

Pueblo Pesquero

Far Cry 6 Level in Far Cry Arcade (FPS RPG)



Rachel (Sayo) Oladoyin

Change list

Date	Author	Summary of changes
27 th September 2024	R. Oladoyin	Added in headings, completed story, references and program
28 th September 2024	R. Oladoyin	Added metrics
30 th September 2024	R. Oladoyin	Added title page and schedule
7 th October 2024	R. Oladoyin	Added maps and diagrams
11 th November 2024	R. Oladoyin	Changed the maps to add more hiding spots so the level feels less open
12 th November 2024	R. Oladoyin	Added more hiding spots to the level
12 th November 2024	R. Oladoyin	Added foliage around and in the base
12 th November 2024	R. Oladoyin	Added a road leading into the level
17 th November 2024	R. Oladoyin	Increased the height of all the buildings' walls.
19 th November 2024	R. Oladoyin	Added a dock to the island
19 th November 2024	R. Oladoyin	Changed the lighting
9 th December 2024	R. Oladoyin	Edited the story and program

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Story

The Yaran government has taken over the tiny, colourful tropical fishing village of Pueblo Pesquero to use as an army base. You (Dani) arrive on the island, which is in the Costa Del Mar region, to liberate the base on behalf of the Libertad movement in Yara (that's trying to overthrow the Yaran government, that became a dictatorship). Now that it's become an FND military base, Pueblo Pesquero has become a ghost of its former self, now filled with military equipment and furniture, the colours faded, and the foliage overgrown. You must eliminate all the soldiers on the island in order to give it over to the Libertad side.



Reference

Environment



Map of Yara in Far Cry 6



Landscape of Yara – Very lush and tropical



Swamp area with lots of water – has similar vegetation to the level

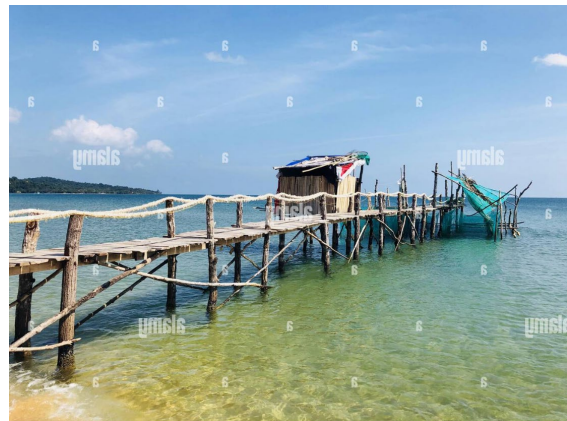


Sandy terrain – the type of terrain that will be present in the level

Setting



Floating fishing village – very similar structure to the buildings I plan to have



There will be plenty of docks of this sort that all the boats would be tied up to



Buildings will be very colourful, but the colour will be faded as if not tended to for a while



Relics of peace, like hammocks and lush trees, will still exist to show a glimpse into the past before the military

Characters



There will be a military chief that'll be the main target, who's Castillo's right hand man.



Plenty of soldiers that work under the chief and therefore work for Castillo.



The two options for the main character, who will infiltrate the base and liberate it

Objects



There'll be plenty of different small shacks, that used to be people's homes



This building is similar to what the town centre will look like – a larger shack with administrative materials inside

Themes



Normal civilian areas will be transformed and overrun with the military



Military controlling citizens every move and blocking off certain areas



Places that were once peaceful will be overcome with army equipment and military personnel

