

# CLOWNer Strike!

## Tagline:

Clowns with Guns? No. Clowns with Physics? Yes!

## Brief Description:

A team play based modification for the popular FPS game Far Cry by UbiSoft. Two teams consisting of 4 to 24 players compete against one another by completing objectives based on the current map (level). Much like Counter-Strike, players must rely on stealth, strategy and teamwork in order to win each round. Unlike Counter-Strike, players must not only use the physics system as their weapon, but also to win the game.

## Style:

The entire game of Far Cry could easily be remapped and re-skinned to fit a circus like theme. Many giant circus tents, both open and closed with stands of people could be fit into each level as a backdrop. The expansiveness of Far Cry levels would easily allow for multiple open circus tents to be linked together for larger play areas. Far Cry itself is a very brightly colored game, which adds to the circus theme. Each player skin could easily be retrofitted as a clown outfit; meaty and tough clowns as well as wimpy and thin. Each clown would have a unique visual style that is represented in the types of clowns that exist in the real world such as Whiteface Comedy, Whiteface Pierott, Auguste and Hobo styles (this closely relates to counter-strike skins). Each team would have four choices.

The crucial factor for this game to succeed will be in the level design and character/team interaction. Each level must facilitate the usage of a physics altering device/stunt that will allow for either team to gain an edge in scoring points and winning rounds. The game play should feel something akin to walking on the moon. Each player will also have the ability to make rigid structures out of multiple bodies by joining (much like acrobats) together at 90 degree angles. This presentational style should take on the feeling of a fast paced action shooter with all the fun of a big top circus.

Far Cry does have the ability to produce an in-game third person viewpoint, which is much needed for seeing and completing some of the stunts in this modification. Some people find this to be frustrating to use, so to bypass even needing to use this feature, a unique in-game cutaway shot could be incorporated, much like the stunt camera in Grand Theft Auto 3. This is just a feature however, and can be easily set aside to implement later.

## **Story:**

Taking place in a not so distant neo-futuristic society, clowns from around the world have overthrown, abandoned or taken over their individual circuses. All clowns near and far have decided that it is time to prove their worthiness. The time has come for a gathering, and at this gathering there will be the greatest show the world has ever seen. One that will prove once and for all, that clowns are truly the funniest and most entertaining beings on the planet!

Charging a modest price for admission, people and clowns from around the country have decided to watch, participate and play in this grand spectacle. Some say it was inevitable, but many others say that it's the competition for funniest clown in the world that keeps the show alive. What do you believe? Come to the show and find out!

## **Required Mod Assets:**

Please see attached spreadsheet

## **Required Tech:**

Far Cry Full Game  
3D Studio Max 6  
Crytek Sandbox Editor  
Tweaked physics system code  
New mission based multiplayer code  
Team goal accomplished analysis code  
Modified player stats code  
Antigravity code  
New handheld item code  
New player/ladder attachment code (climbable people and right angle acrobatics)  
Modified third person viewpoint code  
New cutaway camera mode\*

6 fully equipped PC's in a networked environment for development  
    DirectX 9 shader compatible cards  
    128 meg Video RAM minimum (preferably Radeons)  
    512 meg System RAM  
    2 Ghz Processor minimum  
24 PC's for play testing in a networked environment

## **Maps:**

Map 1: Wheels  
Map 2: Leaning Tower of Clownza  
Map 3: Clown Car Rally

Map 4: Tramp to the Moon  
Map 5: The Great Clown Cannon Caper  
Map 6: The Trapeeze of Ease  
Map 7: Raiders of the Lost Tent  
Map 8: Pachinko Hell  
Map 9: Gravity Gone Wild!  
Map 10: Tight Rope Terror  
Map 11: Blockhead alley

Objectives Breakdown for Each Map: A few examples...

Map 1: Wheels – (Who can make the best jumps with the most clowns?) Given the unique nature that these clowns' posses, how high a jump can you make with multiple clowns attached to your car? The more clowns and the higher you go, the higher the score. The level is uniquely set up so that multiple ramps all lead to the center of the map, allowing for many insane clown car crashes and pileups. This level could also feature 2 trap ease swings and 2 clown cannons for adding clowns in mid-jump. Points are assigned per jump based on height and number of clowns. Unique stunt points will be added if the driver can land the car. If a clean landing isn't accomplished, then no points are awarded.

