

CO GAME Videogame Research

General Information about the Game

Name of the game

Far Cry Primal

Year of Creation

2016

Description of the game

The game is set in the Stone Age, and revolves around the story of Takkar, who starts off as an unarmed hunter and rises to become the leader of a tribe.

The game is set in 10,000 BC, during the beginning of the Mesolithic period. It takes place in the fictional Oros valley in Central Europe, an open world filled with wildlife such as mammoths and saber-toothed tigers. Survival is a daily challenge as tribes come into conflict with one another and nature. Players take on the role of a Wenja tribesman named Takkar, who is stranded in Oros with no weapons after his hunting party is ambushed. Takkar, using his newfound skill of taming animals, will eventually rise to power and lead his own tribe.

Platform

PlayStation 4

Xbox One

Microsoft Windows (PC)

Type of the game

Action-adventure

Website

<http://far-cry.ubisoft.com/primal>

Are there more institutions cooperating to the videogame development? Which profiles?

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BLOCK A. HERITAGE INTEREST

This part is for describing the heritage quality of the game.

Is there any distinctive heritage element?

Heritage of the Stone Age (pre-historic times)

If yes, which are the different historical contexts (Who, when, where, why?) described.

As the game is set in pre-historic times, the players can only get access to melee weapons like spears, clubs, axes, and short-ranged weapons like bows. Players cannot purchase weapons, and must craft them using the materials scavenged in the world such as wood and stone. As players progress, they can craft more lethal weapons with a larger variety of resources. Players are also tasked to hunt for food and learn to create fire. Besides facing natural predators, players also get the chance to be the leader of a tribe, and drive other tribes away from the world. With this feature, players are tasked to manage and protect their fellow tribe members. The game also features a day-night cycle, which will affect gameplay. At night, some enemies become more aggressive and dangerous. Players can make use of fire as a tool for personal protection or hunting at night.

Players can tame wildlife such as prehistoric badgers and saber-toothed cats in the game by giving them food to eat. These animals serve as a companion for players and assist them in combating enemies after being tamed.

Which are the main historical elements described?

Traditional society and tribes, pre-historic nature and animals, hand made weapons, taming wild animals, cloths and jewelries, etc.

Are they rigorous or inspirational or simply scenarios for the development of the story?

Inspirational

Which are the most interesting elements regarding COGAME framework, and why?

The creative story writing, the historical background, the atmosphere, the artistic elements (music, graphic, sound design, visual effects, etc).

BLOCK B. EDUCATIONAL PURPOSE

This part is about collecting information about the educational sense of the game.

Age addressed by the videogame

+18

Is there any link with the national educational levels? (Is the game addressed specifically to any pedagogical level? To some pedagogical activity?)

No

Which educational purpose has the game?

Strengthen the knowledge of the students about pre-historic times (Stone Age).

Target addressed by the project (List: community, classroom, subrepresented groups, disadvantaged, etc.)

Community of young adults.

Which are the main skills / knowledge / attitudes learned by using the videogame?

Survive in the unfriendly environment: making fire, collecting food, hunting, etc. Social skills: cooperate with other tribe members, leadership, communicate with other tribes, taming animals.

BLOCK C. VIDEO GAME DESIGN

This part is for collect information about video game design

Graphics (Which type of graphics are used by the video game?)

3D graphic (first person view)

What is the storytelling of the video game? (Which are the main narrative elements?)

The story has several puzzles, missions and sub-missions. Mainly we get this tasks from the non-playable characters via communication with them.

Is it future or past oriented? It is dystopian or utopian?

Past oriented

Main characters (How many characters the player can choose? Describe them.)

Only one: Takkar the hunter.

Interactivity (What is the level of interactivity inside the game? Describe.)

The game played in an open-world. That means the player has a very huge space to discover and interact with other humans and animals.

Usability (Has the game a complex screen? Number of controls (keyboard, screen, Joystick...))

The game has a simple screen with the basic information (directions, power, etc).

Controlled by a controllers (depend on the platform).

Accessibility (Is the game prepared for people with mobility or control disadvantages?)

No

BLOCK E. ASSESSMENT FOR CO-GAME

Which are the elements you identify as relevant to be taken in mind for the development of the different IO for Co-Game?

Proposed elements to follow: storytelling, atmosphere, artistic design, music, sound design, quality of the product.

Which are the elements not to repeat while developing Co-Game?

Sometimes the missions are the same and it can be frustrating and boring.

Name of the organisation in charge of the questions (Write the name or your organisation (CEPS, LATERNA, MUNDANEUM, CIES; BFI)).

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