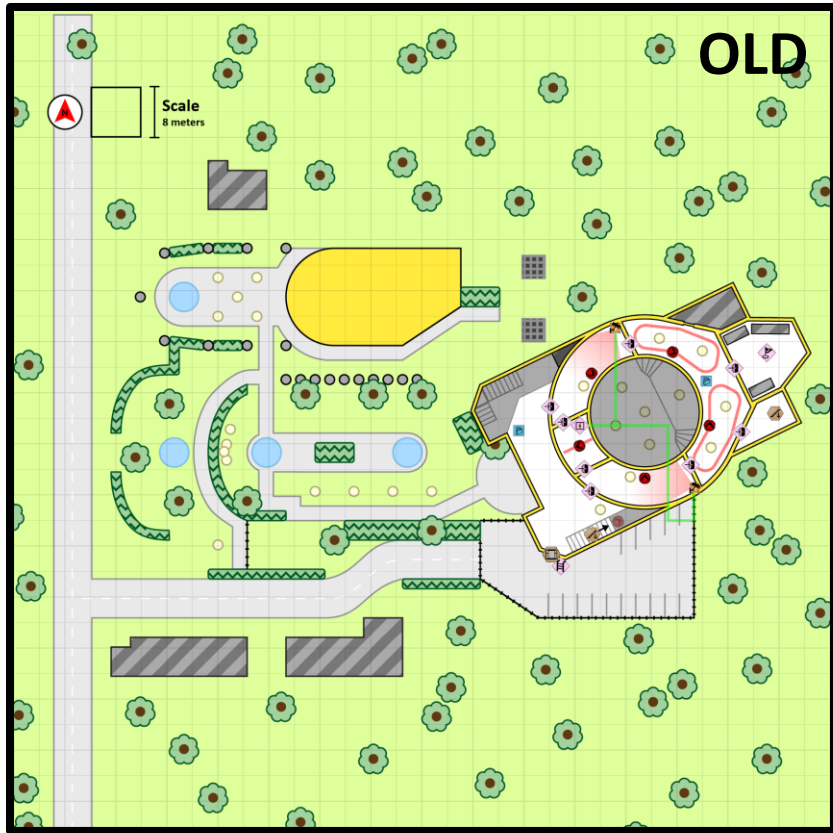
					
Hedge (short/tall)	Table	Fence	Grate	Flag	Grass
					
Tree	Chair	Crate	Scaffolding	Pavement	Grass
					
Fountain	Pillar	Plank	Railing		



NOTES

- 1 The staircases in the theatre foyer were combined to streamline movement and reduce their overall footprint.
 - 2 A camera was added to the theatre center to increase the difficulty of the area and encourage sneaking through the side wings.
 - 3 The leftmost hallway was removed from the theatre to accommodate the building's smaller footprint.
 - 4 A treasure was added to the kitchen of the catering building to reward exploration.
- Reduced enemy count from 5 to 2 to reduce difficulty and accommodate level requirements.

Interior 2F Overview

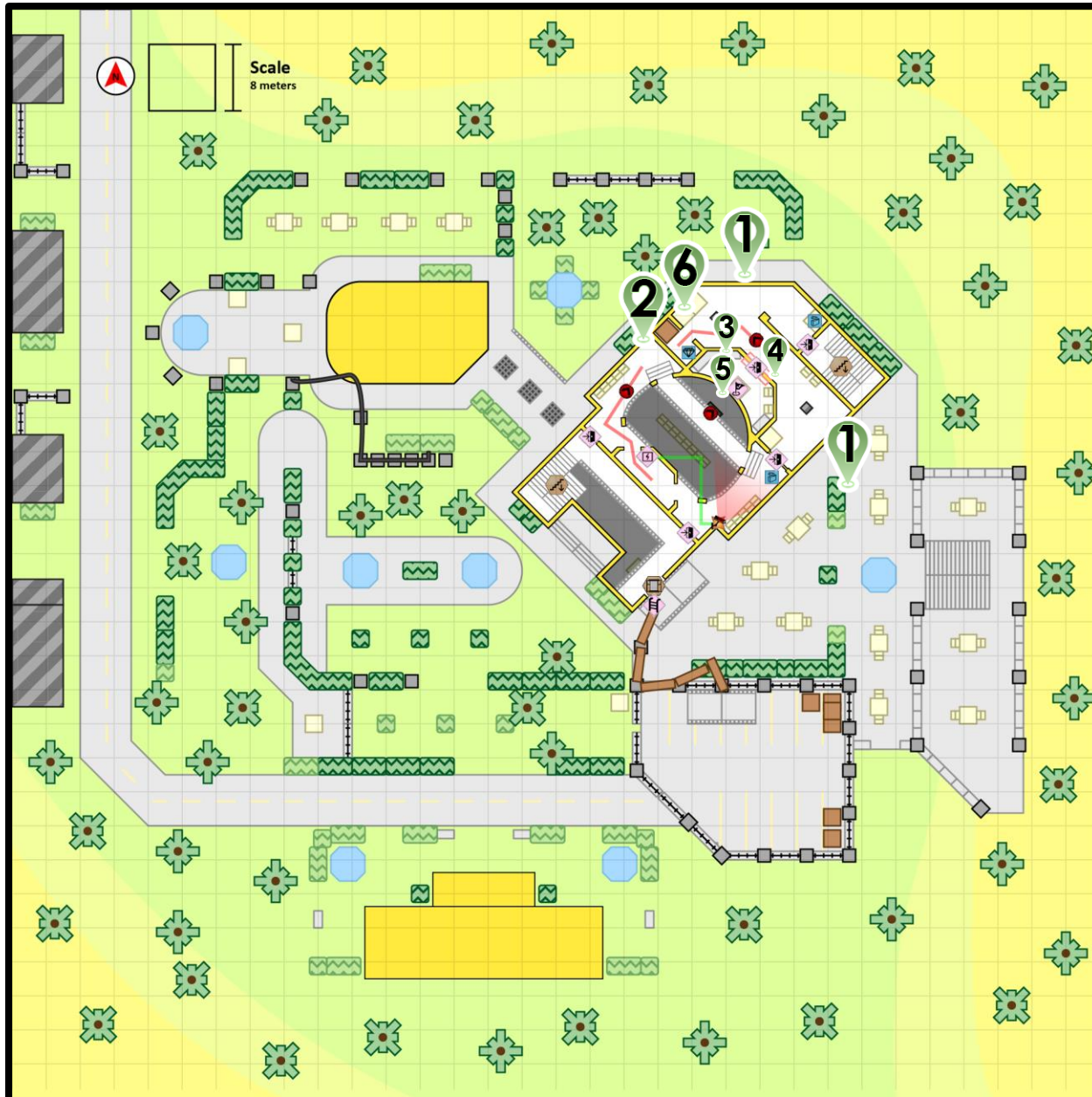


CHANGES OVERVIEW

- Added large windows to the back of the theatre.
- Added catwalk to 2nd floor, making routes asymmetrical.
- Moved head office closer to theatre center.
- Made head office more visible with windows and flags.
- Added treasure in 2nd floor closet.

LEGEND

Hedge (short)	Hedge (tall)	Table	Fence	Grate	Flag	Grass 1
Tree	Chair	Crate	Scaffolding	Pavement	Grass 0	
Fountain	Pillar	Plank	Railing			



