LDD

Assassin's creed

Mission Design Exercise

SUMMARY

OVERVIEW

Location/District : Caribbean islands / create a new virgin island "Monkey island "

Time of day : At morning

Period : 1715 / Golden age of piracy

Main Mission Objective : Assassinate the templar

Second mission objective : Collect the secret information about the secret island (observatory)

/ Destroy all ammunition stocks

Difficulty : Medium

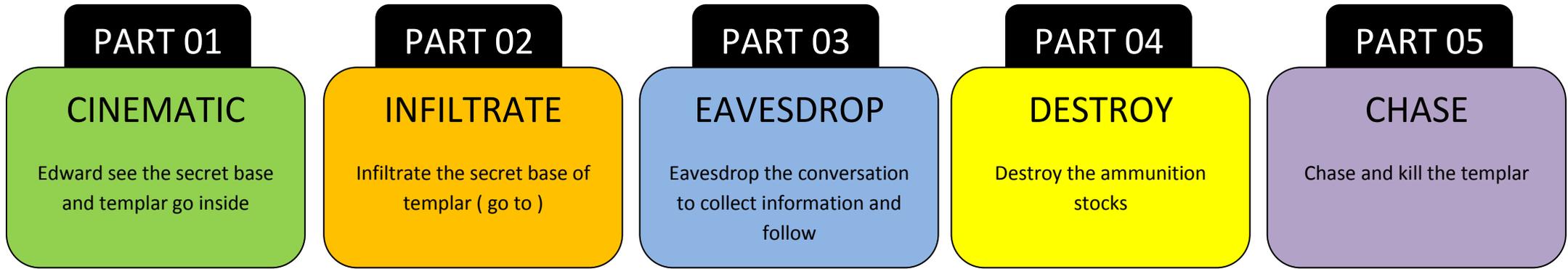**Main gameplay experience :** Infiltration / Destroying *(Stealth / Freerunner / Swimming)*

Equipment : Blowpipe / Sword / Ropedarts /Throwing knives / Hidden Blade / Flintlock pistols
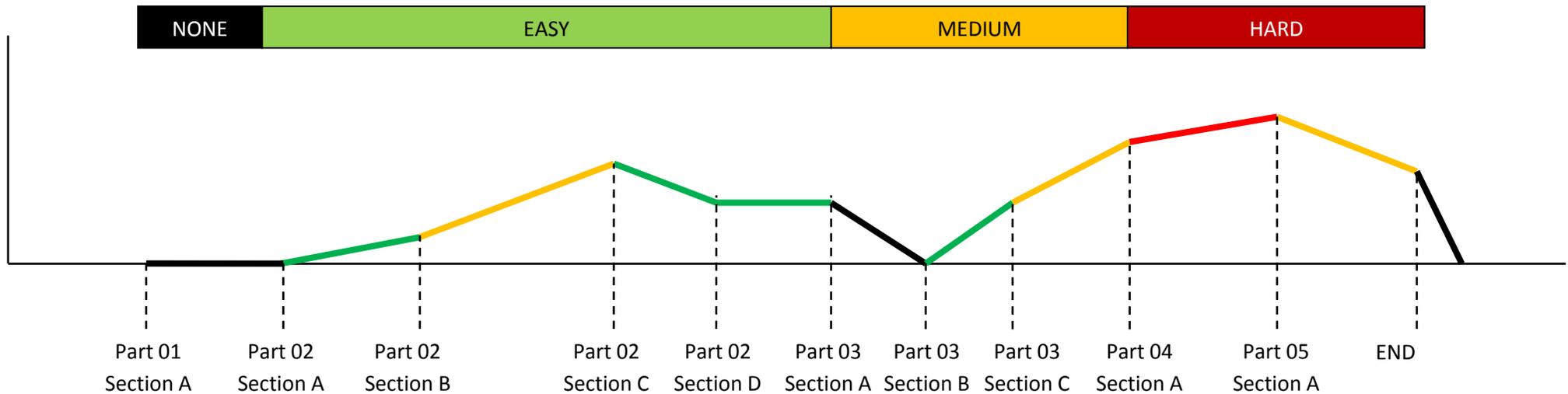

Synopsis :

Edward Thatch is on the Jackdaw with Edward, explaining that a British captain has information about the location of the secret island (observatory). A templar invites the captain to come in a secret base situated on the monkey's island to exchange information against ammunition. British Captain intends to prepare an attack against Nassau. Edward is going to infiltrate the base to collect information, destroy the reserve of ammunition and kill the Templar.

Macro structure Gameplay experience:

PART 01	PART 02	PART 03	PART 04	PART 05
CINEMATIC	**INFILTRATE**	**EAVESDROP**	**DESTROY**	**CHASE**
Edward see the secret base and templar go inside	Infiltrate the secret base of templar (go to)	Eavesdrop the conversation to collect information and follow	Destroy the ammunition stocks	Chase and kill the templar

Difficulty / rhythm progression diagram:
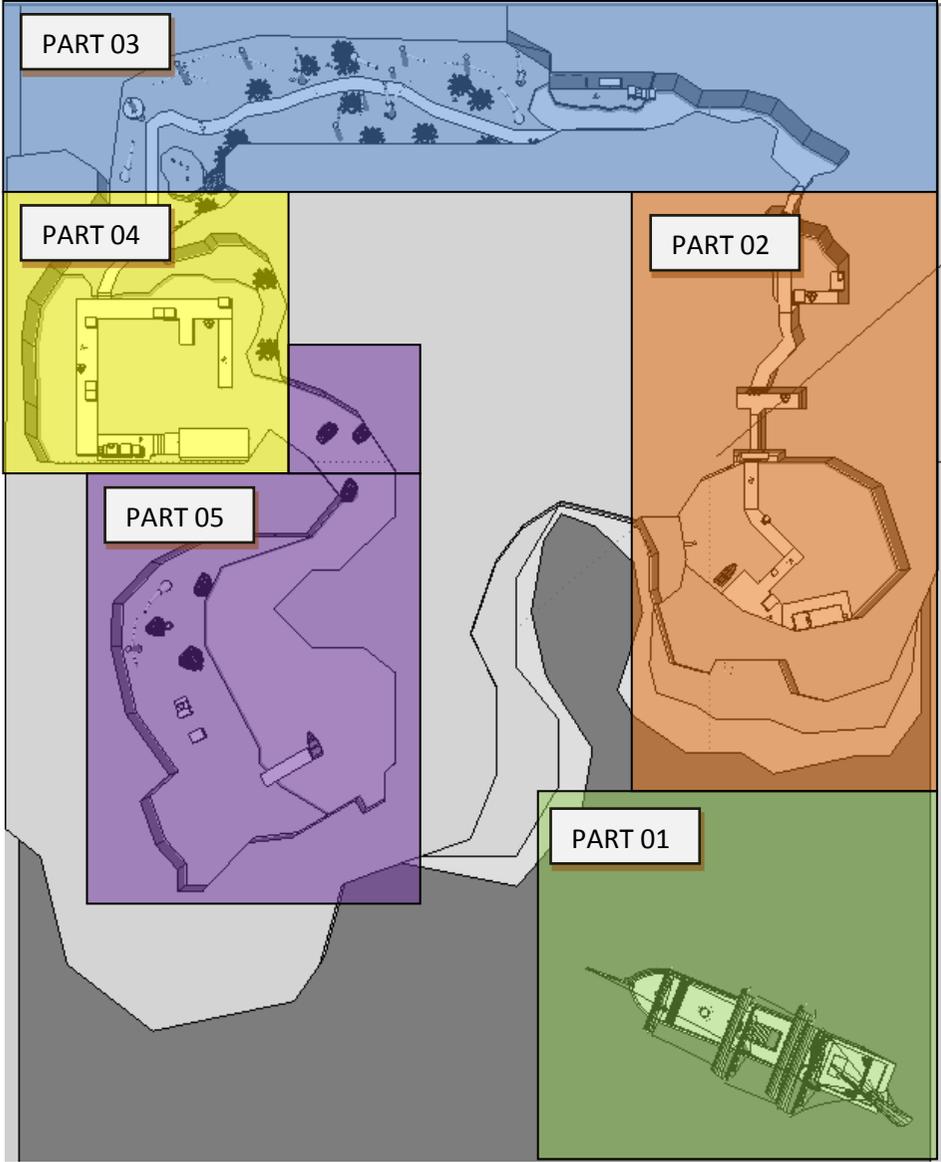
GLOBAL VIEW

