

Mission Design Document Specifications

For the purposes of this exercise, assume that the content you're creating takes place inside a Far Cry game. The Player navigates the game world from the First-Person Perspective. Please search and view gameplay footage of Far Cry 5 for references in terms of combat, navigation, and the overall possibility space in a systems-based open world setting.

The Setup

A captured VIP is being held in a secured location. The Player's faction tasks them with rescuing the VIP.

Regarding The VIP

Specific criteria regarding the VIP must be adhered to:

- The VIP must be placed in a multi-storey building with a functioning elevator.
- The VIP is not to be placed on a ground-level floor. (They can be placed underground in subterranean levels, basements, etc. They can also be placed above-ground floors, starting on the 2nd storey or higher.)
- The VIP has been drugged by the hostile NPCs in the area and is an unconscious state.
- The VIP can be awoken by the Player by interacting with the VIP.
- In the awakened state, the VIP is still suffering the effects of the drugs so they're not able to do any navigation on stairs, ladders, ziplines, grapples, move through windows, etc.
- The VIP is a pacifist and refuses to pick up a weapon to fight. They will attempt to stay as close to the Player as possible, however.
- The VIP insists that the Player escort them out of the building using the elevator, because of their current condition caused by the lingering effects of the drugs. This must be incorporated into your walkthrough.

Main Objectives

You must design a mission scenario where the Player's main tasks are as follows:

1. Approach and gain access to the location from the surrounding area.
2. Locate the captured VIP at/inside the location.
3. Extract/Escort the VIP to a designated Extraction Point.

Any additional tasks (required for the main tasks or completely optional) are to be introduced at your discretion. The following “5 Big Questions” might help in creating additional tasks.

5 Big Questions:

1. Where is the Extraction Point?
 - a. It can be a part of the secure location, but must be rationally designed. (Example: a helipad on a rooftop.)
2. Under what conditions does the mission end?
 - a. List success condition(s).
 - b. List failure condition(s).
3. What is the layout of the location where the VIP is held and the surrounding environment?
 - a. Is the approach to the VIP fairly open, or largely linear?
 - b. What does the surrounding terrain look like? Are there any interesting natural terrain features?
4. Is it possible to use stealth and avoidance to get to the VIP, not alerting any guards?
 - a. If so, how does that work in the layout?
 - b. Does the Extract/Escort phase change in some way if the Player has remained undetected up until that point? Does it change when either the Player or VIP are detected by guards?
5. Describe – in fulsome detail – the Extract/Escort phase.
 - a. What units does the player face?
 - b. What are the combat affordances along the route to the Extraction Point?
 - c. Do new enemies spawn in/arrive at the area? From where? How many times? What is their objective?
 - d. How many routes are there to the Extraction Point?
 - e. Are there multiple Extraction Points?

The decisions you make in answering these questions should resonate nicely with each other – or to say it plainly, all the answers to these questions should have consequences reflected in the world, as well as being logically consistent. Nothing exists “*just because*.” If you think there’s a danger that an intention might not be obvious to us, don’t hesitate to spell it out.

In all cases, be as thorough as possible in preparing your answers. We’ll be looking for robust solutions that handle the majority of players – you don’t need to handle EVERY edge case, but you should try to address the most egregious, and the most obvious.

Our primary concern is with design, so there’s not a ton of recognition for the visual appearance of things. The important exception to this is readability – when you decide (and describe) how something looks, it should be easy for the player to understand. Don’t hesitate to include a reference image.

Submitting your Mission Design Document (MDD):

- All of the below items must be packaged into one (1) .PDF format file.
 - Scenario section: A written description of your scenario. No longer than one (1) page.
 - Objectives section: A written description of the major mission objectives and how the player satisfies them. No longer than one (1) page.

- Maps section: 2D Maps. There is no page limit for this section.
 - Include an overview map. Be sure to highlight the location where the VIP is held and all (within reason) important surrounding terrain/buildings, roads/approaches the Player might use to arrive at the location. (Do not show interior detail for any structures in this map.)
 - If applicable: individual interior detail views for each and every structure. Include floor plan and/or cross sectional diagrams. (Cross sectional diagrams aren't necessary, but if you feel your structures are very intricate, please include them.) For structures with more than one (1) floor, provide an "exploded view" with individual floor plan views and show important connections like staircases.
 - A 'gameplay' version of the map, stripped to the bare minimum of layout detail, but including AI paths, cover, and gameplay objects (Eg: turret). The only annotation on this map should be focussed on these details. Remove any details you feel might make the gameplay intentions less clear.
 - The above 3 items must not include 3D Maps, isometric views, and so on.
- Reference Images section: Real-world reference images. There is no page limit for this section.
- Walkthrough section: A "walkthrough" document describing a playthrough of your content. Explain what happens, from start to finish, by placing yourself in the player's shoes. Reference and or annotate your included 2D Maps if it helps illustrate your point. This section must be no longer than three (3) pages. Consider hosting and hyperlinking to any annotated 2D Map images to save on space.

Supplemental Materials to Help With MDD Creation:

Ubisoft Toronto has created a Master Feature List (including a Glossary and Map Icons) for you to use, as well as some sample examples of the 2D Map components. These sample maps components are built with the primary focus of teaching how to implement Map Icons from the Master Feature List. They are not indicative of the quality we expect. Feel free to structure your own maps differently but remember that clarity is crucial.

You cannot use a feature that is not included in the Master Feature List. To say it differently: do not create new features. Similarly, it is NOT required that you use *every* feature from the Master Feature List. These rules are consistent with our pitching process here at Ubisoft Toronto.

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.