Map 2: Leaning Tower of Clownza – Objective is to build the largest tower and maintain it until the end of the round. At the end of the round, whoever has the tallest tower scores a point. This map lasts for fifteen rounds. Each team has a side of the arena and a variety of objects. These objects can be used to build a tower, and then on top of that tower the players start to form a human tower using the clown attachment feature. It is important to remember that during this time, each side is attacking the other, trying to make the tower of objects or clowns fall. Watch out for those carrying an anti-clown ray! Several Clown Cannons and Pie-pults are added to each side for more fun.

Map 3: Clown Car Rally – (think Race mode in Halo but with a twist) Same as any rally event in many other games, but highly dependant on how many clowns are in the car for the completion of all the checkpoints on the race track. Each clown must stick around for all the check points and through the checkered flag to count. 1 point per clown per lap. Team at the end of 15 minutes of game play with the most lap points wins the round. Depending on the number of players per server, two or more clown cars could be added to each team, allowing for more mayhem.

Map 4: Tramp to the Moon – (Think launch pads in Quake 3 Arena) A series of many trampolines spread out over 6 to 8 joined circus tents. Clowns start on opposite sides of the arena at the bottom, trying to work their way to the center, and then to the top, zigzagging as they go up. The objective is to reach the top, hit the marker with a pie and head back down for more pies. Each pie hit on the marker scores a point. Team with the most points at the end of the round wins. Pie splats on trampolines make for difficult and slippery times! The unique feature of this level is that each trampoline can propel clowns

higher and faster with more clowns jumping on one at the same time! This allows banks of smaller trampolines to be skipped. The monetary system plays a large roll in this one.

Map 6: The Trapeze of Ease – Level consists of only trapeze swings way above ground. The idea is to successfully transport as many clowns as you can from your team from one side of the swings to the other. Multiple clowns can attach to swing across faster. Same goal applies as in Tramp to the Moon, players must hit a target with pies to score and then head back to a pie filling station for more. Monetary system is important in this one.

Map 7: Raiders of the Lost Tent – (think clown Quidditch) This map is truly unique because it features a ring of fire that clowns must propel themselves through to score points for their team! This becomes difficult when two large, rolling clown balls are rolling through the tents on a series of intricate ramps. All objects, including clown cars are available in this free for all, wild and crazy map.

Map 9: Gravity Gone Wild! – (absolutely no gravity) That’s right, none! Players and objects free float in the air, available to bounce off of and throw. Players maneuver by jumping off of a solid object or using something as propulsion. Pies now have laser accuracy with a straight line of fire. The circus tent is closed and domed off, adding a spherical shape to keep players in. Clown canes and cords become extremely useful for propulsion. The objective of the map for each team is to infiltrate the opposing team’s fort, obtain a large spherical circus ball, and push it back to their home base. Sounds easy? Think again!

Map 10: Tight Rope Terror – A series of tightropes strung randomly across a vast open circus tent at about 5 different levels. None of them are in a straight line, resulting in crisscrossed paths. The map should look something like a spider web. Each player scores their team points by crossing a single tight rope successfully, making it all the way across to the other side. Team with the most points at the end of the round wins that round. Clown Canes add grappling hook behavior in order to hang on to your tight rope if you fall. Trampolines and clown cannons at the bottom help to bring you back up quickly. If you fall from different levels and land on some ones tight rope, you generally will knock them off because of the blow.

#### Monetary System:

Money is no good in these parts. Everyone wants just one thing, carnival tickets! They are used to purchase items within the game, and are earned by accomplishing a variety of tasks, including tossing pies. Splatting someone with a pie would earn you 25 tickets, where as putting one in the face of an opponent gives you 100. Accomplishing a goal during level play would earn that player 500 tickets and a team objective completion per round would give each player 1000 tickets. These numbers would have to be tweaked a bit in testing in order to maintain a proper balance. These tickets would then be used to purchase handheld items. Each item is assigned a ticket value. For example, the De-Clowner would cost 1200 tickets and the Anti-Clown Ray would cost 2500 tickets.