NOTES

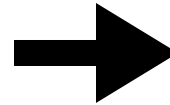
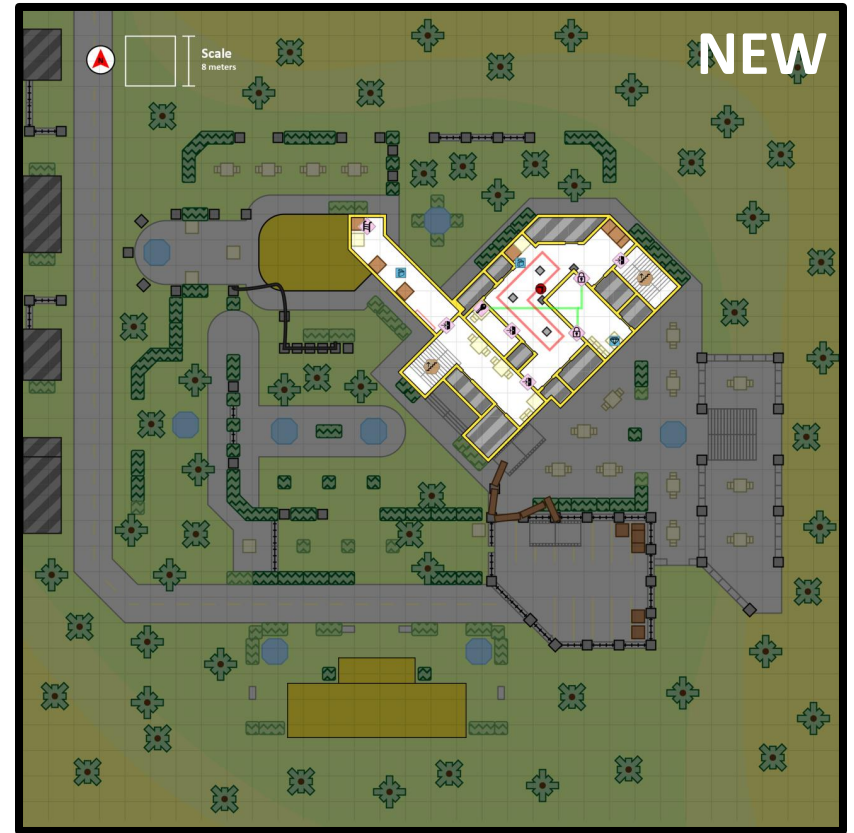
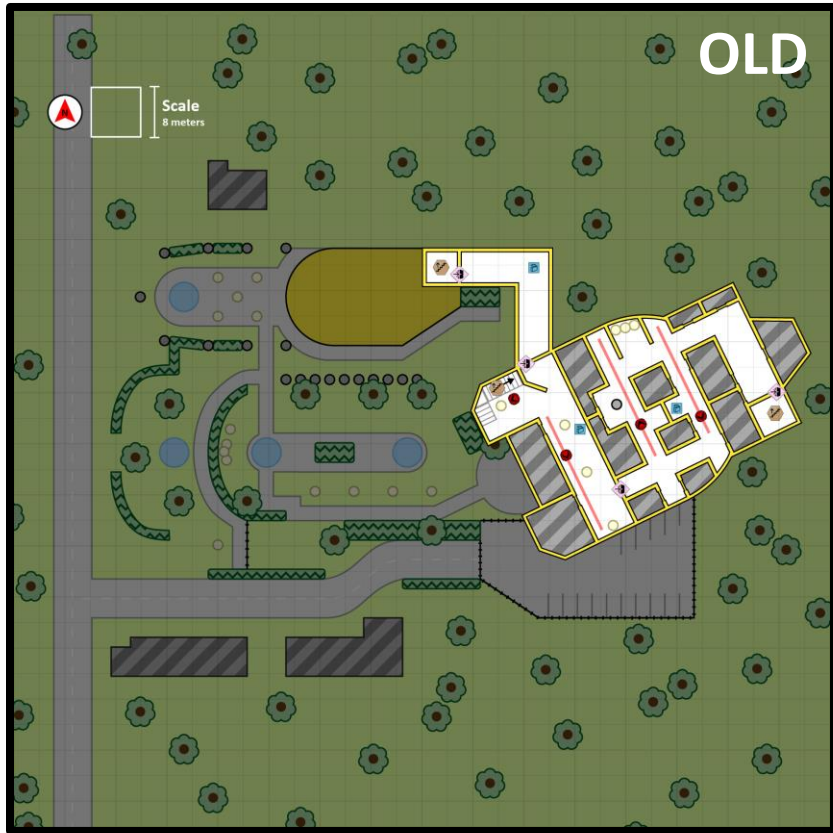
- 1** Large windows were added to the back of the theatre to make the goal easier to see from a north-east approach.
- 2** The 2nd floor wings were made asymmetrical. The player must dodge an extra enemy and take the catwalk in the left wing, or avoid a camera in the right wing.

This was done to create more interesting choices for the player.
- 3** The head office was moved closer to the theatre's center to accommodate the staircase's footprint.
- 4** Yaran Flags were added inside and outside of the head office to help guide the player.
- 5** A window was added from the head office looking directly into the theatre center.

This change doesn't fully make sense for a theatre; however, it makes the office easier to spot and more important looking, which was a common issue found during playtesting. Because of this, I think the trade-off is worth it.
- 6** A closet with treasure was added, encouraging exploration and giving the AI somewhere to go, letting players sneak by.

Reduced enemy count from 5 to 3.

Basement Overview

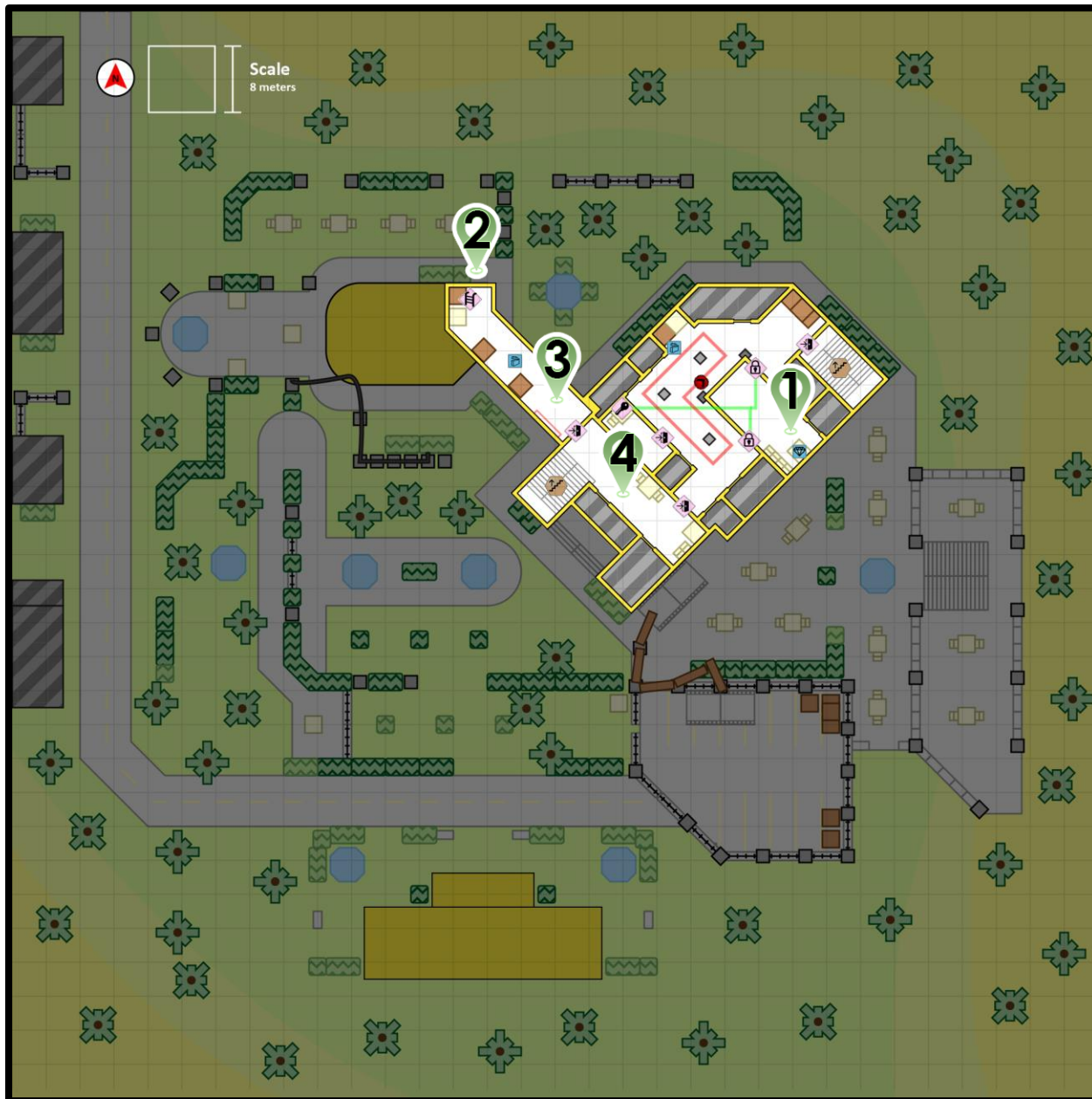


CHANGES OVERVIEW

- Added dance room, making basement routes asymmetrical.
- Made maintenance tunnel more direct and added guiding flag.
- Reduced enemy count from 4 to 1.
- Removed all enemies from basement entrance.

LEGEND

Hedge (short/tall)	Table	Fence	Grate	Flag	Grass
Tree	Chair	Crate	Scaffolding	Pavement	Grass
Fountain	Pillar	Plank	Railing		



