Master Features List & Glossary

Please refer to this Glossary to find brief explanation of Level Design ingredients you are encouraged to use when creating 2D Maps as part of your Mission Design Document. Most of the ingredients listed below are used in Far Cry 5, so you are encouraged to play or watch videos from Far Cry 5 in order to gain a deeper understanding of each ingredient.

There are a lot of ingredients to pick and choose from but <u>please</u> do not feel pressured to use all of them. Your design work will suffer if it's obvious that you're simply attempting to cram in as much as possible. Be mindful of what you choose to include and don't overdo it.

Gameplay Ingredients

Icon	Name	Description
	Cover Grass	Low grass that the Player (and Friendly NPCs) can use to conceal themselves in when crouched. Hostile NPCs (who are unaware and not in combat) will not detect a Player concealed in Cover Grass unless they are in extremely close proximity to the Player. Fire will destroy Cover Grass.
	Grapple Point	A point high off the ground (4 metres or more) that can be mounted to a vertical wall, cliff face, ledge, or horizontal overhang. Please note: this is only usable by the Player. Players with the Grappling Hook can attach to this and scale walls/cliffs and dismount at edges OR use it to swing in a horizontal arc and detach in mid-air to reach different locations or even further Grapple Points! When placing these on topdown maps, only include them on the floor they give access to. Ex. A Grapple Point on a 5-storey building attached to 5F should only be visible on the 5F floorplan view of the building, but not on the lower floors.
	Ladder	A climbable ladder, usable by the Player and NPCs. These can be static or require some kind of interaction to lower before the Player can access them. Be specific if an interaction is required before they can be used by the Player. When placing these on topdown maps, be sure to include them for all floors they touch. Ex. A Ladder on a 5-storey building that connects 1F to 3F should be visible in the 1F, 2F, and 3F floorplan views of that building, but not on the 4F and 5F views.
	Locked Door	An indestructible, locked door that's unlocked only by a Key or an Access Code**. These must be included in Exterior and Interior map views. There can be multiple Keys or Access Codes that can open a door, but it must be

Icon	Name	Description
		either Keys or Access Codes but never both. Ex. 2 Keys can unlock the same Locked Door. It is assumed that a Locked Door is locked from both sides unless stated otherwise. If you intend to have a Locked Door that is only locked from one side (ex. Exterior-facing side) but openable from the other (ex. Interior-facing side), you must communicate this clearly. A Locked Door that is only locked from one side can be implemented with or without a corresponding Key or Access Code. Please be very specific about how a Locked Door is unlocked! **Access Codes can be found in Documents, please see the *Interactive Items And Vehicles* section for more information on Documents.
	Key (For Locked Door)	An indestructible key used to unlock a corresponding Locked Door. It can be pre-placed in the environment or held by an NPC. Be sure to specify which Locked Door any Key corresponds to.
	Unlocked Door	A destructible door that is left unlocked – it is not locked by a Key or Access Code. These must be included in Exterior map views to mark entrances from Exterior to Interior spaces. They do not have to be used on Interior map views -- unless you feel it is important to do so.
	Turret	A powerful, stationary mounted machine gun that both the Player and NPCs can use. It will overheat if fired for too long, starting a short cool down phase wherein the Turret will be unusable.
	Zipline Entry Point	Usable by both the Player and NPCs, the Zipline allows for rapid movement along the Zipline Path, starting from the Zpline Entry Point and down to a (lower) end point. Anyone using the Zipline can disengage and drop from the Zipline Path before reaching the Path's end point. Ziplines are always uni-directional: the occupant can only travel in the direction suggested by the Zipline Path arrow and never in the reverse direction. While using the Zipline, occupants cannot use 2-handed weaponry or carry any items that would otherwise require both hands. If the occupant has a 1-handed weapon, they will automatically switch to it while using the Zipline. Throwable equipment (such as Grenades or Throwing Knives) can be used while using a Zipline.
→	**Zipline Path**	Please see above.
	Objective	A generic marker to indicate the location of an interactive object that's not covered elsewhere in this Glossary. For example, you could use this marker to represent an interactive wheel crank that the player must turn to perform some operation. Please be very specific about your intentions when using this marker.

