

Far Cry 6

Undercover soldier

This enemy archetype is meant to look like a member of Libertad or any of the other guerrilla groups. They may pop up close to camps close to military bases or checkpoints and they come up later in the game, when the military gets more and more information on guerrillas and attempts to lure them in. Their biggest role is in battles like raids, where a group of guerrillas is going against soldiers. Also road fights. They tend to come in as reinforcements. This is supposed to increase tension late game, by making it difficult for players to differentiate between enemies and friends, making players have to be more careful and more skilled later in the game. More effective than just making enemies hit harder and have more health.

Key Features

This enemy is unique because it's the only enemy that works with deception. There are enemies that revolve around stealth, like the sniper, but no enemy tries to outright deceive guerrillas. It adds another element of difficulty late game, and an element of realism, because during real wars, spies and undercover soldiers are common. They have inconsistencies that make it possible to differentiate them from real guerrillas.

Important features of a far cry enemy

- They have strengths, weaknesses, and a special feature or features that make them different from other players
- They can be approached with any playstyle, whether aggressive or passive/stealthy
- They have varied weapons and attack styles
- They make sense/ fit in with the narrative and don't clash with other enemy archetypes

My enemy fits in by:

- Being in normal clothes, so being easily affected by soft body bullets, but shooting armor piercing bullets
- Having the ability to sneak up on players and attempt to assassinate them
- Being able to tell other enemies about the player's position, or the position of other guerrillas in the game
- Uses close combat, because they mostly work by getting close to the player
- Fits in the narrative, because armies often have spies that try to infiltrate enemy forces

The enemy stands out because no other enemy archetype uses deception in this way, because they simply can't get that close to the player without being spotted. They also work as lookouts who wonder the perimeter of army bases. Their appearance can make players attack the base in front of them, and they can either alert the base, or take out the player. This makes the two playstyles more balanced, because currently stealth playstyles, especially if you can find a clear or high vantage point, feel much easier than aggressive playstyles.

The strengths of this enemy are its ability to blend in and it's ability to get close to players, especially more defensive or passive ones.

Enemy should be added to add more balance and more difficulty for defensive playstyles. Also to add more difficulty to the late game which isn't just numbers based, which is important to really make a game experience feel more difficult. Many times I've encountered enemies that were supposed to be very difficult to beat because they were high level enemies with red health bars, but because the difficulty was just scaled up numbers, I couldn't really feel a difference.

This also brings about a gameplay experience where the player feels more on edge, and defensive or stealthy players, especially those that like to play from afar, still feel pressure, especially as difficulty builds. This builds a higher level of satisfaction when a player finally does take over a base or a checkpoint, or wins a battle.

This can impact stealth, so that will be handled by still making it possible to identify the undercover soldiers. This makes the player simply have to pay closer attention to certain details. The inconsistencies would be identifiable within a matter of seconds of looking at the soldier. I do not plan to eliminate the ability to play stealthily or passively.

This would also interact with the ui and enemy identification system. I think these enemies would be marked on the map, but only if they are around real guerillas. Otherwise, it'd affect the entire purpose if the player knows exactly where they are. The enemy sight signifier could be used though, if the enemy is about to attack, to avoid frustrating situations where the player is caught entirely by surprise, because in the long run, too many surprise attacks would likely worsen the player experience, not improve it.

The player may feel inclined to just kill any civilian they see in case it's a spy, but the punishment system in the game that respawns players after they kill 3 civilians consecutively would prevent that.