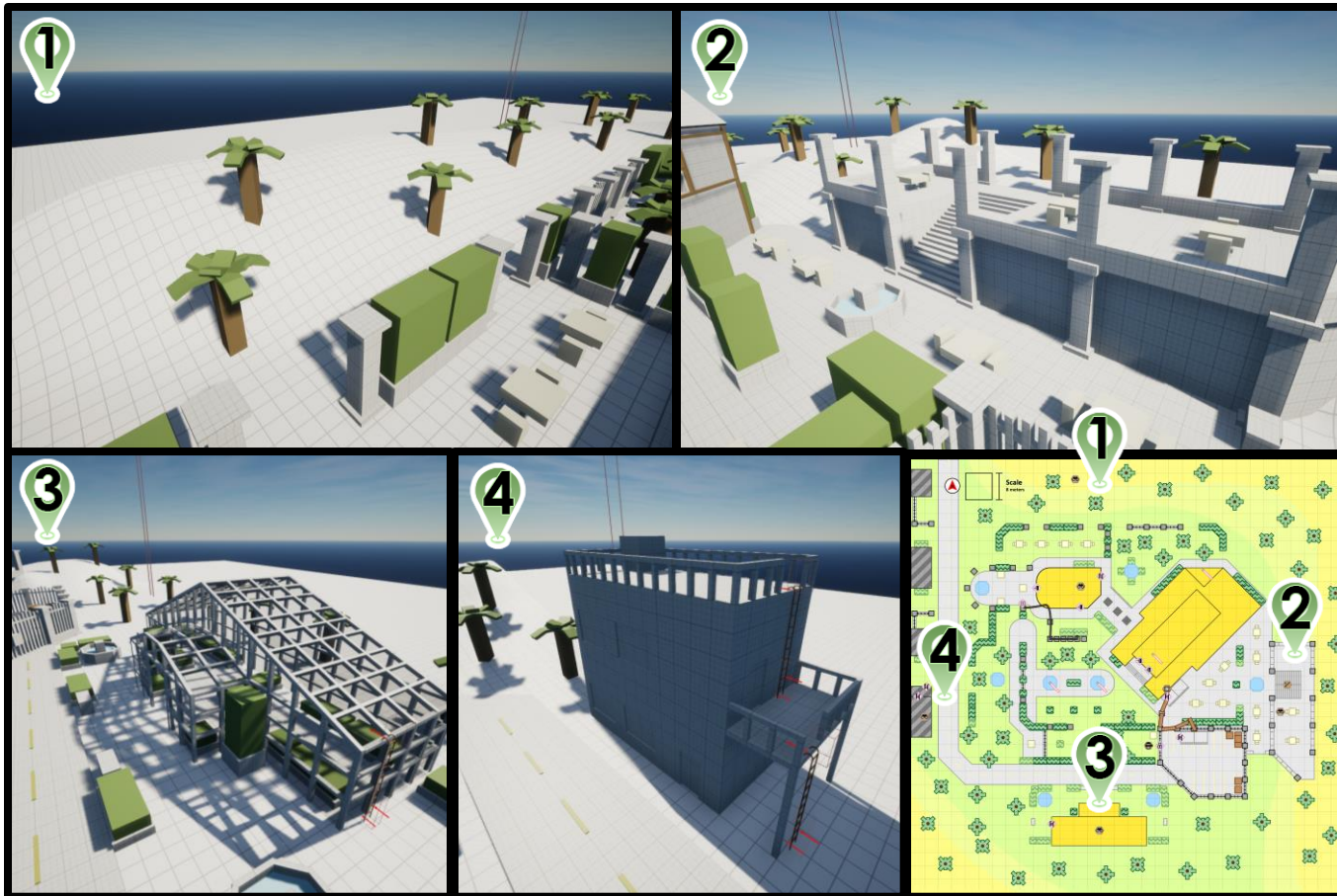
Basement

NOTES

- 1 The basement routes were made less symmetrical. The player can dodge a single enemy in the corridor, or search for the key that unlocks the dance room. ([See page 16](#))

This was done to create more interesting choices for the player.
- 2 The maintenance tunnel was made more direct to streamline player movement.
- 3 A Yaran Flag was added at the end of the maintenance tunnel, indicating that the player has reached the theatre. This was added because players frequently got disoriented when in the basement during playtesting.
- 4 Reduced enemy count from 4 to 1 and made the basement entrance a rest spot for the player.

New Addition: Scouting Spots



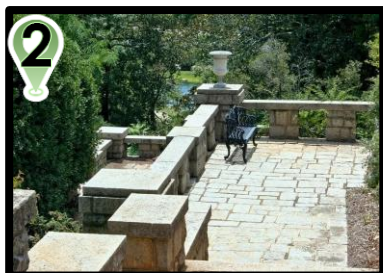
NOTES

To allow for a 360° approach, scouting spots have been added in all four cardinal directions:

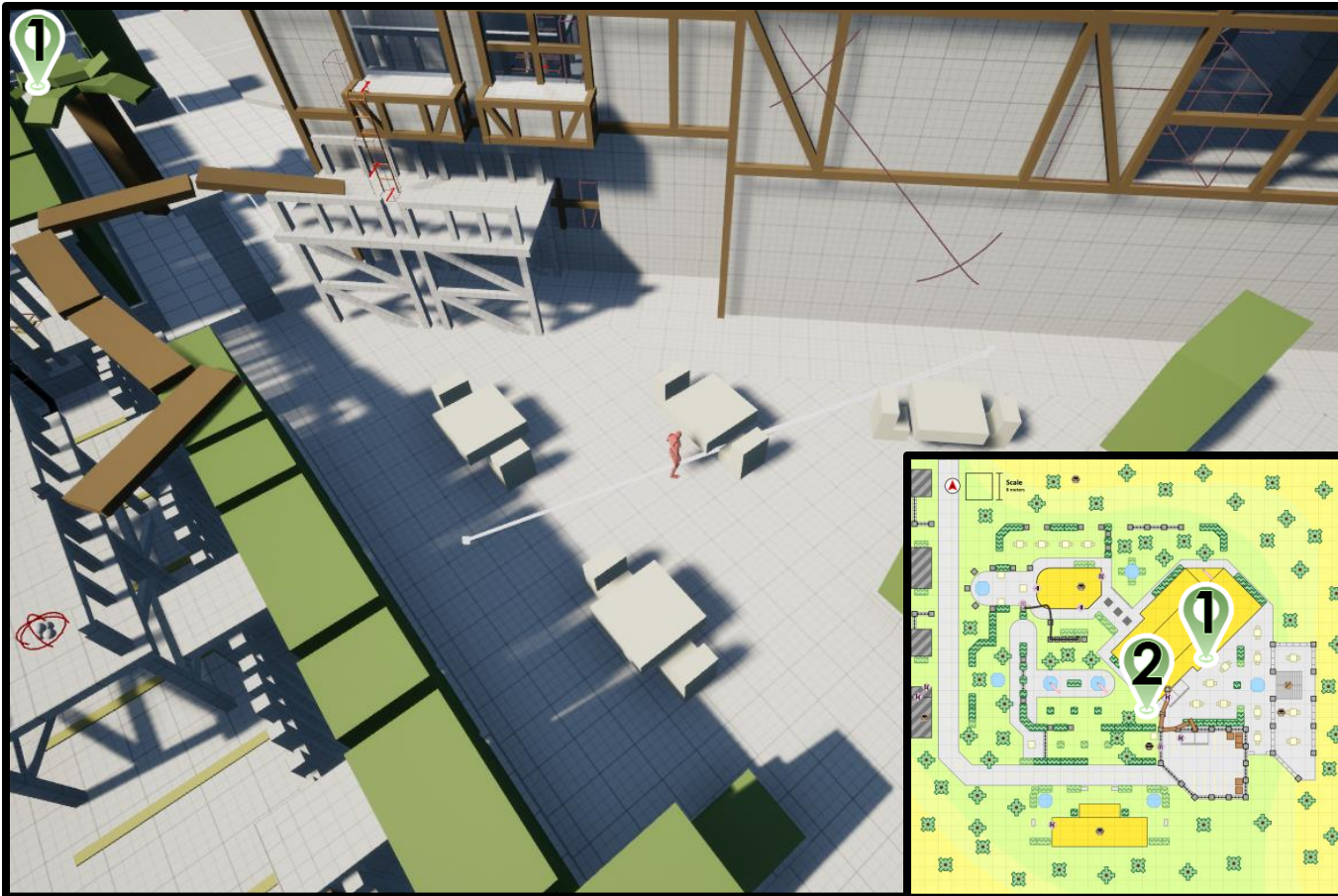
- 1** A slope was added to the north.
- 2** An elevated patio was added to the east.
- 3** A greenhouse was added to the south.
- 4** A 2-story building was added to the east.

These additions let the player study enemy positions and movement no matter how they approach the level.

REFERENCES



New Addition: Patio



NOTES



The old map didn't have an easy entrance the player could take from the east.

To solve this, a patio was added directly south of the theatre.

This allows for an entrance from the east and adds a landmark to help the player orient themselves.

The entrance leads right up to the front of the theatre, so the enemy present was given a patrol path. This makes the path more difficult but also more rewarding.



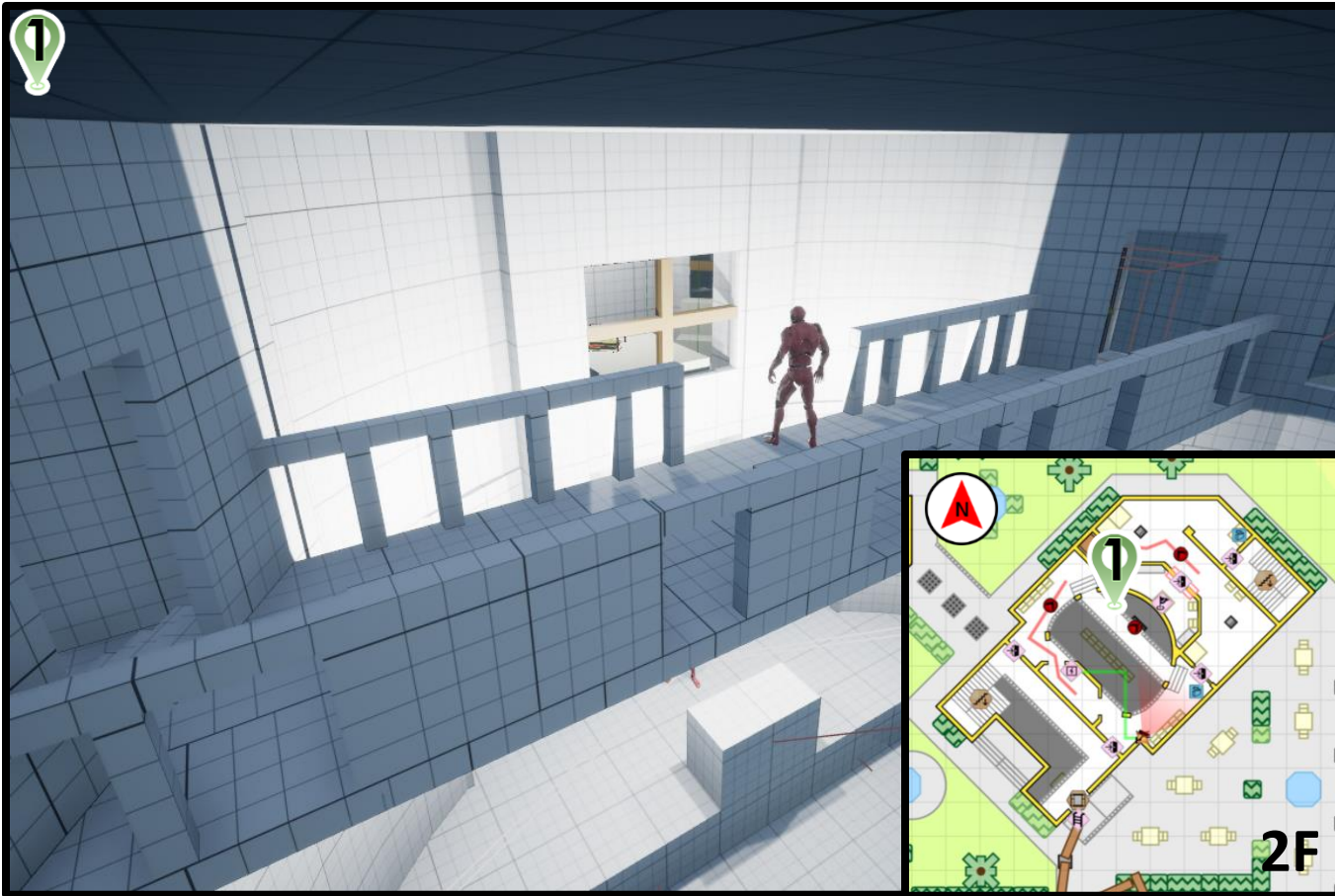
Scaffolding and planks are now used to bridge the gap between the parking lot and the open theatre window.