Program

Narrative Program

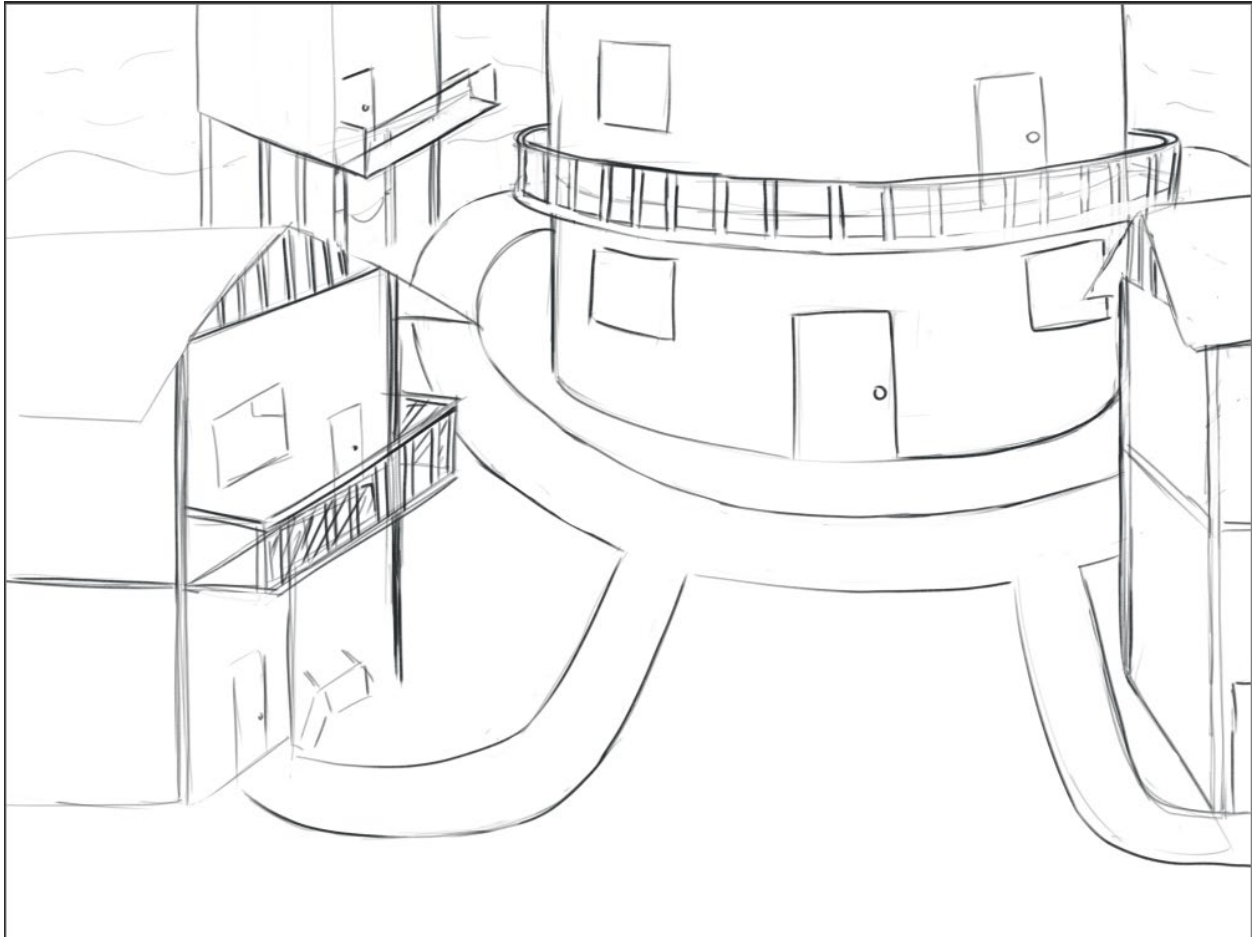
- Village Centre
 - Administrative desks
 - Beds
 - Sleeping bags
 - Dividers
- Shack 1
 - Cot
 - Desk
 - Lockers
- Shack 2
 - Cot
 - Desk
 - Lockers
- Shack 3
 - Cot
 - Desk
 - Lockers
- Shack 4
 - Cot
 - Desk
 - Lockers
- Shack 5
 - Cot
 - Desk
 - Lockers
- Environment
 - Storage rooms
 - Containers
 - Pallets

