# Innovation or Replication

Parrish Colbert CP 470a Assignment 3

# Far Cry 3



The game I chose to play for my final assignment was Far Cry 3, a FPS(first person shooter) developed by **Ubisoft** and released on April 30, 2013

# Far Cry 3 summary





In *Far Cry 3* you are Jason, a college athlete from California. After Jason's younger brother Riley gets his pilots license, him and his friends go to celebrate on an island so secluded that it isn't even on the global map. On their first day there they decide to go skydiving. They accidentally end up landing in a restricted area of the island controlled by Vas (one of the stories main antagonist in the game) and his gang of pirates. Jason and his older brother, Grant land directly in a prison and due to Grant's military training, he figures out how to but Upon escaping Grant gets shot in the neck and bleeds to death vas gives you a 30 second head-start to get away. After and you almost dying trying to escape

# Far Cry 3 summary





Jason is rescued by a native of the island named Dennis that takes him back to his village (one that Vas has no power over) and tells him he sees great potential in you and begins to take you down "the path of the warrior".

# Far Cry 3 summary





Jason vows to find all of his friends on the island and save them from the wrath of Vas. Along the way he receives help from other survivors/residents of the island and through the progression of the game you go from being this timid rich kid who freaks out from even the site of blood, to being a ruthless warrior as you slowly begin to go mad due to the excessive need to kill for survival on the island.

# The "tatau"





Throughout the game you receive the "tatau" which are various tattoos marking your progress of a warrior. There are three different categories of tatau which are the **shark** the **heron** and the **spider**. The shark correlates with your combat abilities enabling you to go from only being able to take down one enemy, to multiple at once. The heron is about hunting, wildlife and nature. The spider focuses on agility so you can run faster hold breath longer and get increased stamina.