This adds more verticality to the level, as it gives the player the option to traverse on top of hedges and trees if they want to reach the theatre's main entrance instead.

REFERENCES



New Addition: Catwalk



NOTES

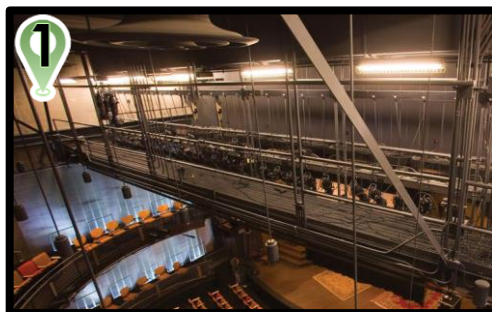


My original map had symmetrical routes on the 2nd floor.

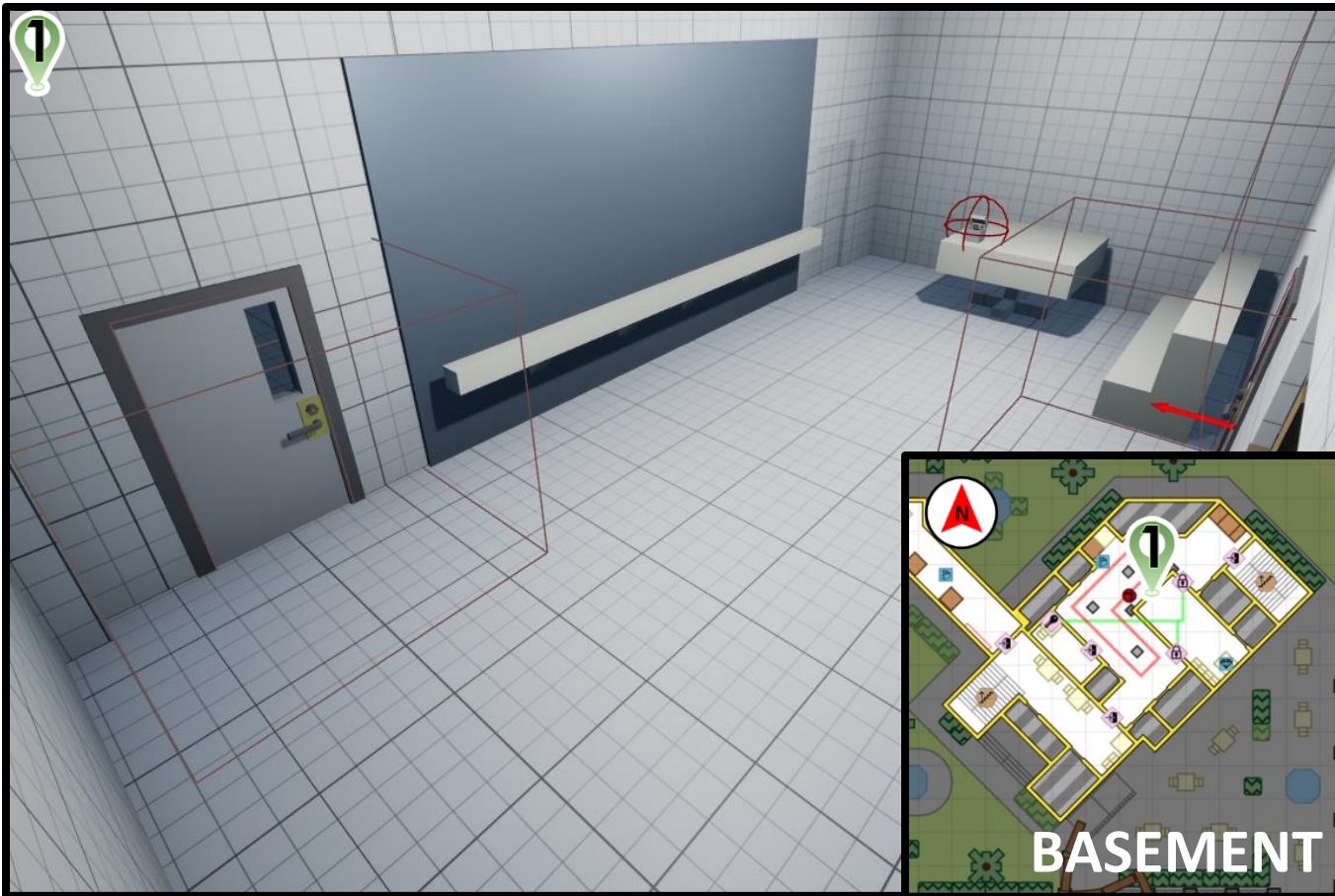
A catwalk was added to create more interesting options for the player. This way, the player can either dodge a security cam on the right path or take a longer route on the catwalk.

Catwalks are also an iconic and fun part of theatres. Adding one gives my level another identifiable landmark for navigation, and fulfills the player desire to go on a catwalk.

REFERENCES



New Addition: Dance Room



NOTES

1 My original map had near-symmetrical routes in the basement. Both paths required the player to stealth around 1 enemy in a hallway.

To add more interesting options, the dance room was added. The player can either stealth around one enemy like before or search for the key into the dance room.

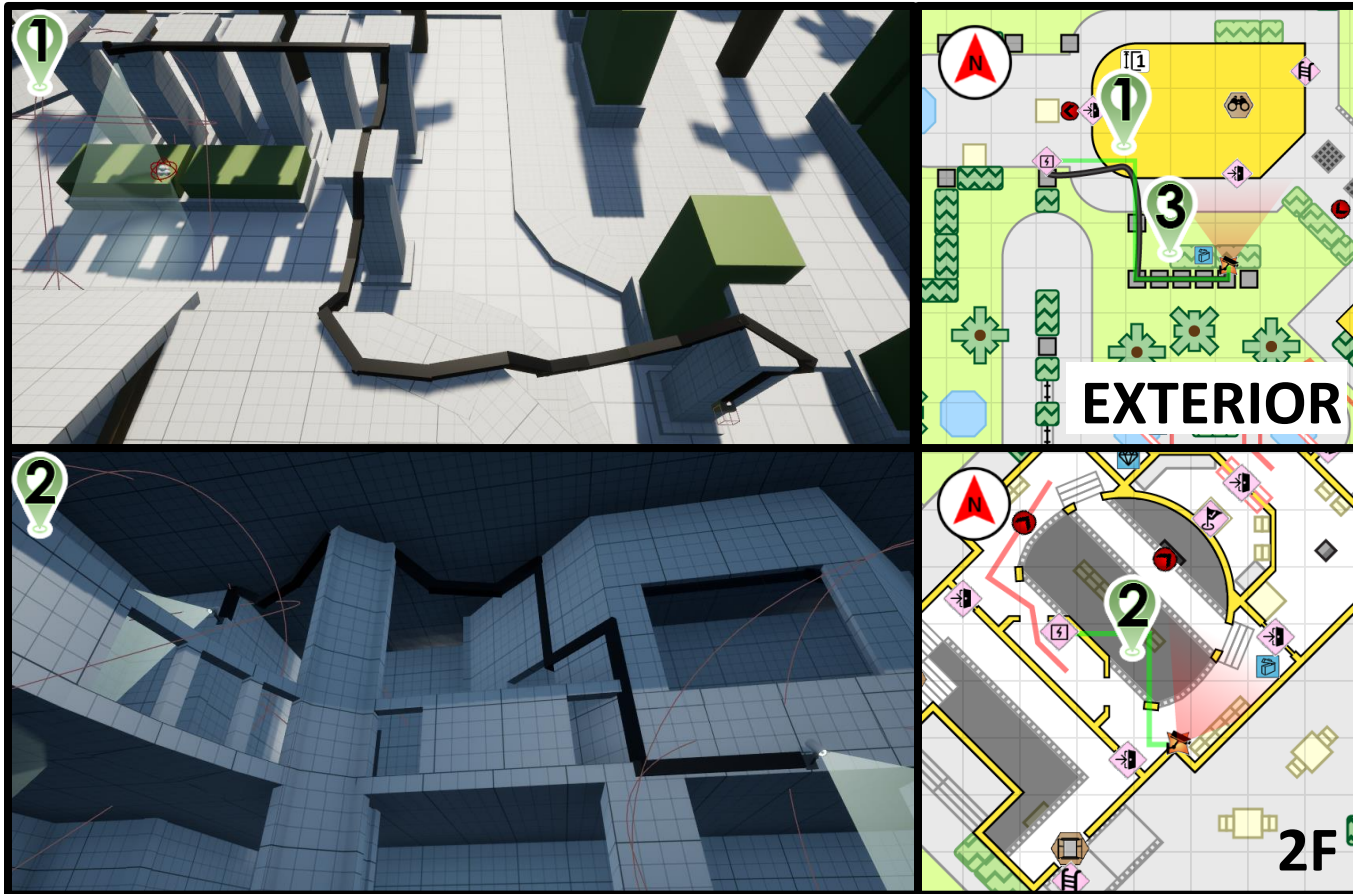
Inside the dance room is a treasure item, along with an easier path to the staircase to reward the player's exploration.