Macro Walkthrough structure:
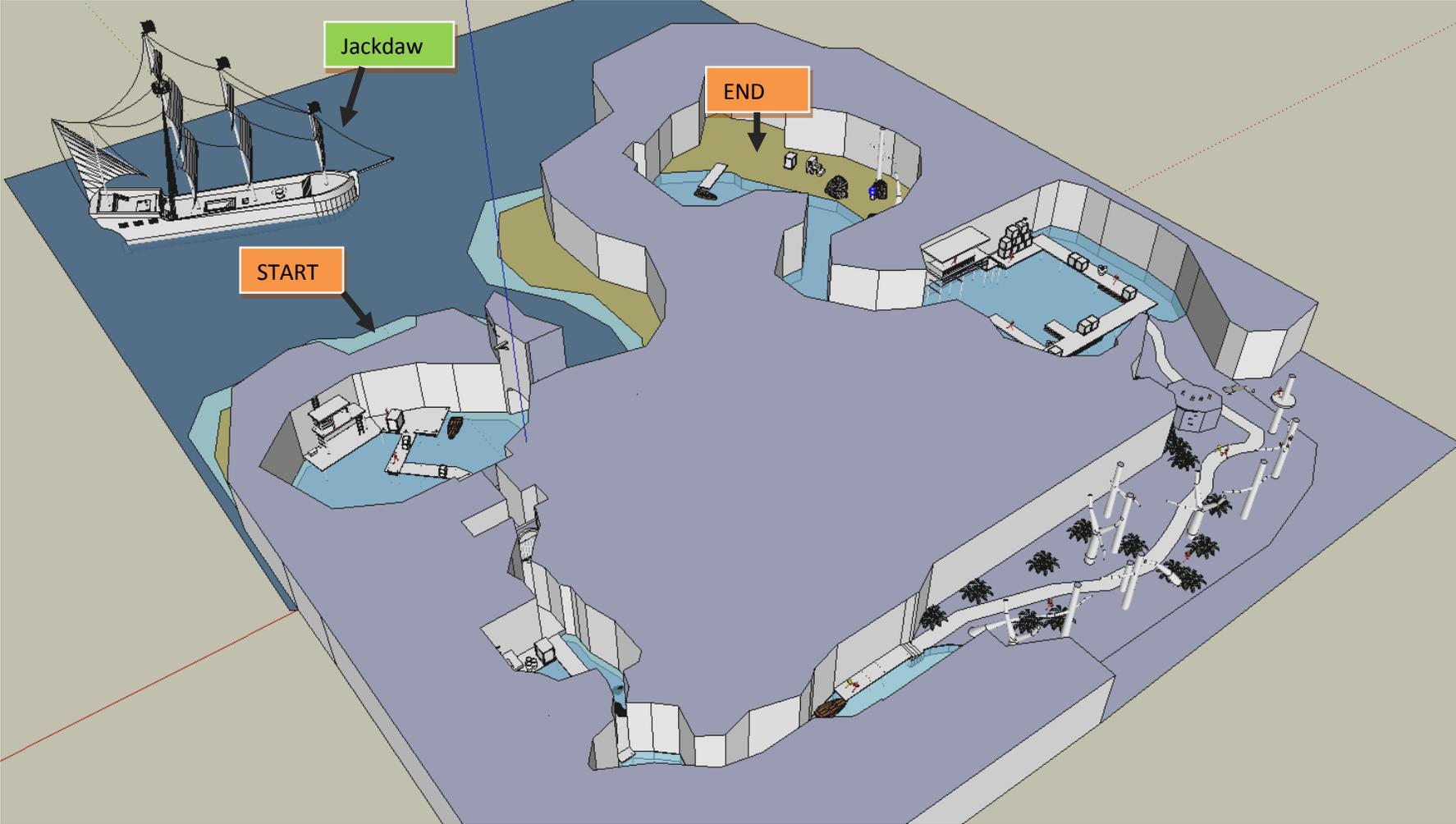
Perspective view

Top view + global walkthrough

Part view

PART 01

Cinematic : Presentation of main objective

Time to play estimation : TBD

Cinematic : **Script_Event_Part01_A (full body animation)** : Edward Thatch and Edward looking away the Templar enter by the door of secret base . Edward Thatch show to Edward a path to enter .
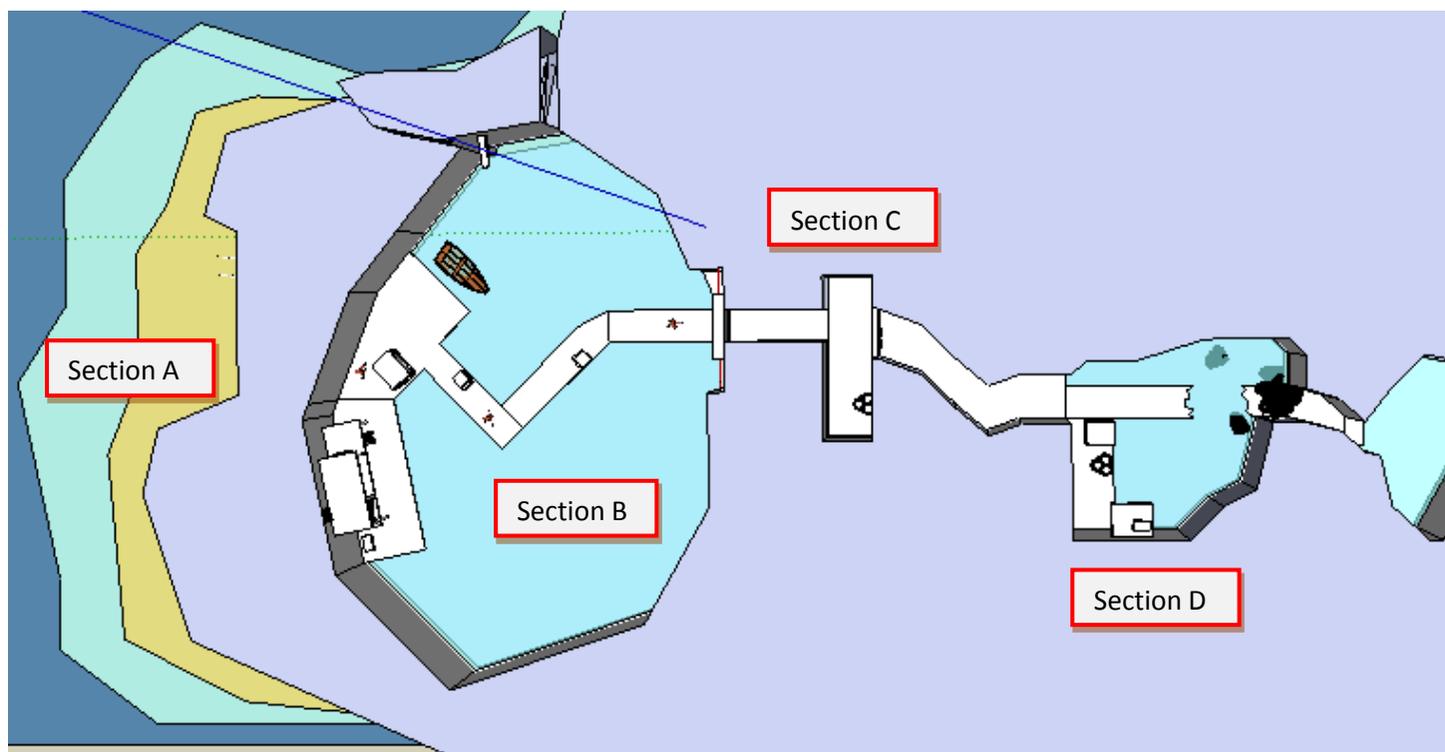
PART 02

Gameplay experience : Stealth / Small puzzling

Objective mission : Infiltrate the secret base of Templar (go to)

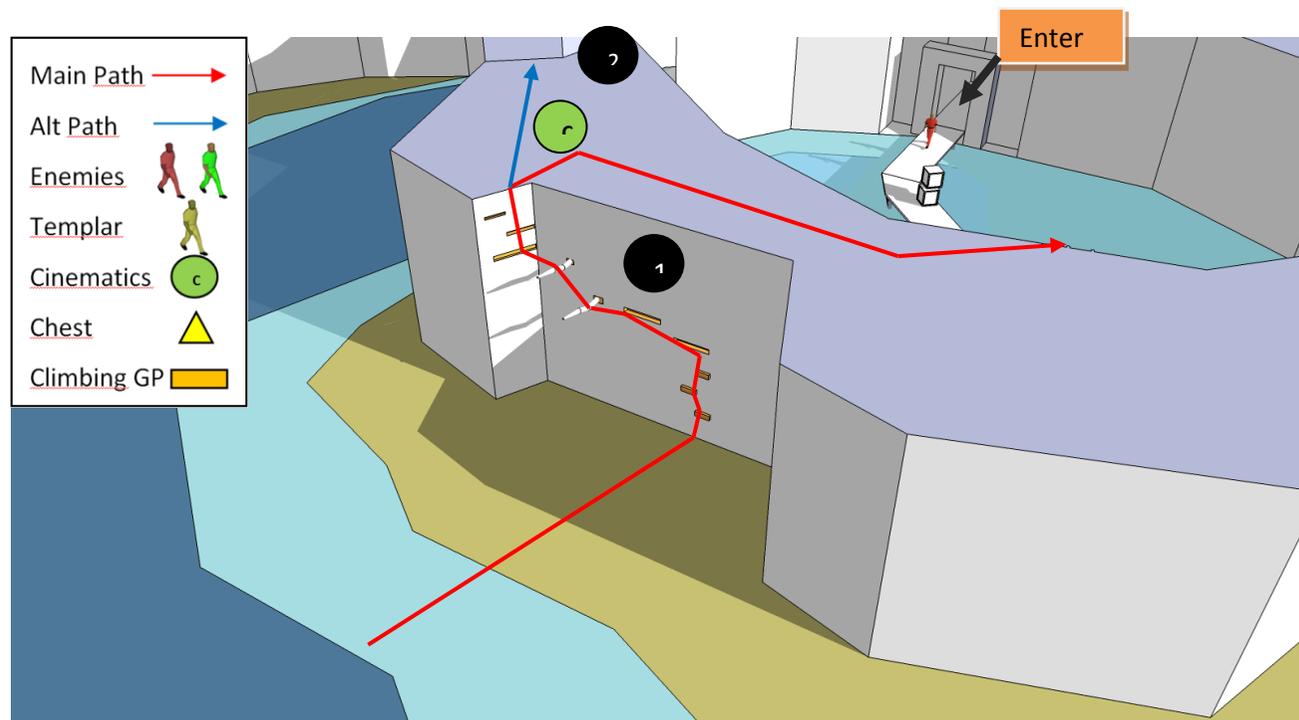**Success condition :** Enter in the base (access part 03)

Failed condition : Death / Trigger the alarm

Time to play estimation : 4 min

Section C

Section A

Section B

Section D

Section view

SECTION A.2

Enter

|	
Main Path	→
Alt Path	→
Enemies	
Templar	
Cinematics	c
Chest	△
Climbing GP	▭

1. The MC climb the cliff to access the base
2. Cinematic : **Script_Event_Part02_A (full body animation)** : Templar enter inside the Base and said to the guards close behind him and be vigilant.