Hazard Ingredients

| Icon	Name	Description
	Alarm	A large pole (approx. 16-metres tall) with siren loud speakers mounted at the top, as well as a light to indicate if the speakers have power. (The light goes out if the alarms do not have power.) The loud speakers are engaged by pressing a button on the side of a metal junction box that's mounted about chest-height

Icon	Name	Description
		on the pole. The button that triggers the alarm (causing the siren to emit sound through the loud speakers) can be used by the Player and Hostile NPCs. If NPCs in an area that has an alarm (or several) become alerted to the player's presence, they will attempt to run to the nearest alarm and press the button, calling in reinforcements. If the Player chooses to press the button, they can use it to confuse the enemy, sending them into an alert state. The junction box can be destroyed by fire, projectiles, bullets, explosions, and so on. If damaged, power to the alarm is cut and the alarm's button is no longer usable. The Player can also choose to manually cut the power to the alarm if they are within close enough proximity to perform the interaction.
	Breakable Window	A glass window that is locked shut. The Player can move through it but doing so will create a loud noise, when the glass breaks, potentially alerting nearby enemies. Projectiles, bullets, and nearby explosions can also break it. It can be used to create a distraction if the Player chooses.
	Explosive Object	A pre-placed object (ex. compressed gas canister, a gas line, a fuel tank, etc.) that explodes when hit by projectiles, bullets, explosives, and so on. Causes concussive damage to surrounding objects and personnel and can cause flammable objects and personnel to catch fire. The resulting sound from the explosion will alert any NPCs nearby. Please be specific about this object/these objects when including any.

Interactive Items and Vehicles

Icon	Name	Description
	Ammo	Ammunition stockpile that can be picked up by the Player. Being lit on fire and/or hit by projectiles, bullets, or explosives will cause the ammunition cartridges to discharge in random directions, damaging any objects or personnel within the immediate vicinity. The resulting sound will also alert any unaware NPCs in the area.
	Document	A paper note that can be pre-placed in the environment or held by an NPC. If pre-placed in the environment, it can be destroyed by fire. A Document can contain interesting narrative/world-building information or an Access Code. Access Codes can be used to unlock the corresponding Locked Door**. Be sure to specify which Locked Door any Access Code corresponds to. **Please see the *Gameplay Ingredients* section for more information on Locked Doors.
	Treasure	A valuable object that can be pre-placed in the environment or held by an NPC. It can be used to reward the player for exploration, combat, and so on. Please be specific about the context of a Treasure item (Ex. It's an indestructible Gold Bar, etc.) when placing these.
	Land Vehicle	Any land vehicle usable by Players and NPCs. Can be damaged and destroyed by projectiles, bullets, explosives, fire, and so on. Please be specific about the type of vehicle and any other important information if necessary, such as the number of seats.

Icon	Name	Description
	Water Vehicle	Any water vehicle usable by Players and NPCs. Can be damaged and destroyed by projectiles, bullets, explosives, fire, and so on. Please be specific about the type of vehicle and any other important information if necessary, such as the number of seats.

Terrain or Structural Features

Icon	Name	Description
	Flammable Area	Any area that is flammable when exposed to fire. This could be an oil spill or dry vegetation, just as two examples. Please be very specific about the context when placing these.
	Stealth Entry	Any entry point (interior or exterior) that is used to encourage Stealth playstyles. These might simple environmental affordances like a hole in an opaque wall/fence the Player can move through while crouched or, perhaps, a hole in a roof the Player can drop through instead of using a door or window. Please be very specific about the context when placing these.
	Vantage Point	A raised position from which the Player can observe, plan, and begin to execute their approach into a nearby location. Ideally, a Vantage Point should show some – but not all – of the ingredients and enemies inside a location. It's suggested, but not mandatory, that you use multiple Vantage Points; each showing a different perspective of the location surrounded by Vantage Points.
	Building Storey Height Marker	Used to show the height (in storeys) of a building. These should be included in Exterior map views where there are structures of differing (storey) heights.
	Elevator	A freely-accessible elevator that is not specially locked. Should be placed on every floor that it can travel to/past, even if it does not open on a particular floor that it travels past. (If it does not open on a floor that it travels past, make sure it is clear as to why.) The internal Elevator carriage is big enough to fit 1 or more occupants but no more than 4.
	Stairs (Bi-directional; Up and Down)	Stairs that have an accessible floor above and below the current floor.
	Stairs (Uni-directional; Down)	Stairs that only have an accessible floor below the current floor.
	Stairs (Uni-directional; Up)	Stairs that only have an accessible floor above the current floor.
	Open Window	An open window that the player and/or NPCs are free to move through.