Gameplay Program

- Ammo drops
- Health kits
- Alarm
- Ladders

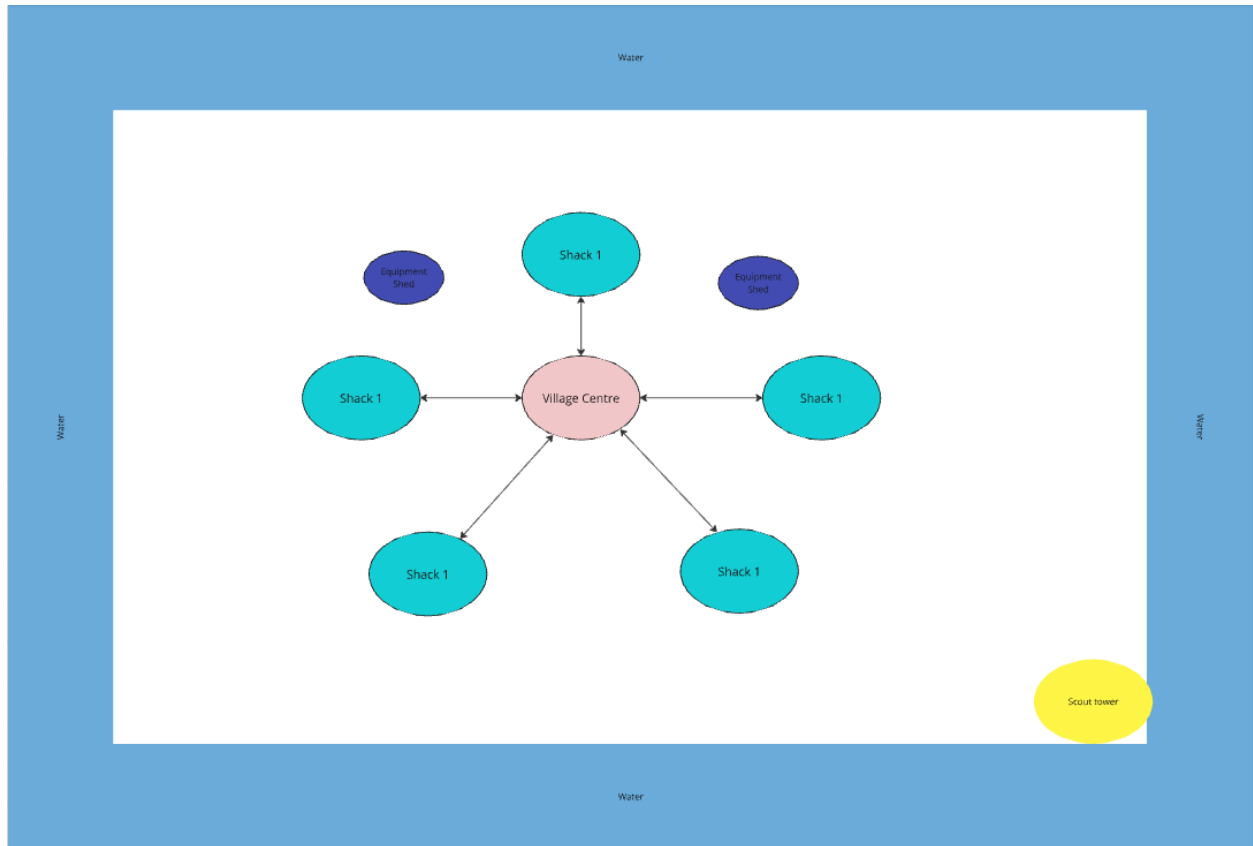
Diagrams

Sketch







A sketch of a view into the level showing the village centre, 3 of the shacks as well as the water in the background