Dance rooms are also a recognizable part of theatres, giving the player another landmark to use for navigation.

REFERENCES



New Addition: Wires



NOTES

12 My original map had no visible connection between breakers/alarms and their corresponding cameras. This made it tough to figure out how to turn off a given camera.

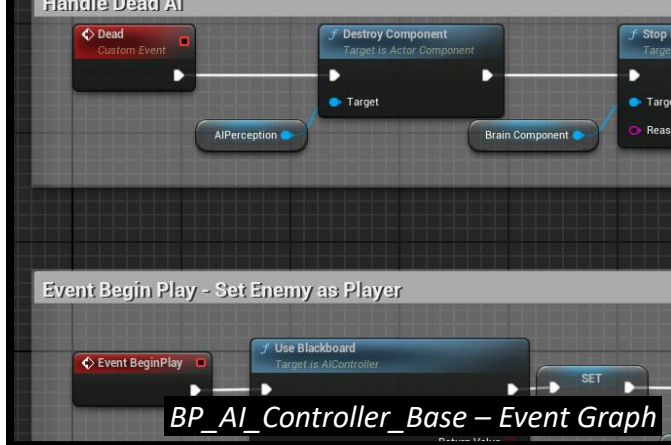
To solve this, black wires were added that connect devices together. This gives the player a visual trail they can follow, leading to a given camera's source of power.

3 The wires on the roof of the catering building also guide the player on top of a set of pillars, highlighting an optional route towards the theatre entrance. This creates more player choice and promotes verticality.

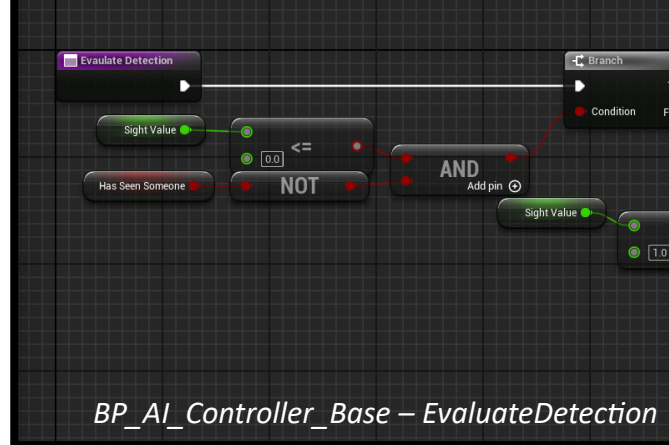
REFERENCES



BEFORE



BEFORE



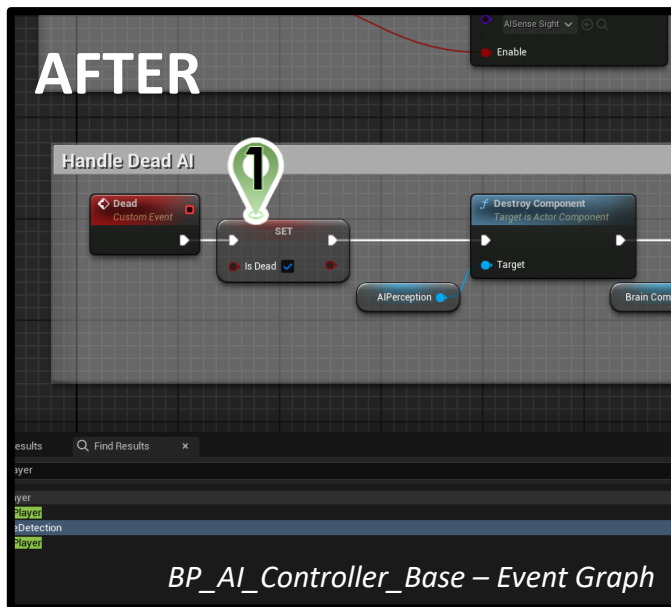
NOTES

When an enemy investigating the player is killed, it is sometimes still able to spot the player and alert other nearby enemies. This happened during the few seconds while their body was on the ground if the player was close enough.

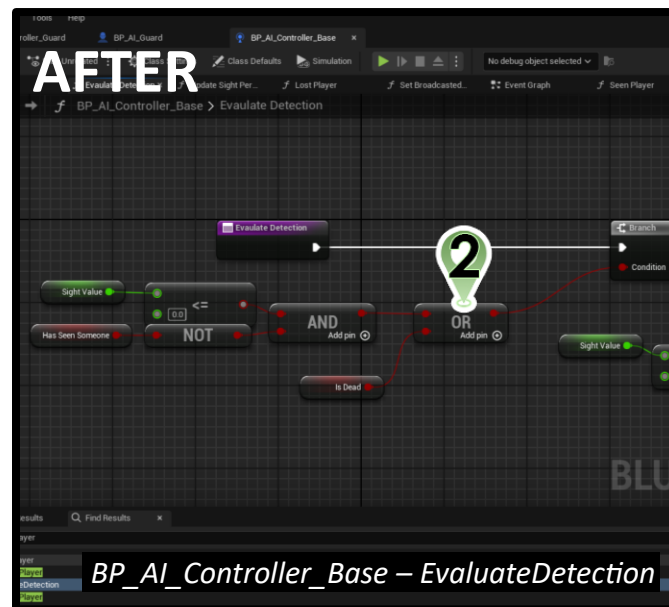


To solve this, I created the bool “IsDead” inside of BP_AI_Controller_Base. I then set its value to true inside of the blueprint’s Event Graph whenever a given enemy dies.

AFTER



AFTER

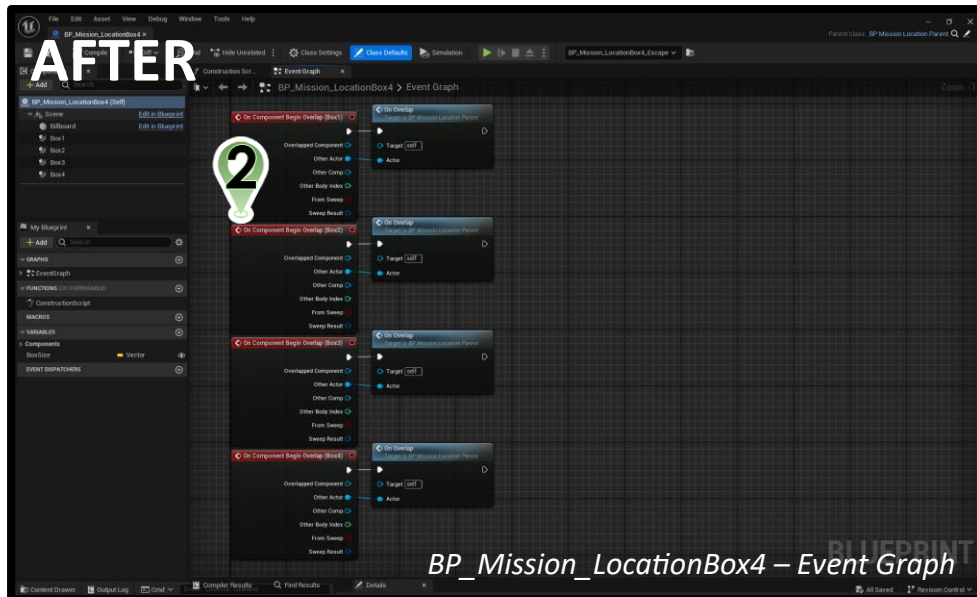
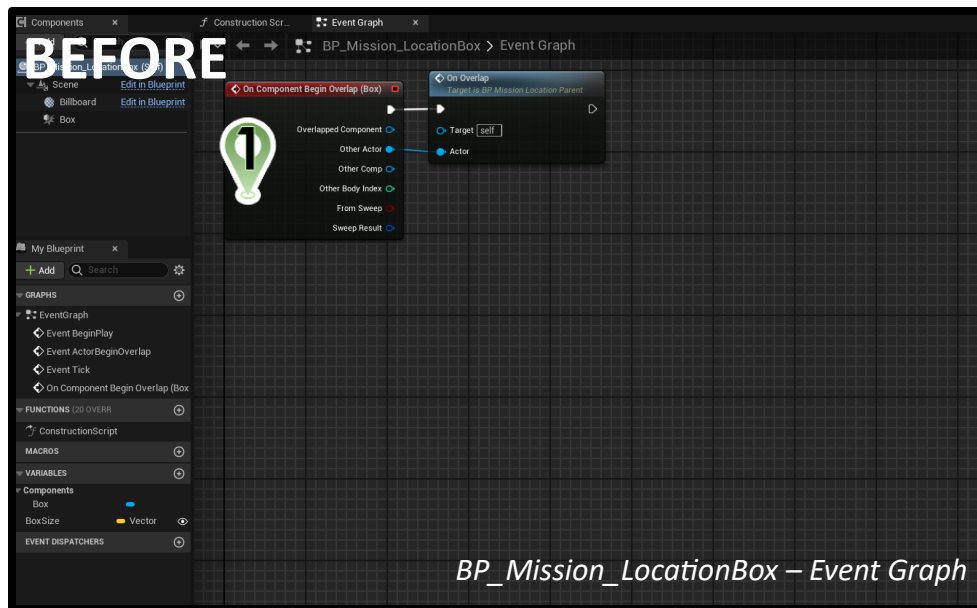


I then opened the EvaluateDetection function and found the function that checks whether or not the enemy has lost track of the player.