NPC Items

Icon	Name	Description
	Hostage	An NPC that has been taken hostage by hostile NPCs. Hostages are bound to chairs when held captive. They cannot move. If the Player is detected before the Hostage is freed, hostile NPCs will attempt to kill the Hostage. The Player can free them by interacting with the seated Hostage.

Icon	Name	Description
		Once freed, if a Hostage or the Player are detected, the hostile NPCs will attempt to kill the Hostage. Hostages will attempt to follow the Player as closely as they can. They will attempt to pick up weapons if it's safe to do so. They will only fight back when threatened, but will otherwise avoid starting combat.
	Mobile Alarm	A special NPC that has a Flare Gun they can fire to call in reinforcements. These are to be placed very sparingly. Attach this icon to a (Human) Hostile NPC archetype to denote that they are carrying the Flare Gun. If the Player is detected, NPCs with a Flare Gun will shoot the flare into the sky to signal for reinforcements. After a short delay, reinforcements will arrive in vehicles and attempt to join combat or search the area for the Player.
	Predator Animal	A hostile aggressor animal. Can be used to by the Player to create distractions or even used against hostile human NPCs! Depending on the context, these can either flee when disturbed (loud noise, Player too close, etc.) or attempt to attack the source of the disturbance or nearby humans. Human NPCs will attack Predator Animals if they're roaming too close! When placing, please be specific about the context; type of animal, is it caged/fenced in an area, etc.
	Prey Animal	A non-hostile animal. Can be used to by the Player to create distractions. Depending on the context, these can either flee when disturbed (loud noise, Player too close, etc.) or stay put. Ex. Livestock animals would probably not flee when a human is nearby. Human NPCs will not attack Prey Animals. When placing, please be specific about the context; type of animal, is it caged/fenced in an area, etc.
	VIP	A Very Important Person (VIP). The Player must rescue the VIP from hostile forces and escort them to a safe location. Hostile NPCs will shoot the VIP on sight if they are seen outside of their designated holding area.

NPC Archetypes (Friendly/Allied)

Icon	Name	Description
	Assaulter	The most common combat archetype. Uses cover and attempts to stay at mid-range from their target when in Combat. Uses an Assault Rifle. Will attempt to flush their target away from cover with Hand Grenades if their target stays in one place for too long. Can use ladders and ziplines.
	Berserker	Hyper-aggressive archetype. Will not use cover – instead will rush their target. Prefers to stay at close-range in Combat. Uses a Shotgun. Will occasionally throw a Smoke Grenade to disorient their target, and rush through or around the smoke screen. Can use ladders and ziplines.
	Brawler	Hyper-aggressive archetype. Will not use cover – instead will rush their target. Prefers to stay at close-range in Combat. Uses a melee weapon like a Baseball Bat or Shovel. Faster than other (human) archetypes.
	Sniper	Mostly stationary and most effective operating from elevated positions where they have good sightlines across the battlefield. Armed with a Sniper Rifle and a Handgun. Will use the former when their target is at long-range, but will switch to the latter if their target engages them at close-range. Sniper Rifle has a laser that gives away the position of the Sniper unit. Sniper Rifle has slow

