

Ubisoft Toronto NEXT: Level Design Challenge

Phase 1: Mission Design Document

Instructions

Create a Mission Design Document (MDD) for a mission in the Far Cry universe. The player's goal is to overcome these challenges to complete their objective. A hostile presence should also be included.

This mission takes place halfway through the game, so the player will be well acquainted with the game's mechanics. Use the provided gameplay ingredients to design your mission and choose a thematic location that supports open world level design. For a list of all gameplay ingredients, see the Master Features List (included in the zip folder for Phase I instructions).

Requirements

Your mission must meet the following criteria:

1. Involves the player completing their objective;
2. Allows for multiple playstyles and supports 360 approach;
3. Includes enemy AI presence;
4. Must feature interior and exterior gameplay;

Mission Design Document

Your Mission Design Document (MDD) must be 1 PDF file that includes the following:

- **Intro:** A written description of your mission, no longer than 300 words.
- **Overview map:** A 2D top-down map that illustrates the overall layout.
 - Clearly highlight the location of the goal, surrounding terrain, buildings, roads, and approaches the player might use to access it.
 - Include key gameplay ingredients (e.g., ladders, doors, interactive elements).
 - When creating interior spaces, include detail views (e.g., floor plans, cross-sections, etc.) of important structures on a separate map. For structures with more than one floor, show important connections like staircases.

- Include AI placement and pathing.
- **Reference images map:** Real-world reference images annotated to the overview map. See the example in the maps package.
- **Walkthrough map:** Use a numbered list to outline each gameplay beat and support them with your overview map. See the example in the maps package.
 - Briefly describe each major beat, from start to finish, by placing the reader in the player's shoes.
 - Reference and annotate your overview map. Focus only on AI paths and gameplay objects (ex. keys) and remove any details that could make your gameplay intentions less clear.
 - Focus on the pacing of the mission. Illustrate the peaks and valleys of tension throughout the level.
- **Important:** Your maps should be 2D top downs only (no 3D renders or isometric views).

Considerations

- This is an elevator pitch—keep your document concise but compelling.
- Your design intentions should be clear and purposeful. If you think you need to clarify a decision you made, you probably do.
- Presentation goes a long way, but your primary focus should be on level design.
- You don't need to use all the available gameplay ingredients.
- You may include 1 new gameplay ingredient, but it must be documented and clearly explained.
- Specific metrics (ex. floor height, door width) are not necessary at this phase, but consider world scale in your 2D maps.
- Be creative! Not every location needs to be a military stronghold or warehouse, but if it is, make sure it's memorable.

Questions To Ask Yourself

1. How much do you understand about the genre of the game?
 - a. What's the history of the genre?
 - b. How has the genre evolved?
 - c. What makes your level unique?
2. Under what conditions does the mission end?
 - a. List any success and failure conditions.
3. How are you guiding the player through the space?
 - a. Are there any unique landmarks?
 - b. Are there multiple approaches to your mission?
 - c. How are you making the player aware of their goals?
4. Is it possible to complete your objective without attacking or alerting any guards?
 - a. If so, how does that work in the layout?
 - b. If not, how does that strengthen your design intentions?

Supplemental Materials

The Master Feature List (MFL) includes a list of every feature in the game. Each feature has an icon, which you can use to annotate your 2D maps. For examples on how to do this, see the Sample Maps. These samples are just for reference. The Master Features List and Sample Maps are included in the Phase I zip folder.

You don't have to use every feature from the MFL. Feel free to structure your own maps differently but remember that clarity is key.

Questions?

We encourage you to email all your questions to us at NEXT@Ubisoft.com.

Note: Email is not monitored 24/7 but we will do our best to respond within 48 hours.