I added “IsDead” to an OR node, making the check automatically default to losing track of the player if the enemy dies.

This way, it will be impossible for an enemy to spot the player while dead.

BP Bugfixing: Creating Objectives with Multiple Box Collisions



NOTES

I wanted to include an objective at the end of my mission where the player must escape the theatre grounds. To do this, the map needed to be surround the map in 4 box collisions so that I could detect the player leaving the map from any direction.



I ran into a problem however as BP_Mission_LocationBox only supports 1 box collision.

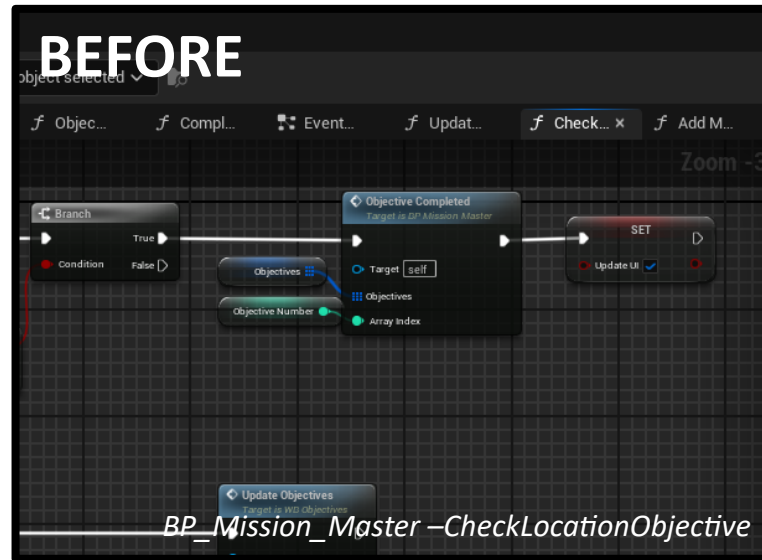
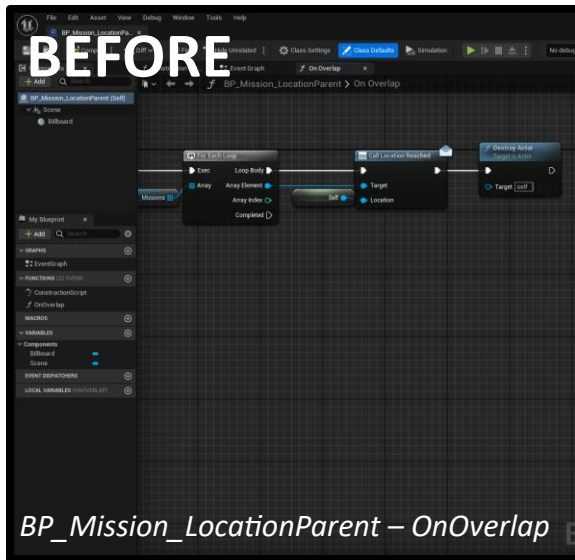
To solve this, I duplicated “BP_Mission_LocationBox” and made a custom blueprint, “BP_Mission_LocationBox4”



I then added three more Box Collisions into the blueprint, along with the needed “OnOverlap” event call for each.

This way, the player could overlap with any of the 4 box collisions to trigger the objective.

BP Bugfixing: Location Boxes Delete Themselves Pre-Emptively



NOTES

I ran into another issue with my escape objective, as the necessary Box Collisions would delete themselves upon overlap, even when their objective wasn't active.

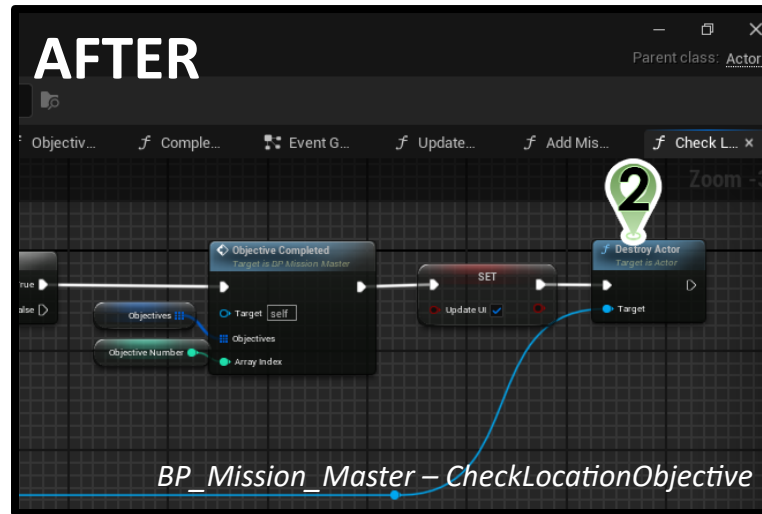
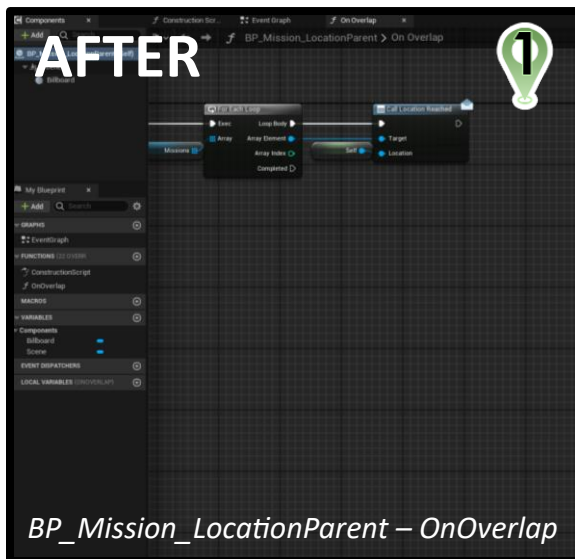
Since the Box Collisions for this objective surrounded the entire map, this meant that they would always be deleted before the player could reach the Escape objective.



To solve this, I first opened "BP_Mission_LocationParent", and deleted the "Destroy Actor" node at the end of its "On Overlap" function. This made it so that the Box Collision would never be deleted, however I still had to delete it once the mission was complete.



I then opened "BP_Mission_Master" and found the "Check Location Objective" function. This function had a reference to the connected LocationBox Actor, so I connected a "Destroy Actor" node to said reference. This way, the LocationBox Actor is deleted, but only if its given mission is completed.



BEFORE

Character Movement: Jumping / Falling	
Jump Z Velocity	475.0 cm/s
Braking Deceleration Falling	0.0
Air Control	1.5
Air Control Boost Multiplier	2.0
Air Control Boost Velocity Threshold	25.0
Falling Lateral Friction	0.0
Impart Base Velocity X	<input checked="" type="checkbox"/>
Impart Base Velocity Y	<input checked="" type="checkbox"/>
Impart Base Velocity Z	<input checked="" type="checkbox"/>
Impart Base Angular Velocity	<input checked="" type="checkbox"/>
Notify Apex	<input type="checkbox"/>

BP_PlayerCharacter – Event Graph

NOTES

The supplied player metrics stated that the player should be able to vault over railings with a height of 1.2m, however with the supplied jump height this isn't possible.

To solve this, I opened "BP_PlayerCharacter" and adjusted the variable "JumpZVelocity" from 475cm/s to 500cm/s.