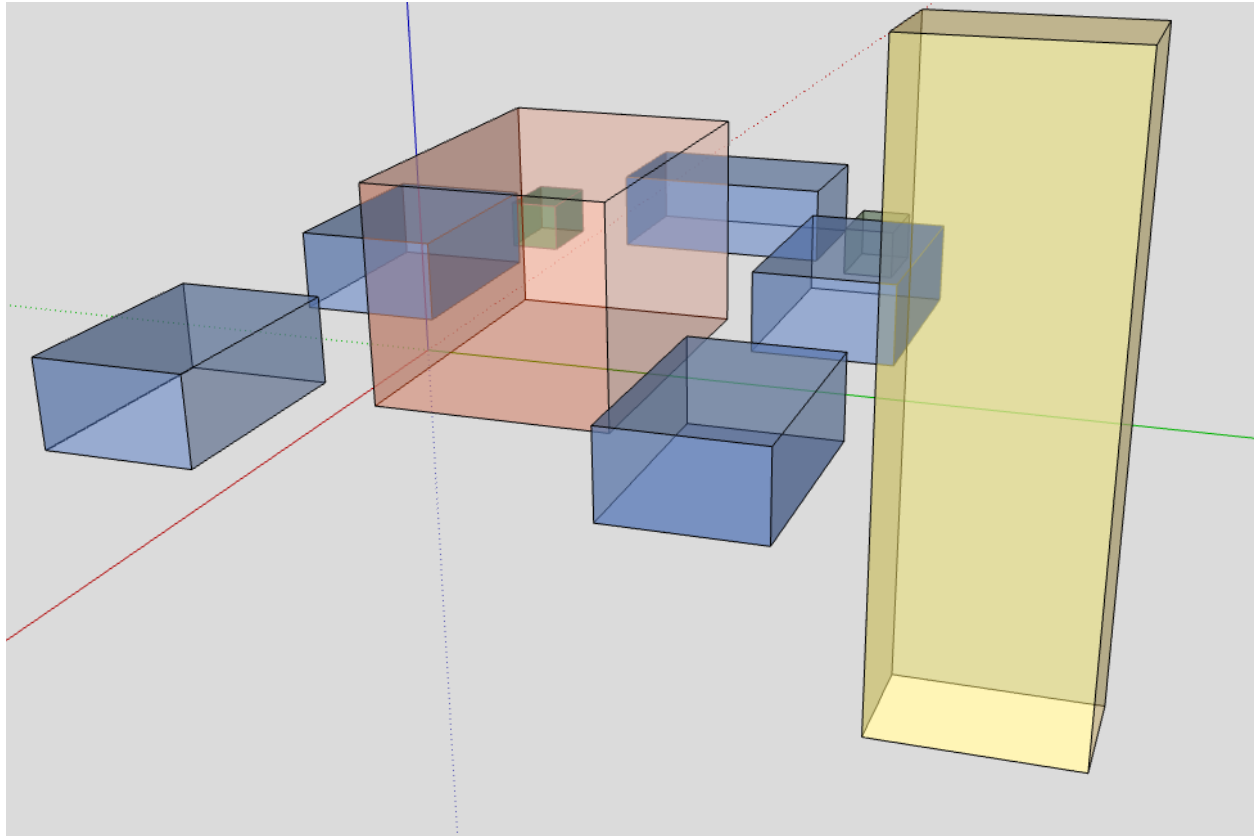
Bubble Diagram







Legend

-  Shacks
-  Village Centre
-  Scout tower
-  Equipment shed

Parti Diagram



Legend

-  Scout tower
-  Shacks
-  Village centre
-  Equipment Sheds

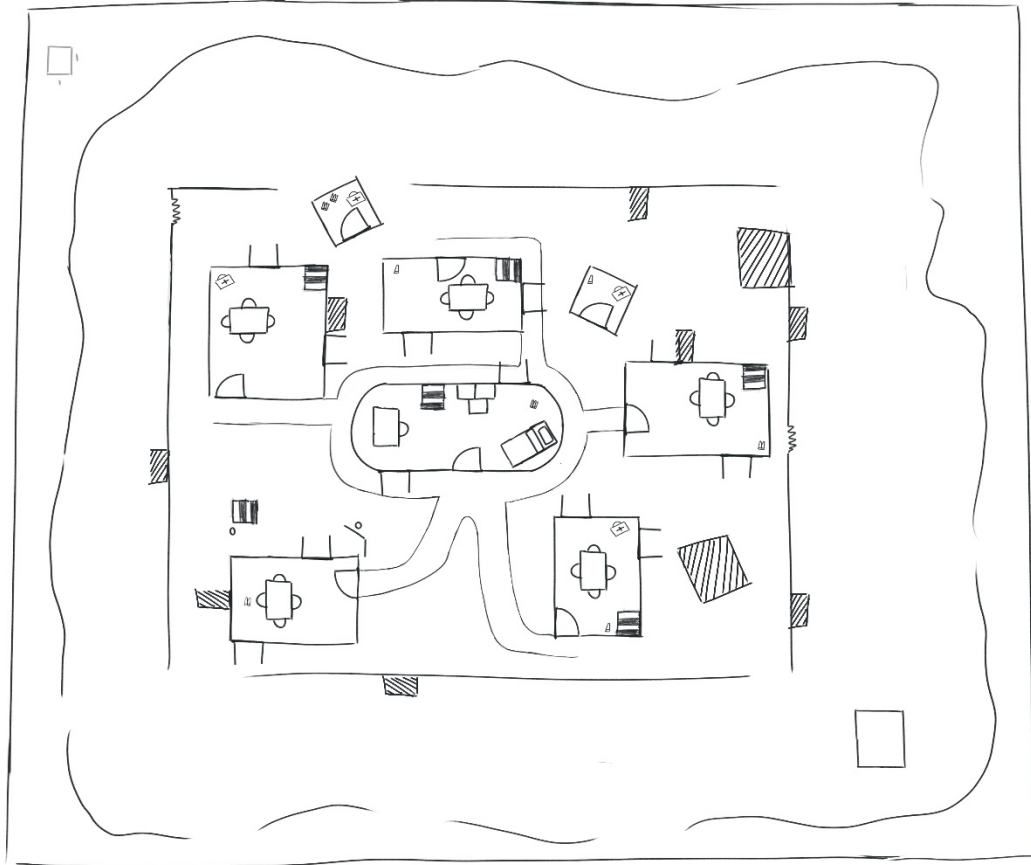
Metrics

OBJECT METRICS			
OBJECT	Depth (metres)	Width (metres)	Height (metres)
CHARACTER	0.3	0.6	1.8
CHARACTER (SQUATTING)	0.3	0.6	1
DOORWAY (SPACE)	0.2	1.25	2.3
DOUBLE DOORWAY	0.2	2.5	2.3
CRAWLABLE HOLE	0.2	1.4	1.4
WINDOW	0.2	1.4	1.4
ALARM	7.1	7.1	13.7