SECTION B.2

Legend:
- Main Path →
- Alt Path →
- Enemies
- Templar
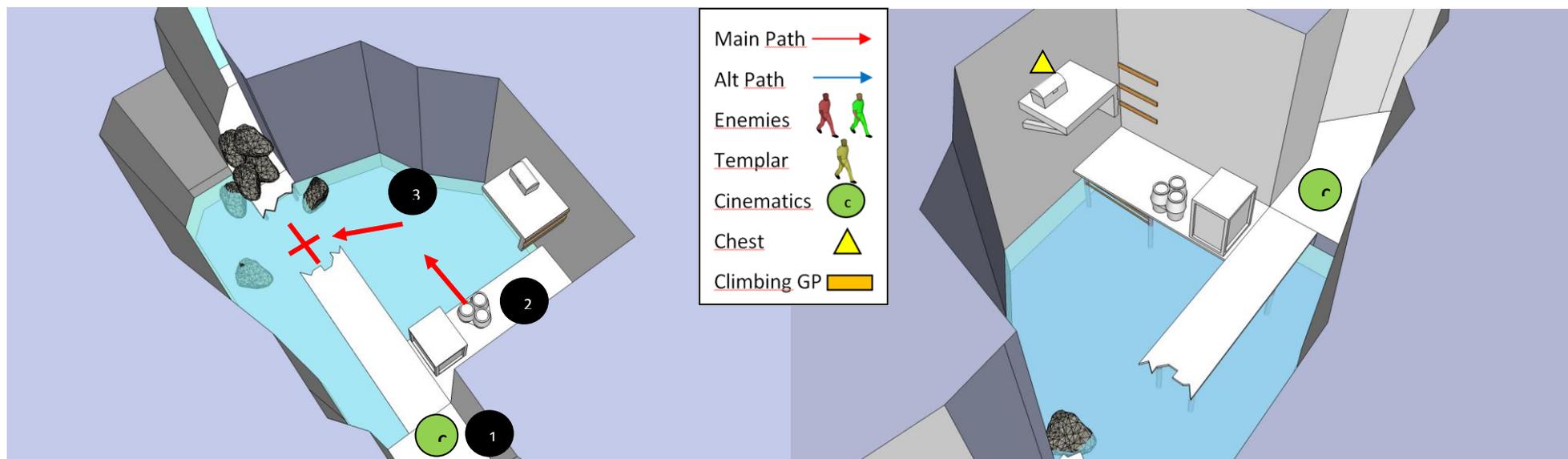- Cinematics (c)
- Chest △
- Climbing GP ▭

END

Alarm
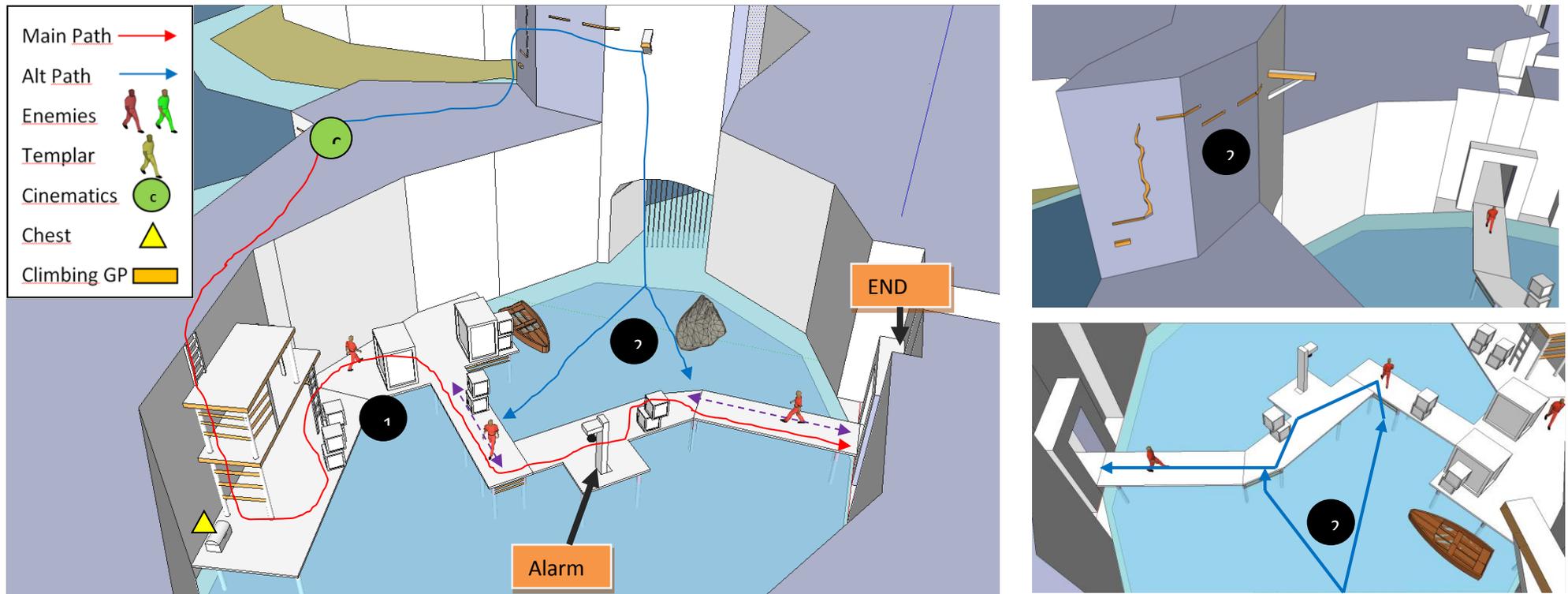
1. Path 01 : The MC go down discretely , and kill guards by guards silently (first guard is static) . Need to be hidden behind the boxes and wait until a guard is not vigilant to kill him. At the moment to kill a guard, pay attention to path / field of visions of other guards .

2. Path 02 : (More easy access to enter but most difficult to attain the chest).The MC climb the short cliff for a « jumping liver » .
   In water, he can to be hidden behind a rock or dive under water for stealthy approach to access two climbing. When the MC arrive in this access , he can kill the guards silently or wait a good synchronization to climb .

SECTION C.2
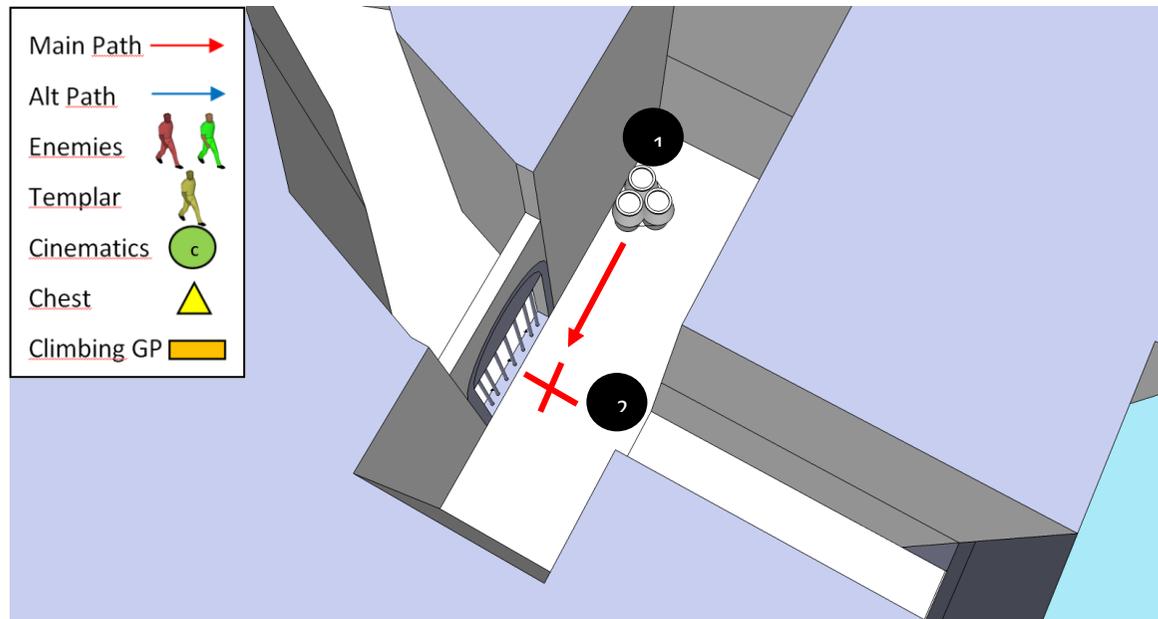
3. The MC must push or pull the barril block explosive on the ground for a short distance. (Introducing the ingrédient & game mechanics .)
4. Shoot the barrel block with a good distance (sign & feedback to indicate the good distance)