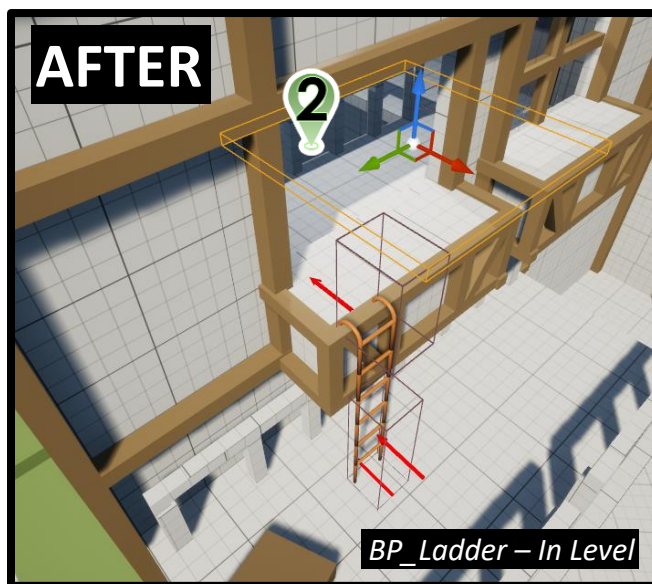
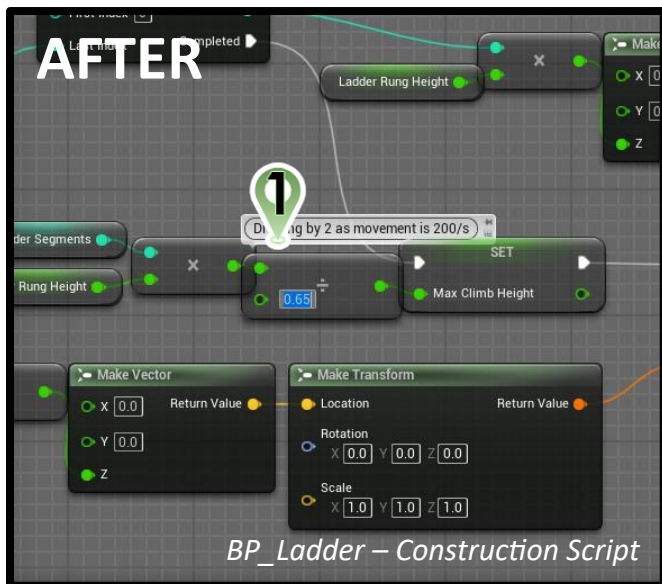
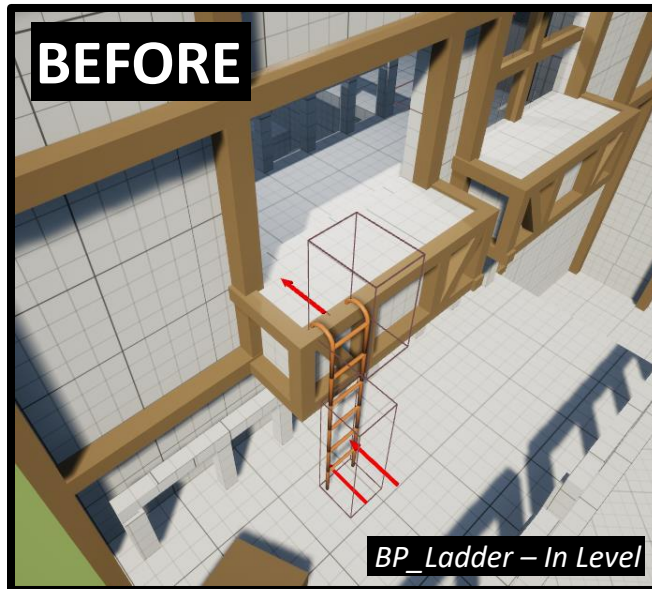
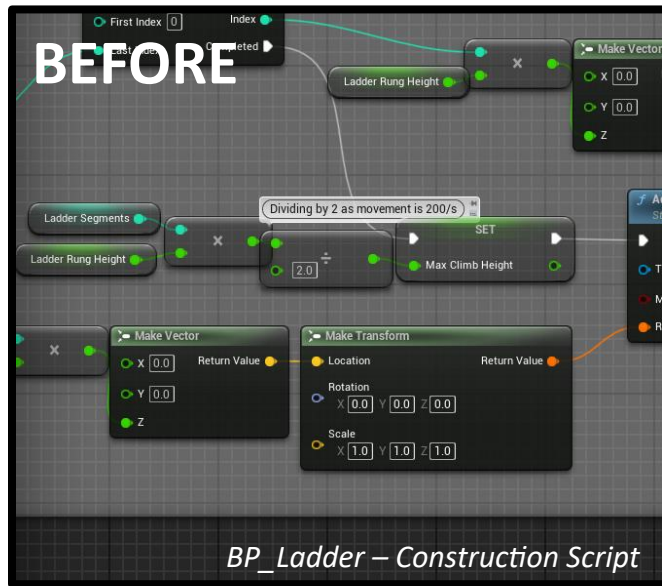
This gives the player just enough jump height to vault over railings, while not noticeably increasing their jump distance.

AFTER

Character Movement: Jumping / Falling	
Jump Z Velocity	500.0 cm/s
Braking Deceleration Falling	0.0
Air Control	1.5
Air Control Boost Multiplier	2.0
Air Control Boost Velocity Threshold	25.0
Falling Lateral Friction	0.0
Impart Base Velocity X	<input checked="" type="checkbox"/>
Impart Base Velocity Y	<input checked="" type="checkbox"/>
Impart Base Velocity Z	<input checked="" type="checkbox"/>
Impart Base Angular Velocity	<input checked="" type="checkbox"/>
Notify Apex	<input type="checkbox"/>

BP_PlayerCharacter – Event Graph

BP Bugfixing: Ladders Can't be Fully Climbed in .exe Build



BP Bugfixing:

Ladders Can't be Fully Climbed in .exe Build

NOTES

An odd issue I ran into was that ladders would function correctly in-editor, but when I made a build the player would only be able to climb around halfway up before stopping.



To solve this, I opened "BP_Ladder"'s construction script. I then reduced a dividing value that controls the height gained on each rung from 2.0 to 0.65. This made it so that the player was able to climb the correct height in the game build.

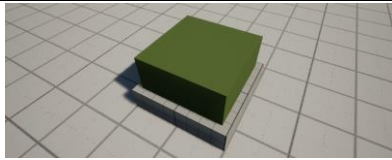

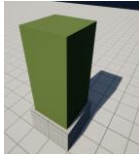

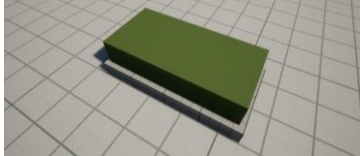

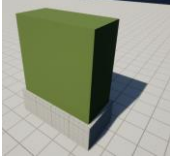

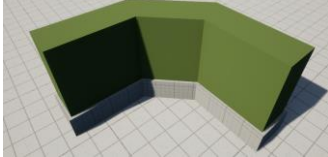



Unfortunately, it also made it so that in-engine, the player could climb 2-3x a given ladder's height. Because of this, I only ever made this change right before making a build, and never saved it.



As an extra precaution, I also put invisible blocker volumes above every ladder to prevent the player from gaining too much extra height in edge cases.

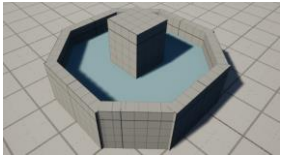

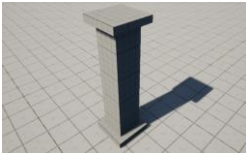

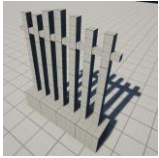

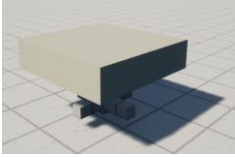

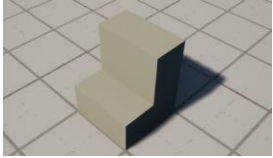

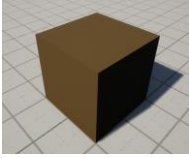

For the purposes of this project this was the best solution I found, but for a finished game, a more permanent solution would be better.

Custom Modular Assets

NAME	MODULAR KIT PIECES USED	MATERIALS USED	GREYBOX PIECE	REFERENCE
Hedge_2x2_Short	modular_kit_cover_1x1 modular_kit_floor_2x2	LD_Grid_Standard M_Green		
Hedge_2x2_Tall	modular_kit_cover_2x2 modular_kit_cover_pillar_1x5	LD_Grid_Standard M_Green		
Hedge_4x2_Short	modular_kit_cover_2x1 modular_kit_floor_4x2	LD_Grid_Standard M_Green		
Hedge_4x2_Tall	modular_kit_cover_2x2 modular_kit_cover_pillar_1x5	LD_Grid_Standard M_Green		
Hedge_8x8_Corner	modular_kit_cover_2x2 modular_kit_cover_pillar_1x5	LD_Grid_Standard M_Green		
Tree_1x1	modular_kit_cover_2x2 modular_kit_cover_pillar_1x5 modular_kit_floor_2x1 modular_kit_floor_1x1	M_Green M_Brown		

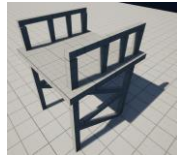

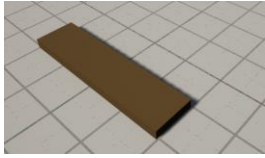

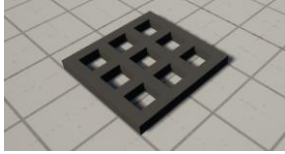

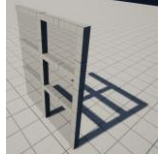

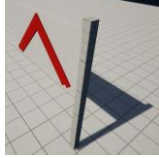

All Custom Modular Assets have been made with existing Modular Kit pieces in the project.

Custom Modular Assets

NAME	MODULAR KIT PIECES USED	MATERIALS USED	GREYBOX PIECE	REFERENCE
Fountain_4x4	modular_kit_cover_1x1 modular_kit_floor_4x2 modular_kit_floor_2x1 modular_kit_floor_1x1 modular_kit_railing_solid_2x1 modular_kit_railing_solid_1x1	LD_Grid_Standard M_LightBlue		
Pillar_1x1	modular_kit_cover_pillar_1x5 modular_kit_floor_1x1	LD_Grid_Standard		
Fence_4x1	modular_kit_cover_tall_1x3 modular_kit_cover_1x1 modular_kit_cover_pillar_thin modular_kit_railing_post_1m	LD_Grid_Standard		
Table_2x2	modular_kit_floor_2x2 modular_kit_railing_post_1m	LD_Grid_Standard M_Yellow		
Chair_1x1	modular_kit_floor_1x1	M_Yellow		
Crate_2x2	modular_kit_cover_2x2	M_Brown		

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Custom Modular Assets

NAME	MODULAR KIT PIECES USED	MATERIALS USED	GREYBOX PIECE	REFERENCE
Scaffolding_4x4	modular_kit_floor_4x4 modular_kit_cover_pillar_thin modular_kit_railing_thin_1x1 modular_kit_railing_post_1m	LD_Grid_Standard		
Plank_4x1	modular_kit_floor_4x1	M_Brown		
Grate_2x2	modular_kit_railing_thin_1x1 modular_kit_railing_post_1m	M_DarkGrey		
GreenhouseWall_4x5	modular_kit_wall_2sided_4x5 modular_kit_floor_2x2 modular_kit_cover_pillar_thin modular_kit_railing_post_1m	LD_Grid_Standard M_Glass		
Flag_4x1	modular_kit_floor_4x2 modular_kit_cover_pillar_thin modular_kit_railing_post_1m	LD_Grid_Standard M_White M_Red		

All Custom Modular Assets have been made with existing Modular Kit pieces in the project.