		rate of fire, but damage dealt per shot is very high. Can use ladders and ziplines.
	Civilian	A friendly, non-combat character. Unarmed. Can speak with the Player, trade (buy/sell) for items, and so on. Can use ladders and ziplines. Hostile NPCs will not react in a negative way when seeing these NPCs, nor will they engage in combat with them. If Combat begins near them, they will flee or enter a "frightened" state. They will flee only if they have a valid path that doesn't require moving closer to danger. They will enter the "frightened" state if they don't have a safe path away from danger, such as if they're directly in the line of fire. They will cower in this state, crouched, and be unresponsive to Player interactions until Combat ends or the danger source moves far enough away from them. (Ex. If a Civilian's purpose is to sell the Player items, the Player won't be able to buy from that Civilian when the Civilian is frightened.) If placing any Civilians, please be specific about the narrative context and gameplay importance/function of each and every Civilian you intend to use.

NPC Archetypes (Hostile)

Icon	Name	Description
	Assaulter	The most common combat archetype. Uses cover and attempts to stay at mid-range from their target when in Combat. Uses an Assault Rifle. Will attempt to flush their target away from cover with Hand Grenades if their target stays in one place for too long. Can use ladders and ziplines.
	Berserker	Hyper-aggressive archetype. Will not use cover – instead will rush their target. Prefers to stay at close-range in Combat. Uses a Shotgun. Will occasionally throw a Smoke Grenade to disorient their target, and rush through or around the smoke screen. Can use ladders and ziplines.
	Brawler	Hyper-aggressive archetype. Will not use cover – instead will rush their target. Prefers to stay at close-range in Combat. Uses a melee weapon like a Baseball Bat or Shovel. Faster than other (human) archetypes. Can use ladders and ziplines.
	Sniper	Mostly stationary and most effective operating from elevated positions where they have good sightlines across the battlefield. Armed with a Sniper Rifle and a Handgun. Will use the former when their target is at long-range, but will switch to the latter if their target engages them at close-range. Sniper Rifle has a laser that gives away the position of the Sniper unit. Sniper Rifle has slow rate of fire, but damage dealt per shot is very high. Can use ladders and ziplines.
	Dog	Low-to-the-ground, incredibly fast-moving when alerted, and a smaller target than human NPCs. Can detect targets by sight at mid- and close-range. Can detect targets by smell at close-range. Can detect targets concealed in Cover Grass. Deals bite damage at close range and also has a chance to knock over human targets, pinning them to the ground for successive, high damage bite attacks. Cannot use ladders or ziplines.
	Heavy Gunner	Heavily armoured, aggressive but slow-moving. Will not use cover. Prefers to keep their target at mid-range at all times. Its Heavy Machine Gun has a high rate of fire and high damage dealt per shot. During Combat, if the target attempts to use a frontal melee attack on a Heavy Gunner, the Heavy Gunner will interrupt the attack by spinning their Heavy Machine Gun overhead, striking and knocking the target down to the ground. Can use ladders and ziplines.

Annotation Markers: Numbers, Letters, and Pins

Icon	Name	Description
A	**Alphabetic Marker/Annotation**	Use this to annotate maps in any way you like! Please match up annotations to a legend or written component somewhere, that way the context(s) of the annotations are clear. Example use case: Can be used to indicate name and/or function of structures on a map. A) Hospital B) Ambulance Parking Lot C) Garden
1	**Numeric Marker/Annotation**	Use this to annotate maps in any way you like! Please match up annotations to a legend or written component somewhere, that way the context of the annotation(s) are clear. Example use case: Can be used to represent locations of sequenced events on a map. 1) First Reinforcement wave arrives here, using a land vehicle. 2) Second Reinforcement wave arrives here, using a water vehicle.
	Pinpoint Marker/Annotation	Use this to annotate maps in any way you like! Please match up annotations to a legend or written component somewhere, that way the context(s) of the annotations are clear.
N	**Compass Rose**	Place this marker on each of your maps so that viewers have consistent orientation. Ensure it's correctly pointing North if any maps in your submission package have a different rotation with respect to any other maps.

Questions?

Email us at NEXT@Ubisoft.com. Note: Email is not monitored 24/7 but we will do our best to respond within 24 hours.