SECTION D.2

5. Cinematic : **Script_Event_Part02_B (full body animation/ environment animation)** : a piece of the cave roof collapses, breaks the bridge and blocking the way. MC explained that this is probably related to the first explosion.
6. The MC must push the barrel block explosive in the water.
7. After he push/pull in swimming (Introducing the combination between swim & push/pull.) Need to go outside the water to shoot .
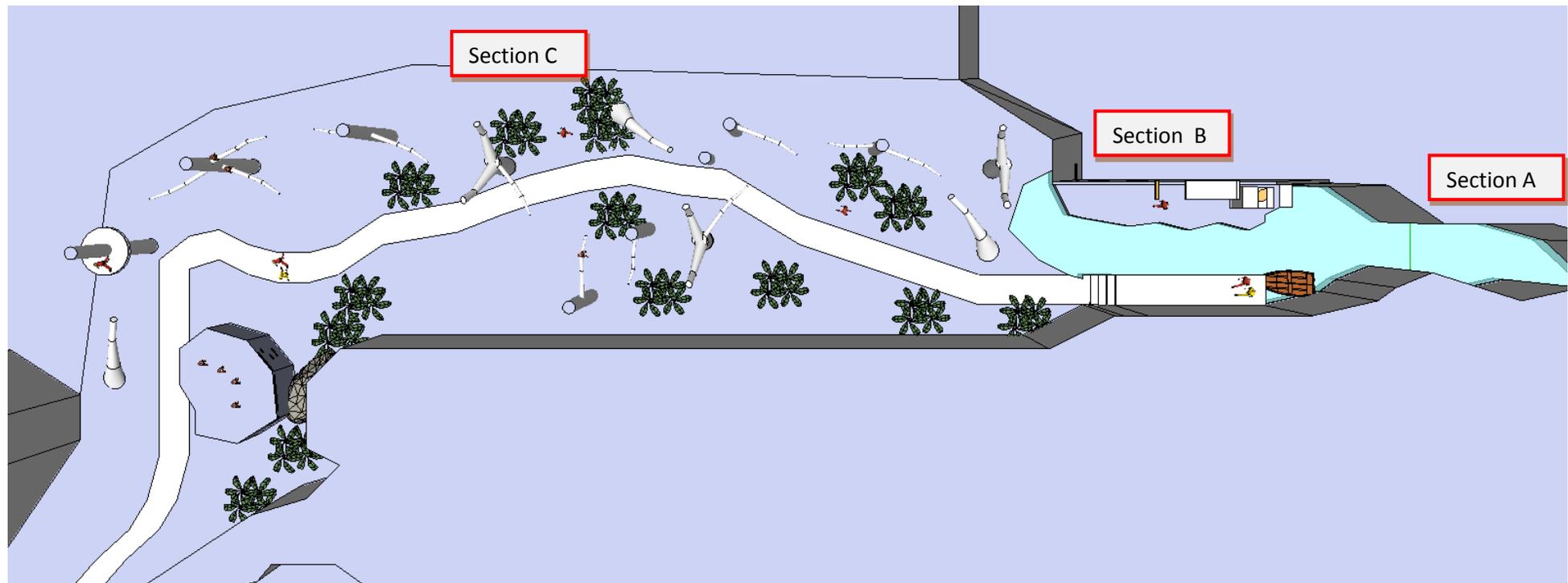
PART 03

Gameplay experience : Stealth

Objective mission : Eavesdrop the conversation to collect information and follow

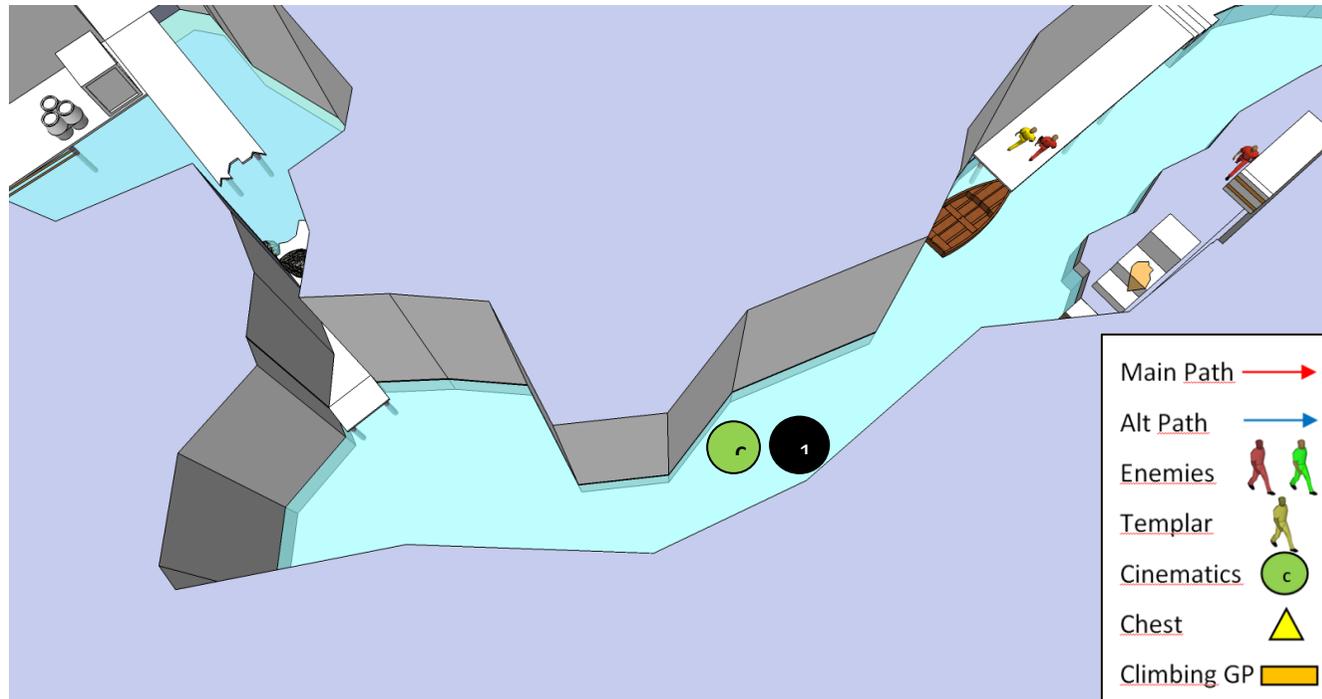**Success condition :** Reach the end of the path /undetected

Failed condition : Death / Detection
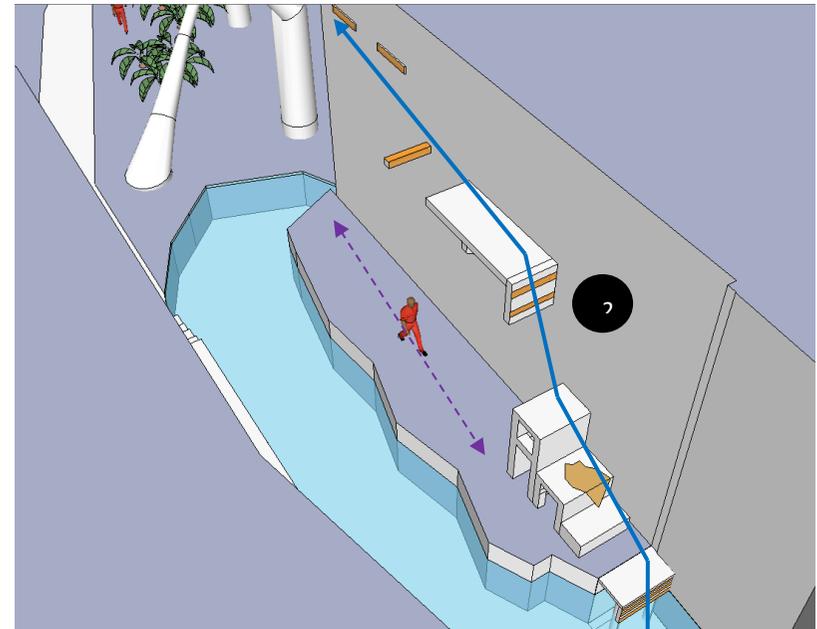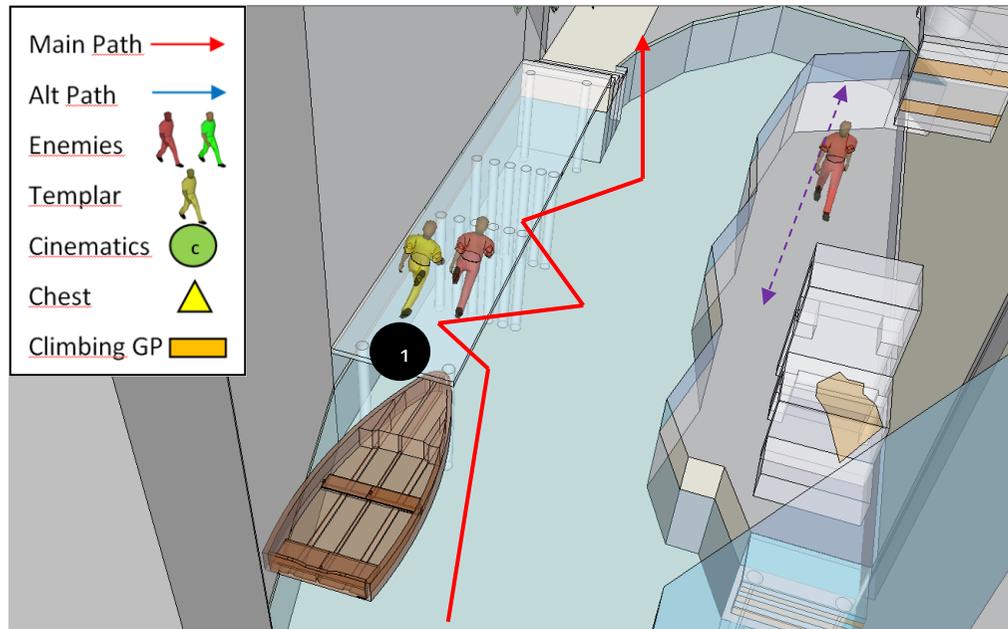
Time to play estimation : 5 min