QUESTION 1: Ladders and Vantage Points in Outer 128m² Volume

I previously asked a clarifying question on what can and cannot be included in the outer 128m² aesthetic volume of the map. I was told that the player **is allowed to traverse the aesthetic volume**, but **gameplay elements cannot be added** to the area.

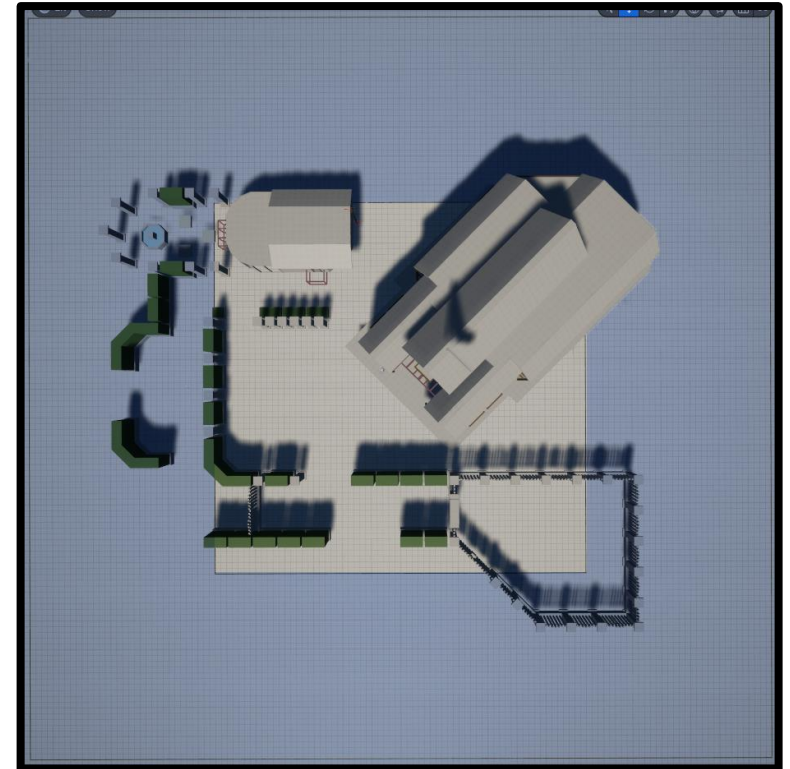
Because of this, I am planning on **using the outer volume as the “approach zone”** for my level. In this area, I will include vantage points on structures that the player can use to plan their route of attack. Ideally, I would like to use **ladders** on some of these structures as they would feel the most appropriate for scaling buildings. I am unsure if these would count as gameplay elements though, and am therefore also considering using **stairs** to grant access to the structures instead.

Please let me know which of the following approaches I should take when moving forward with my level:

A. Vantage points for scouting are okay to include in the outer 128m² aesthetic volume, and ladders can be used to reach the top of these vantage points.

B. Vantage points for scouting are okay to include in the outer 128m² aesthetic volume. Ladders cannot be used to reach the top of these vantage points though, and stairs should be used instead.

C. Vantage points for scouting should not be included in the outer 128m² aesthetic volume.



Outer 128m² aesthetic volume highlighted in blue where vantage points would be included.

ANSWER: A

QUESTION 2: Connecting Objective to Far Cry World Logic

In my Phase 1 feedback, one area I was told I could improve was the world logic of my level's objective compared to a Far Cry game. Because of this, I have updated my mission brief to better reflect the world of Far Cry.

*General José Castillo is set to give a **presentation tonight** on his tobacco output that's going to be broadcast all over Yara. Rumor has it that the fool can barely write, and instead gets his lackeys to make his scripts for him.*

*Our scouts figured out that his **script** is tucked away in the **head office** of the **True Yaran Theatre**. The building was once a haven for arts and expression in Yara but is now just another social club for those loyal to the Castillo regime.*

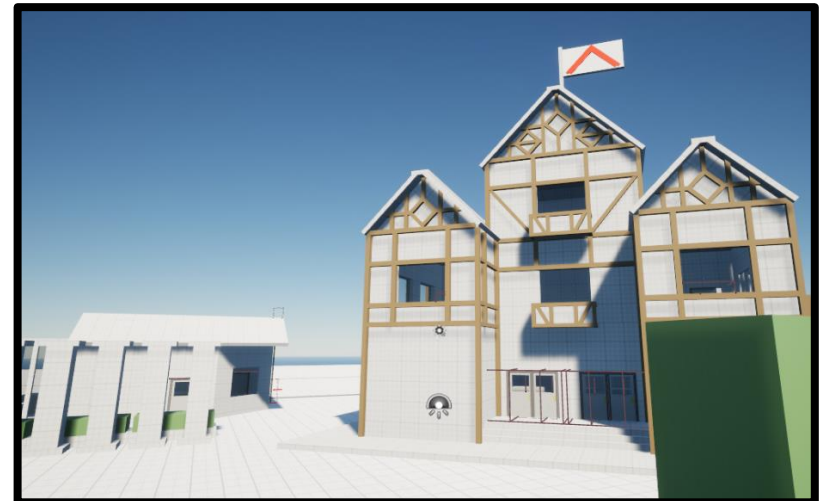
*We've made our own script that paints a more accurate picture of José's character. We made sure not to leave out his use of chemical weapons and slave labor. We need you to **sneak in and swap out José's script with our own**. If all goes well, he won't notice what he's said until the words leave his mouth.*

*You'll need to find a way into the **theatre** before making your way to the **2nd floor** where **the original script waits**. The main entrance is heavily guarded, so you may want to scout out alternate ways inside.*

Does this new mission brief resolve the world logic issues with my level's objective, and if not, how could I improve my level's objective to further address the logic issues?

- **What worked for your document:**
 - Pitch was well explained.
 - Exterior maps are clear and easy to follow.
 - An interesting location with good reference.
- **What could be done differently:**
 - World logic issues are apparent when looking at the objective versus the gameplay of a Far Cry game.
 - interior spaces could have been enlarged for better readability.
 - Multiple paths present on each playthrough create confusion.

Screenshot of the feedback I received from Phase 1.



True Yaran Theatre, updated to fit the new theme in the blockout.

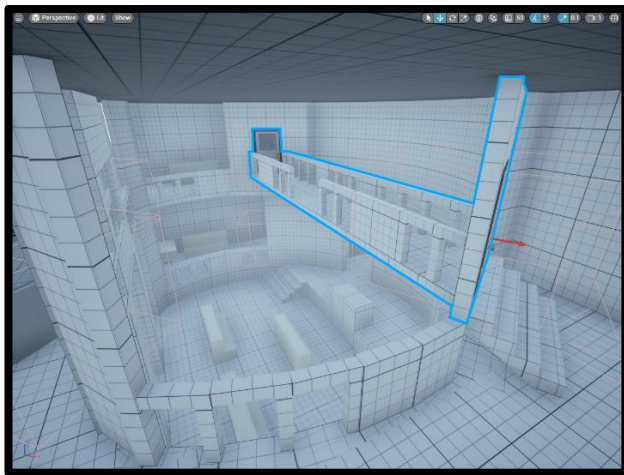
ANSWER: Yes

QUESTION 3: Adding new Landmarks/Paths to Improve the Level.

As I have created my level block out, I have come up with **level additions and alterations** that have introduced **landmarks** for navigation, have made player paths more **varied**, and have more closely connected the level to its **theme**. These additions include **a catwalk** above the stage, **a dance room** in the theatre basement, and **a patio** beside the theatre.

I believe that these additions **improve the level**, however, I understand that the brief states that we should try to **stay as close as possible** to our proposed mission design and **maintain the feel** of our original map.

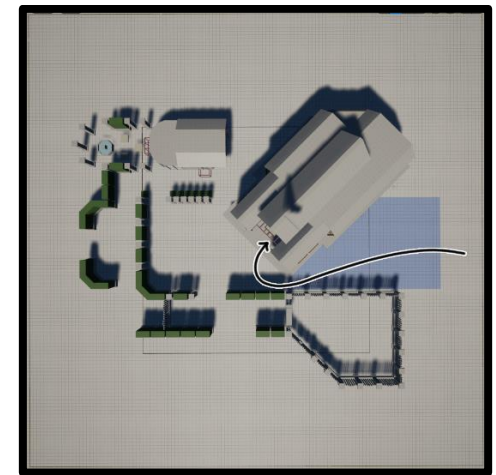
Are the above-listed changes okay to include in my final block out, or should I instead prioritize maintaining the original layout of my level?



Theatre catwalk, outlined in blue. Adds an alternative route on the 2nd floor.



Basement dance room. Adds a safer route for players clever enough to find a key to unlock the way inside.



Patio location, highlighted in blue. Adds an entry point behind the theatre, encouraging 360° gameplay.

ANSWER: Yes