Simple things like pies might cost 200 tickets per pie, bought in bulk (like ammunition clips in Counter-Strike) at 700 tickets for four pies.

### Depressed Clown Syndrome:

Team play based games all have some sort of penalty for being shot too many times or blown up, etc. Clowns often become sad, so every clown's health meter is actually a happy meter! A happy meter is measured in Laugh Points, or LP. When it reaches zero or runs out, the clown becomes ultra sad, sheds large crocodile tears, and must visit his team's home base (tent) to be able to play again. This essentially means that the clown will re-spawn back at base camp. Clowns can wind up crying (dieing) by getting hit to many times with pies, getting sent hurtling through the air at too fast a speed, or toppling over in the clown car when it rolls. In this modification, clowns can re-enter the round at any time and are given 2 seconds of invincibility to get back into the game. No clown-camping here!

Clowns also have the unique ability to recharge their LP (Laugh Points) in this modification. Areas around the outside edge of a map (close to the grandstands and audience) are designated as laugh areas. If any of the following actions occur between clowns from different teams, laugh points are awarded to the instigator: someone gets a pie in the face, two clowns get pies in the face at the same time, two clowns slip on pie slicks on the ground at the same time, etc.

### Stats:

A simple stats system is necessary for keeping track of individual and team statistics. Most of the code is already there in the multiplayer part, but needs a few name changes here and there. This would have to be very detailed and accurate when trying to determine how many pies hit a person on the body versus the face, how many jumps, flips, acrobatic moves and clowns-made-depressed would also have to be accounted for.

### Handheld items (expendable except for one):

Pies – work like flash bangs and oil slicks, can carry up to 4

Pie-pult – two clown mayhem, one giant pie

Bungee Clown Cord – acts as a giant bungee cord, can be attached to two of anything

Seltzer Bottle – medic inspired, clean up pie in the eye, push things slowly, long range squirter, also distorts opponent's viewpoint.

Anti-Clown Ray – anti-gravity weapon used to pick things up and hurl them, even clowns (think HL2)

The De-Clowner – A clown bomb essentially, breaks up crowds of clowns

Clown Skates – slow at first, good for ramps and speed!

Clown Cane – latch on to another clown and swing! (acts like a rigid harpoon)

The Glove – a giant boxing glove; used for rocket jumping and single clown conking

Flower squirter – default item, never runs out (kind of like the knife in counter-strike) what good would a clown be without this gag?!?! Very short range obviously. Gets opponents wet a little for points, also distorts their viewpoint.

Most of these items have a limited life-span or certain number of uses per item and then they are done with. If a clown loses all of his LP, then he also loses all of his accumulated items. Except pies of course, those are actually replenished after a depressed clown comes out of rehab (re-spawns) and hits the tents again. Each item can only be purchased at the team's home base location and some can only be purchased at the beginning of the round. When a round ends and a clown hasn't gone back to the funny farm for being upset, that clown can keep the items not used. Each item is assigned a ticket price. The Anti-Clown Ray has a limited lifespan, but can be recharged only by returning to base during a round. Pies are unique in that they can affect the clown cars and clown feet when thrown on the ground. They act as oil slicks or large banana peels, but have a limited time before they disappear.

### **Milestone Schedule:**

Please see attached Excel Spreadsheet

### **Team Members:**

Please see attached Excel Spreadsheet

### **Rant:**

In most FPS physics based games, stunts and acrobatics are never used in game play, they are merely window dressing. All too often, fancy graphics and effects take the stage. I ask you, how long does this magical effect last? 20, maybe 30 minutes of drooling and then what? It becomes a game of the same old thing since the days of Doom, shoot or be shot, kill or be killed. Enough! It is my goal to bring forth the gem of physics in Far Cry, tweak it some, and use it as it has never been used before...extreme FUN! Inspiration is always key in designing anything. I would like to thank the Indie Game Jam people from every annual GDC for their continual efforts in striving for fun in new and interesting ways through their game designs. You are an inspiration to us all.

\* Indicates a nice feature to have, but not crucial or important enough to hold up a release.

### **Example Art:**



Original Far Cry Hummer



Modified Far Cry Hummer, now ready for clowning action!



Converted Far Cry Grunt to...Bubbles the Clown!