Section C

Section B

Section A

Section view

SECTION A.3



1. Cinematic : **Script_Event_Part03_A (full body animation)** : Templar discuss with a British captain and start the walk.

SECTION B.3

Legend:
- Main Path →
- Alt Path →
- Enemies
- Templar
- Cinematics (c)
- Chest △
- Climbing GP

1. Path 1 : After the cinematic , the templar and captain discuss again 10 s, this time allows the MC to approach them . They walk slowly and stop on middle of the bridge for 4 s, the MC hiding underside but it is blocked by a pole series. The MC must go in 3 steps, when he has to go out the hiding place , pay attention on the field of vision of the guard

2. Path 2 : The MC can progress in climbing (pay attention on the field of vision of the guard). Finish on a tree .

SECTION C.3
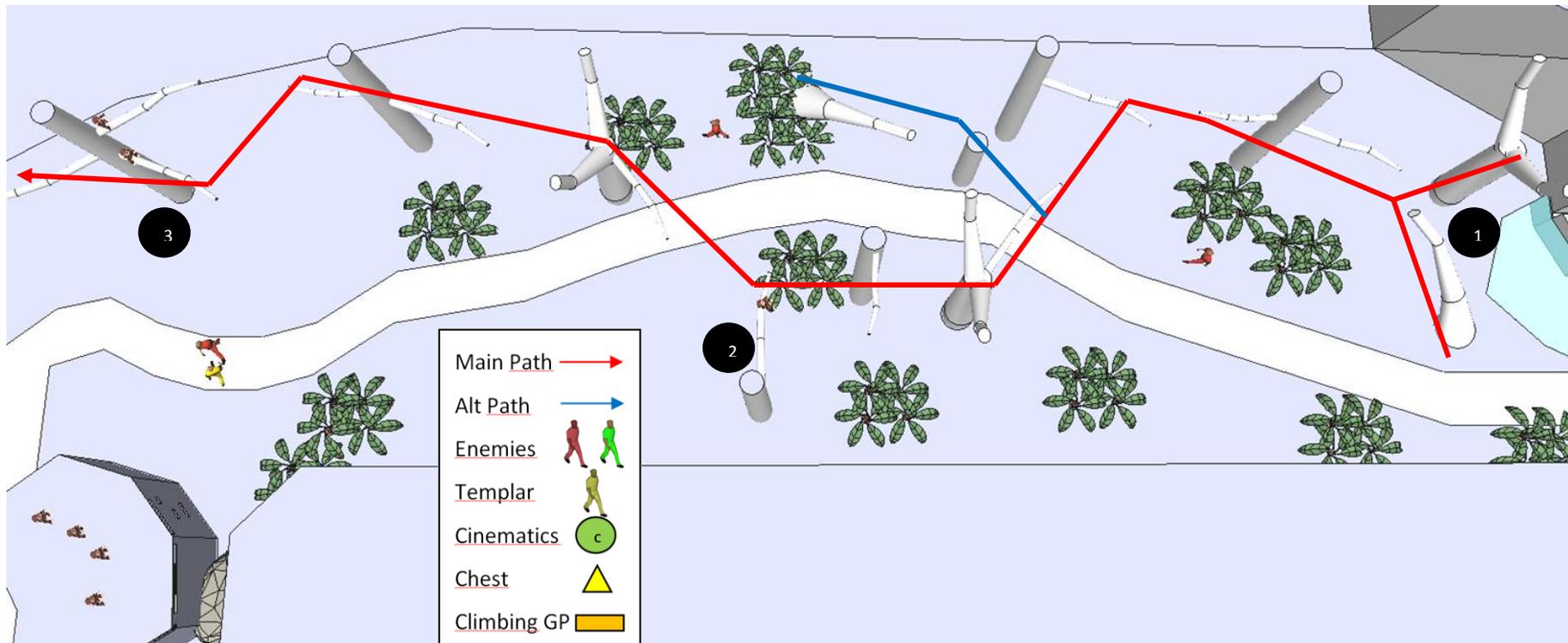
1. Path 1 : Follow and progress in the tree in freerunner.

2. In tree , the MC must to kill a one static howler monkey (blowpipe, throwing knives, so on..) . If approach him, the monkey will escape and scream. It will alert the Templar. He can choose to change the way and use the path 02 (blue) .

3. More difficult: two monkey move toward the MC and templar stop the walk for 10 s . The player have a short time to kill them

Main Path →
Alt Path →
Enemies
Templar
Cinematics Ⓒ
Chest ▲
Climbing GP ▬
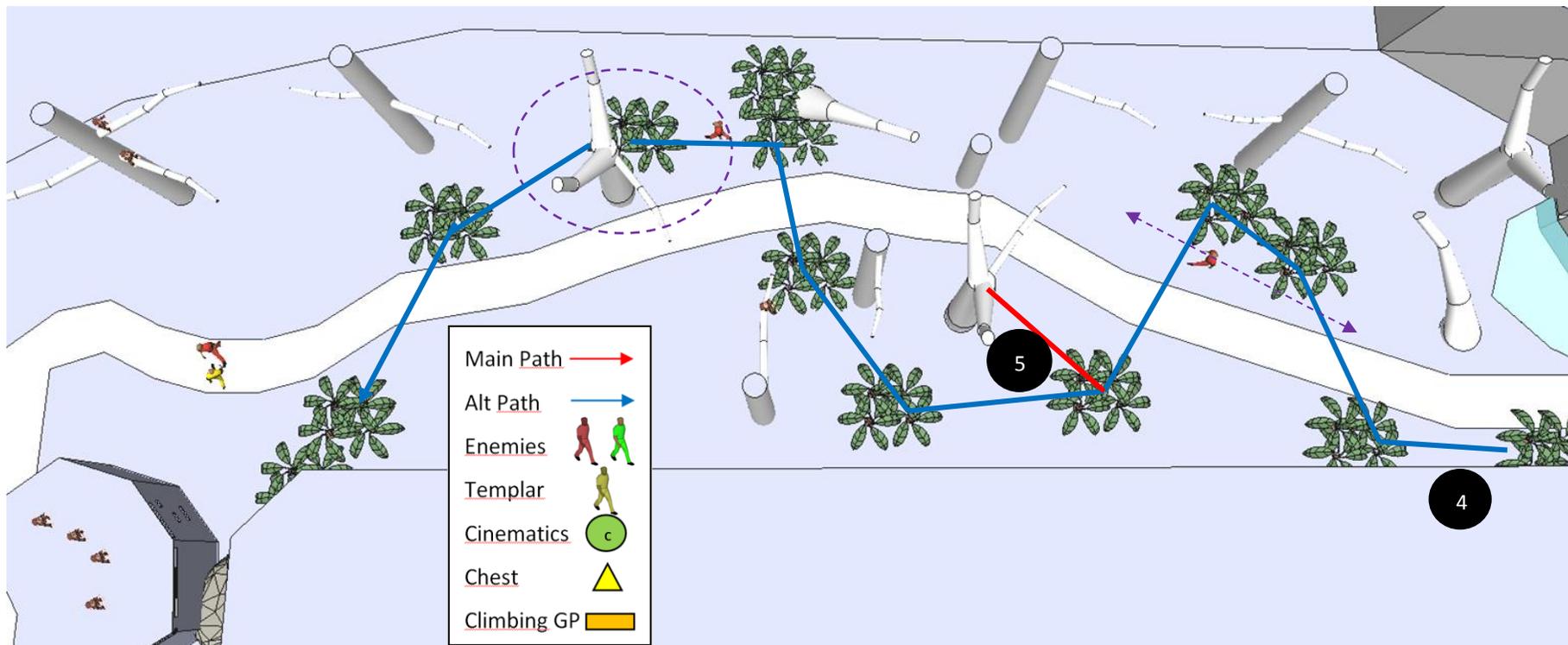
4. Path 2 : Follow and progress on ground with vegetation . He can kill the guards silently or wait a good synchronization to continue the path