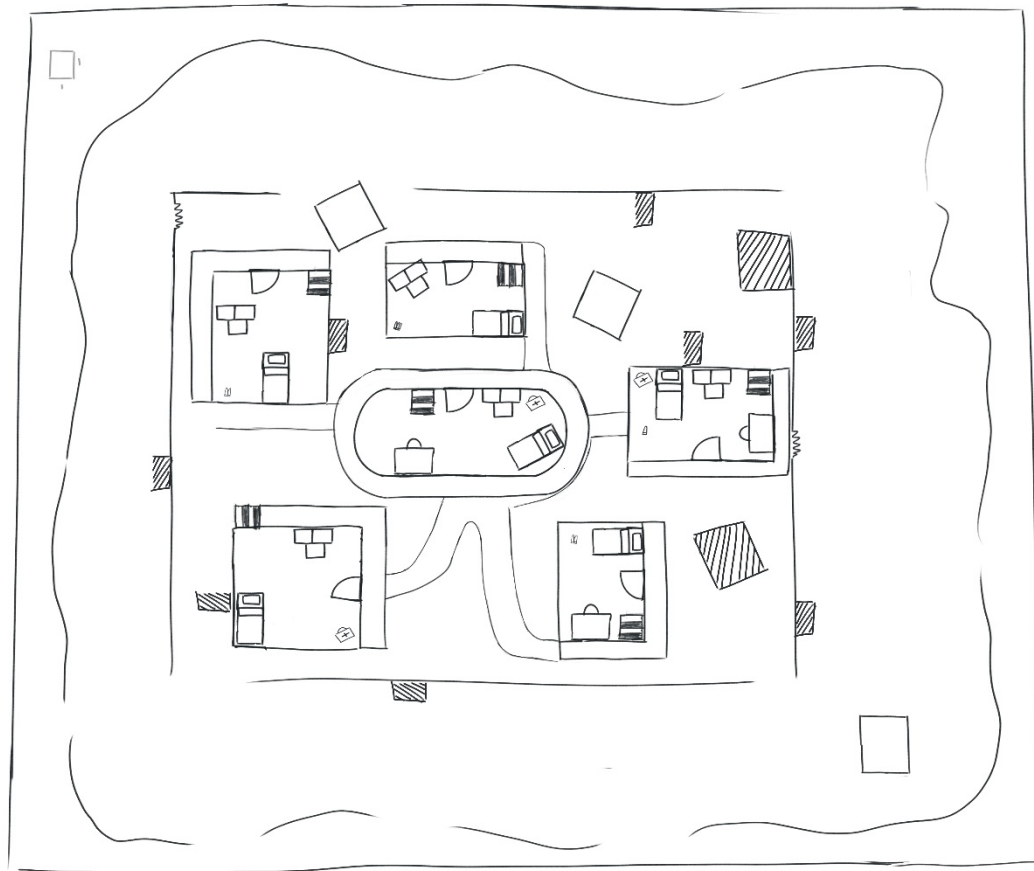
CHARACTER MOVEMENT METRICS	
MOVEMENT	Distance (metres)
MAX JUMP HEIGHT	1.4
MAX MANTLE HEIGHT	2.8
MAX JUMP LENGTH	3
MAX RUNNING JUMP LENGTH	6

Map















Floor 1



Floor 2



Legend

 Scale	 Bed
 Door	 Fence hole
 Stairs	 Window
 Table & Chairs	 Storage containers
 Ammo lvl 1	 Health kit
 Ammo lvl 3	 Ammo lvl 2
 Small blockage	 Large blockage

Schedule

Week	Dates	Deliverables
2	Sep 9 -13	Exercise 1
3	Sep 16 – 20	Exercise 2
4	Sep 23 - 27	Assignment 1
5	Sep 30 – Oct 4	Exercise 3
6	Oct 7 -11	Exercise 4
7	Oct 14 -18	Exercise 5 & 6, Assignment 2
Reading Week		
8	Oct 28 – Nov 1	
9	Nov 4 - 8	
10	Nov 11 - 15	Exercise 7
11	Nov 18 - 22	Exercise 8&9
12	Nov 25 – 29	Exercise 10
13	Dec 2 - 6	
14	Dec 9 - 13	Assignment 3 & 4