5. He can choose to change the way and use the path 01 in the tree .

Main Path →
Alt Path →
Enemies
Templar
Cinematics c
Chest △
Climbing GP ▭
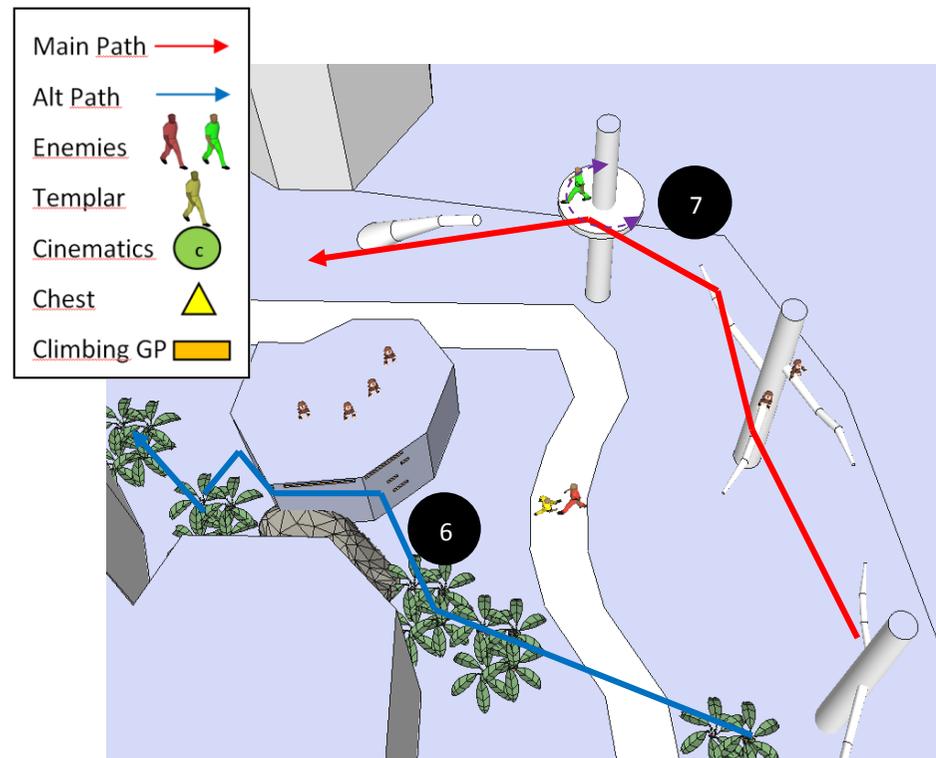
6. Path 2 : Not have any vegetation for hiding at right and there are a gunner to check this area. Climb the big rock and get around a monkey group .

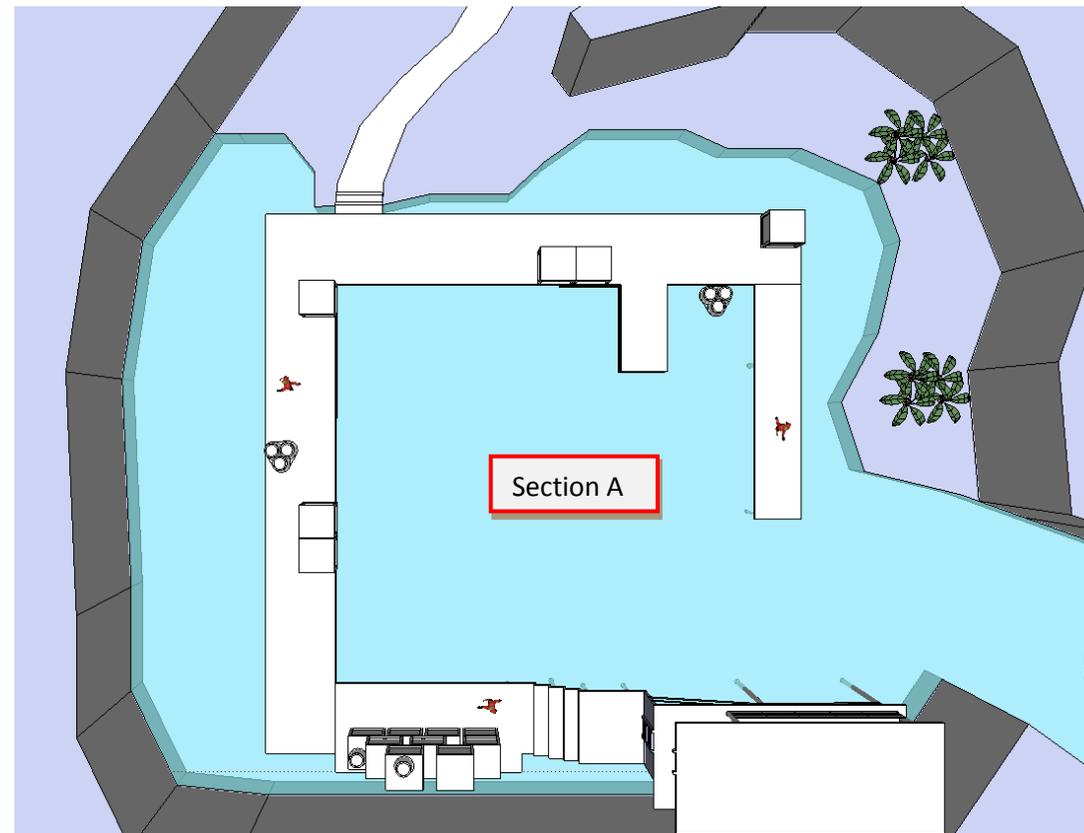7. Path 01 : Go at good moment and kill the gunner .

PART 04

Gameplay experience : Stealth / Small puzzling

Objective mission : Destroy the ammunition stocks
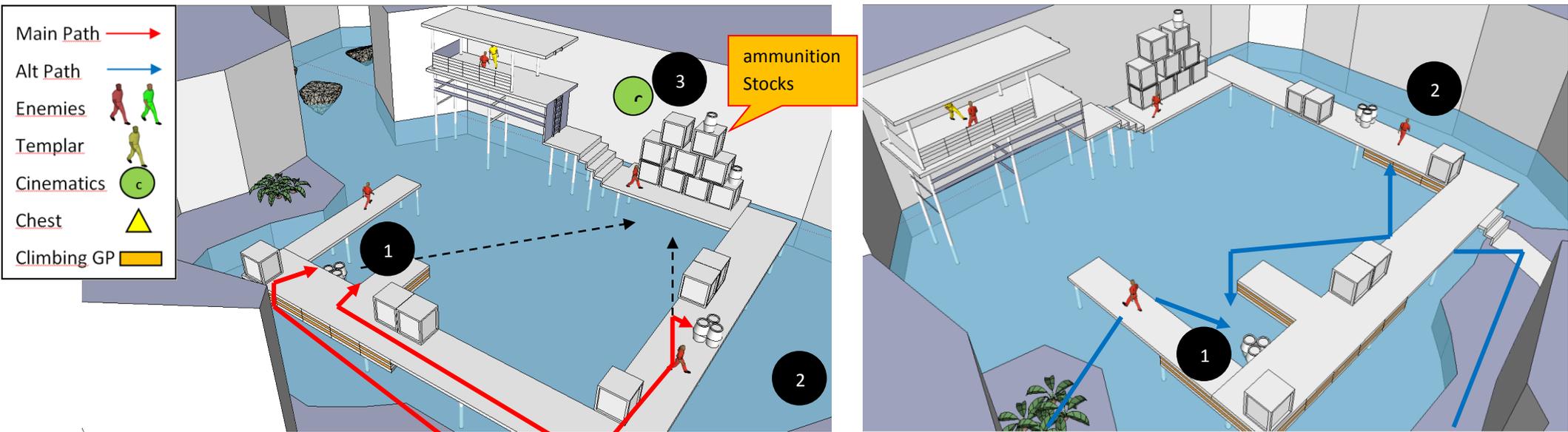
Success condition : Destroy

Failed condition : Detect / Death

Time to play estimation : 4 min

Section A

Section view

SECTION A.4

The player can choose to start by the 1 or 2 . Master test to push/pull the barrel block ingrediant .

1. The MC must steer the barrel block explosive underside ammunition stocks in the water . This barrel stock is already in water. When the MC next to a guard (3 m) , he must move slowly or stop if on the field of vision of the guard / Can navigate with the barrels underside the bridge (easy solution) :
   - ➢ Path 01 : Go over the bridge because blocked by water. Kill the guard or go through without being spotted.
   - ➢ Path 02 : Progress through the vegetation to access the water.

2. This barrel is on bridge, the MC have need to push it in water:
   - ➢ Path 01 : Go over the bridge and Kill the guard (static , not in movement)
   - ➢ Path 02 : Progress by the water and kill the guard by surprise .

3. When there are the barrels: **Script_Event_Part04_A (full body animation/object animation/environment)** : the MC shoot towards the barrels, and explode all ammunition stocks . Surprised by the explosion, the Templar jump in the water and escape.
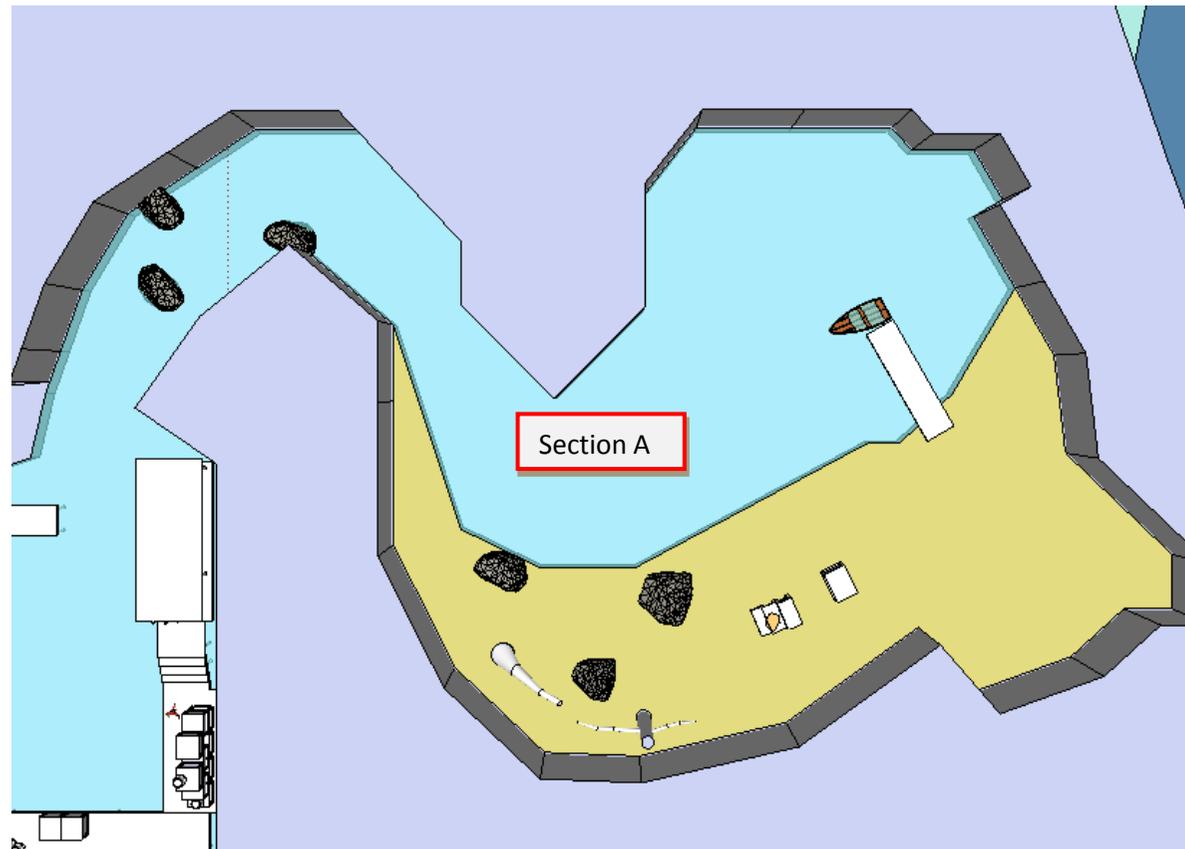
PART 05

Gameplay experience : Freerunner / attack

Objective mission : Chase and kill the Templar
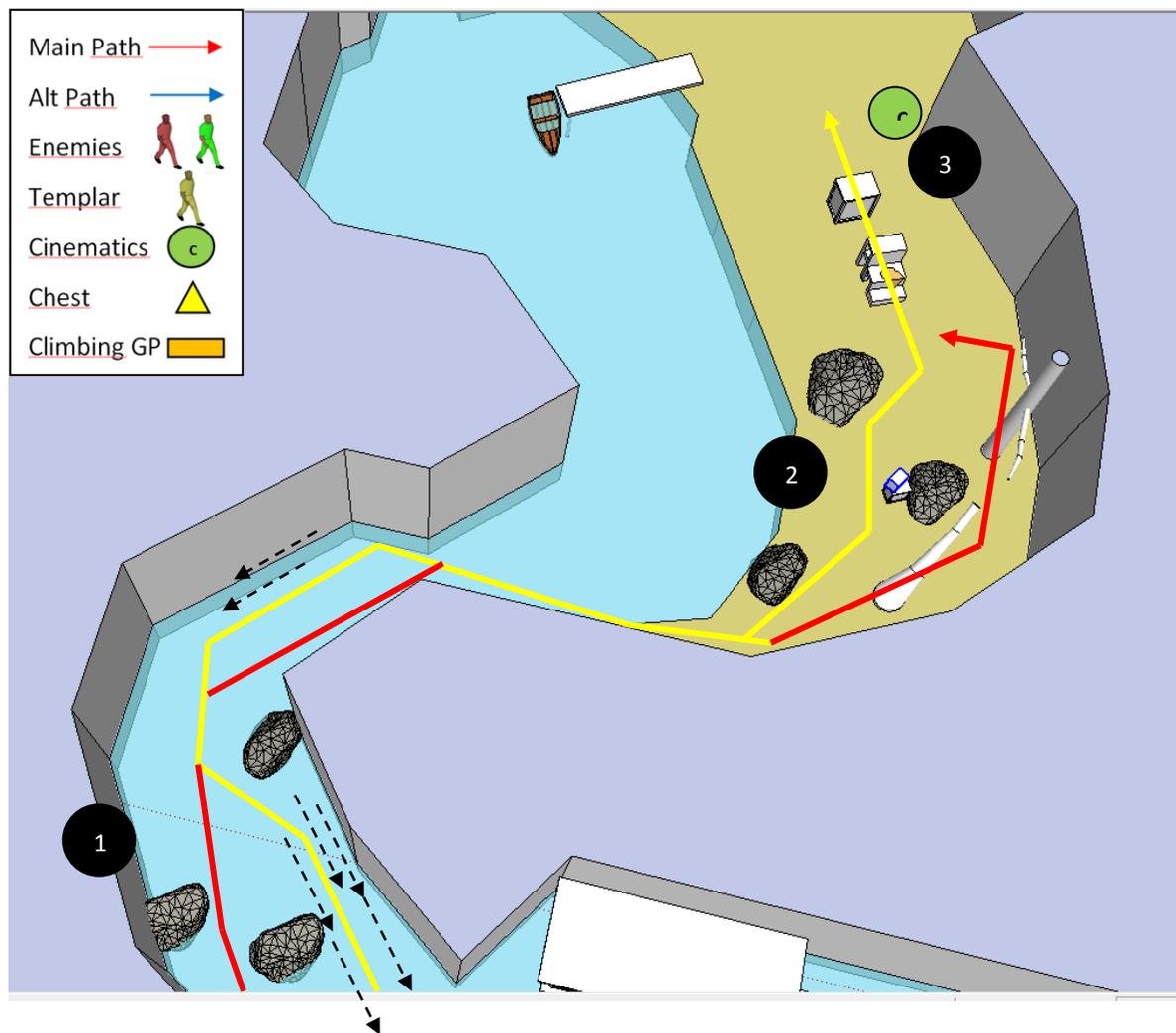
Success condition : Kill the Templar

Failed condition : Can't kill the templar / To be away from the target

Time to play estimation : 2 min

Section A

Section view

SECTION A.5

1. Chase the Templar in swimming , if you choose the same path , the control will be disturbed by the water flow .

2. Chase the templar on ground :

   ➢ Path 01 : chase in the tree and attempt an air attack with the hidden blade or other .
   ➢ Path 02 : choose the same path but the MC will be disturbed by obstacle (wooden box that the Templar dropped)

3. (Cinematic) **Script_Event_Part05_A (full body animation** : we view the MC assassinate the Templar and discuss…
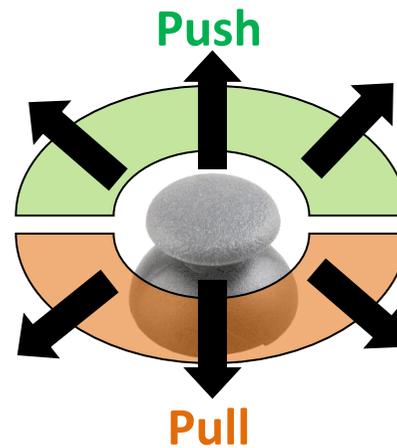
ASSETS LIST

New Game mechanics:

Goal : Bring an object to a precise location without being detected

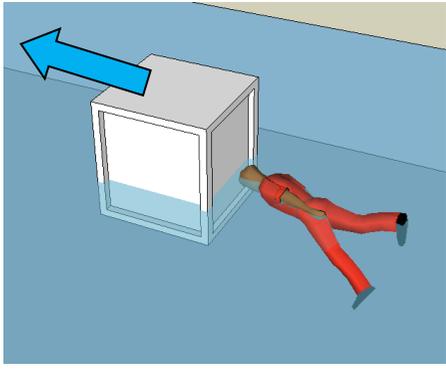**Gameplay action :** Interaction : Push / Pull contextual object

Inputs :

Push
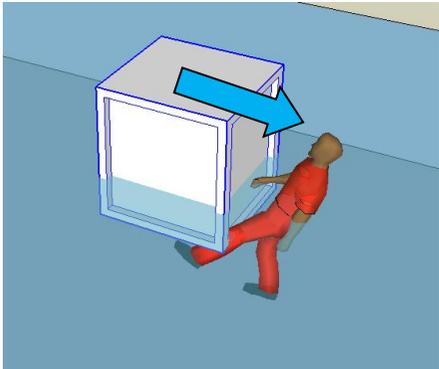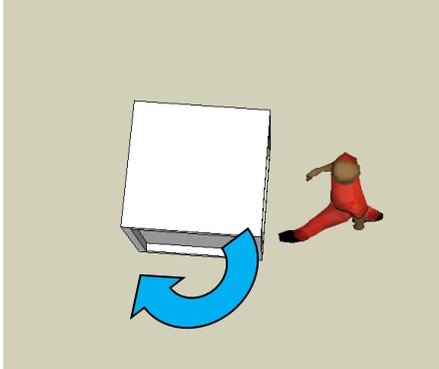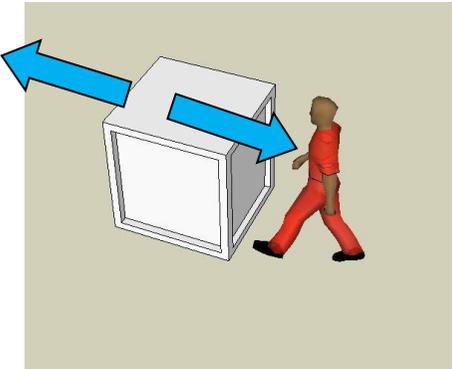
Pull

| 1.Next to contextual object = click to interact it = action push /pull | 2.Use action movement (analog pressure reacts on speed / force) | 3.click = quit action push /pull |

*not with the head ☺

Reacted with movement speed on ground or in swimming

Impossible to react with action of running

Push / Pull + walk (on ground)

Push / Pull + swim (in water)

Skill & Atomic parameters:

Physical skills	Atomic parameters	None	Easy	Medium	Hard	Impossible	Description
Timing	Anticipation Time	∞	5 s	3 s	1 s	0 s	Anticipation before the player must perform an action with respect to the dangerous situation
Reflex	Windows of opportunity	∞	3 s	1 s	0,3 s	0 s	Amount of time available to provide input against the danger
Measurement	Analog tolerance	100%	80%	50%	25%	0%	Tolerated amplitude for the required analog input relative to the condition/ context
Precision	Angle precision	360 °	180 °	90 °	20 °	0 °	Tolerated angle for the required analog input relative to the physical scene or condition/context
Mental skills	**Atomic parameters**						**Description**
Tactics	Number of choices	No choice	2	4	8	Infinity choice	Number of choices provided to the player. (number of paths, actions, targets)
Strategy	Contrast Risk Vs reward Ratios	Only choice	10% Factor difference	5 % Factor difference	2 % Factor difference	No difference	Each available choice has an efficiency rating based on its risk vs reward , depending on the context. (risk = speed access / minimun risk = slowly movement)
Strategy	Predactibility	Static	1-2 action routine	2-4 action routine	6+ action routine	Chaotic / unreadable	Predictability of the paths and/or actions the enemies would take.
Observation	Contrast	100 % contrast	75 % contrast	50 % contrast	25 % contrast	0% contrast	The evidence of the difference between the stage and the enemy's position. Detectable and can choose his strategy thereafter.

- **In yellow , parameters for the PART 04**

New Ingredient gameplay :

* When I created this ingredient, I needed to create the push / pull action also

Description : Barrels block explosive (contains gunpowder)

Action needed : Shoot + Push/Pull *(still debate between Action shoot or contextual of script event = problem with respawn system…)*

Environment :
- Can be push / pull on the ground and in the water
- Floats on water
- To collide with environment
- Physical object: still vertical 90 ° / lean into the vacuum low degrees as the transition between land and water
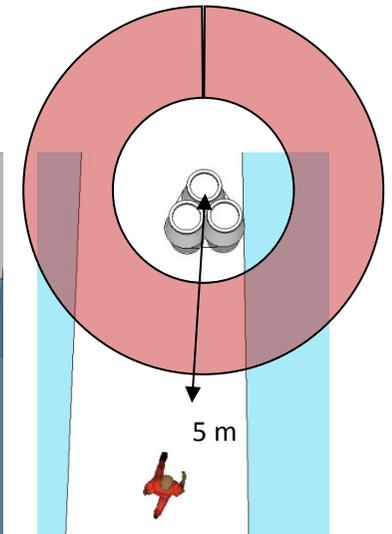
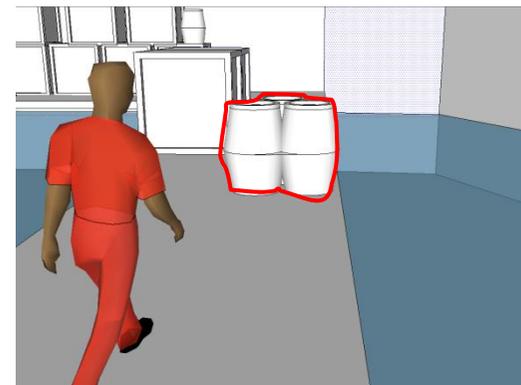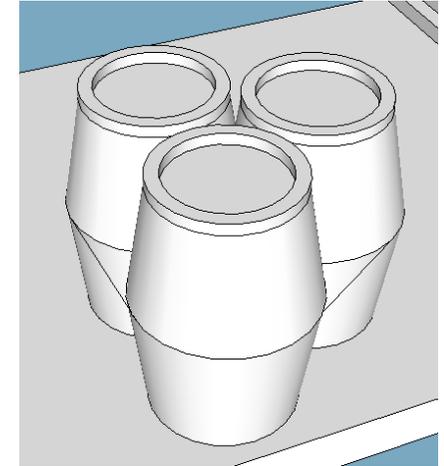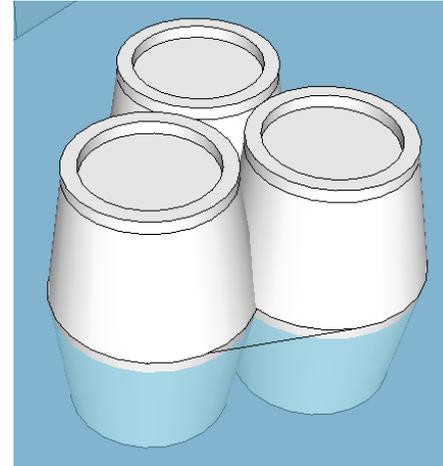**Size :** medium (1,2 m height)

Weight : heavy

Damage /hit : oneshot

Cover : yes (on ground and water) just about the field of view of enemies

Size on screen : 1/ 16 th screen (medium : part 04) / 90% screen (easy : part 02)

Shoot mode : sign & feedback indicate to player the safe area for shooting

5 m

Other :

Ambiance / crowd life :

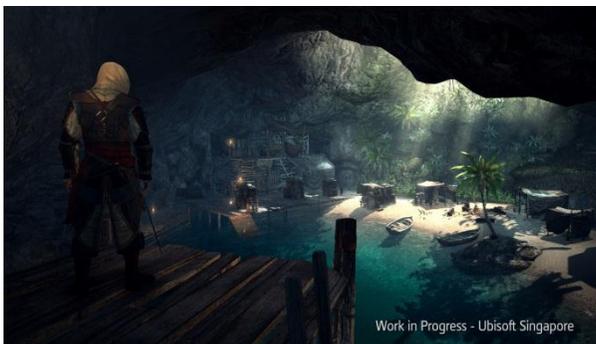- Opportunity to emphasize atmosphere of an island monkey

Environments:

Part 02 & 5

Part 03 / section A & B

Part 03 / section C

Part 04

Characters / NPC :

Name	Description	Faction
Edward Thatch	Friends to edward	Piracy

Ennemy :

Name	Description	Faction	Level Difficulty
Regulars	Regulars are normal patrol guards that are commonly seen in streets. These guards don't have any armor and are easy to take care of. Regulars wield muskets and use it to attack and if the player tries to escape they shoot him with it. Regulars have low health and don't do much damage, they can easily be killed with one shot from a pistol	British	Easy
Gunner	Gunners have really good eyesight and are very accurate. Two shots from them can kill Edward, they are placed on high places such as rooftops. A smart tactic would be to kill them before engaging in an open-conflict, as they are dangerous from a far-away distance, but can be easily killed in close combat.	British	Medium

Props & Interactive object :

Name	Description	Reference
Wooden Box		
Barrels stocks explosive		

Script Events :

- **Script_Event_Part01_A (full body animation**
- **Script_Event_Part02_A (full body animation)**
- **Script_Event_Part02_B (full body animation/ environment animation)**
- **Script_Event_Part03_A (full body animation)**
- **Script_Event_Part04_A (full body animation/object animation/environment)**
- **Script_Event_Part05_A (full body animation**