# Far cry 3 analysis
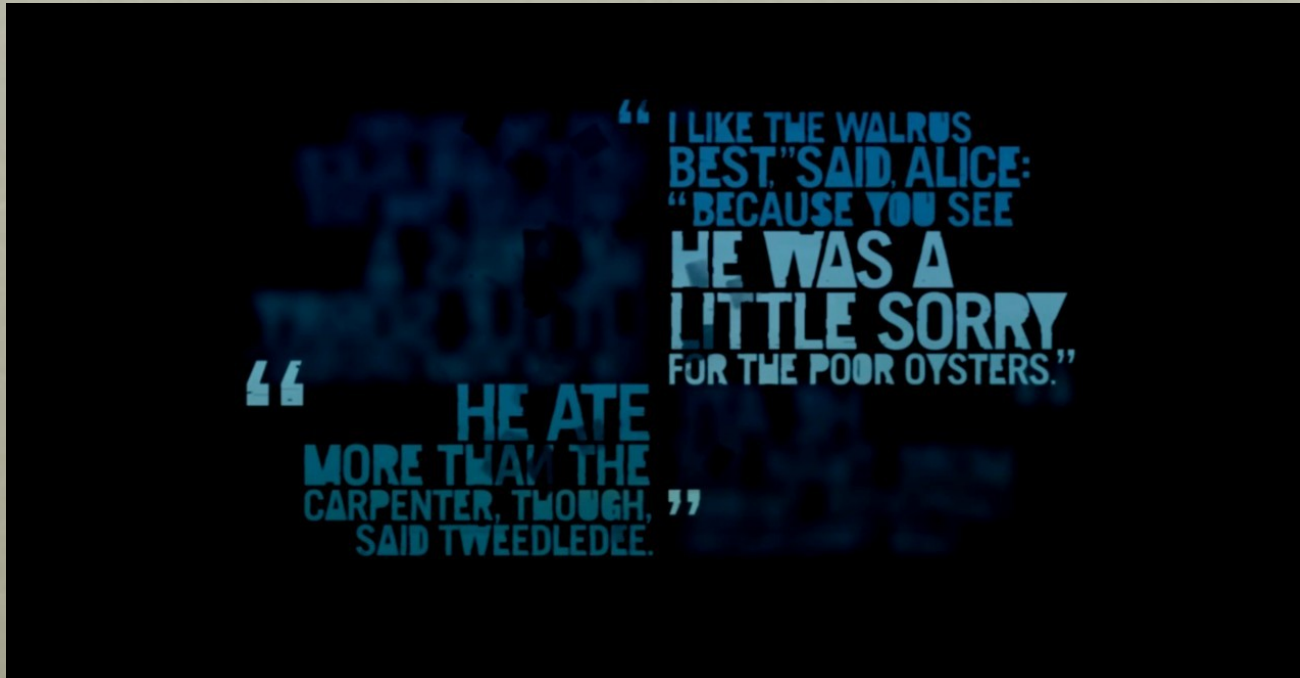


Some people believe Far Cry 3 to be just a dream that the main character Jason is having. Some say it is another take on the *Alice in Wonderland* story for its tropes and quotes from the tale. To start, throughout the game various cut scenes hold different quotes from the story of *Alice in Wonderland* that describe your situation exactly.

# Far cry 3 analysis





- Dennis (The native who saves you) could be the white rabbit because he brings you down the "hole" by introducing you to the path of the warrior in the first place.

- Dr. Earnhardt who houses all your friends when they are hurt, can be considered as the mad hatter because he has gone mad off the drugs he has produced which in turn helps you and your friends immensely throughout your journey.

# FAR CRY 3 ANALYSIS



In the story of *Alice In Wonderland* the red queen is in charge but she herself doesn't have the power to take action and makes the Jabberwocky do her bidding. The red queen in this game would be Hoyt and you don't even know he exists until towards the end of the game. Vas is Hoyt's Jabberwocky and is superior to Vas getting him to do all of his dirty work.

# FAR CRY 3 ANALYSIS



Then of course this would make Jason Alice for he is the

main protagonist in the game lost in an unknown world.

# ABSTRACTION IN GAMING

- The game has done very well in creating a rich narrative and developing each characters own story within the story, and goes into the question and argument raised in my final paper. Is going for the feature length movie look is really innovation or replication?

- In Chapter two of the book *The Video Game Theory Reader*, Mark J.P. Wolf discusses the theme of abstraction in video games. Wolf states "The video game began with perhaps the harshest restrictions encountered by any nascent visual medium in regard to graphic representation. So limited were the graphics capabilities of the early games, that the medium was forced to remain relatively abstract over a decade"

# Abstraction in gaming
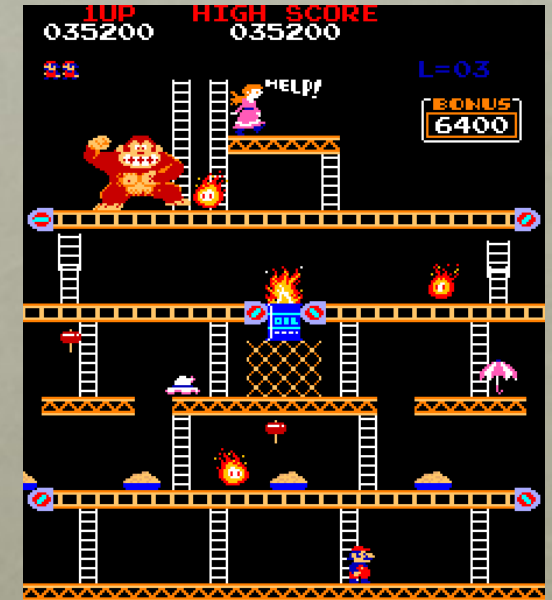


Most Examples of abstraction in gaming were displayed in the early 1970's to 1984 which is an era that is called the golden age of abstraction in the history of gaming. Abstract games in the past focused less on a main character and only later games like *Pac-Man* (1980) and *Donkey Kong* (1981) focused on the development of the main character. Now it is very uncommon to find a game that doesn't have a main character you play as

# abstraction IN GAMING

- Though the abstraction of gaming in the past was simplified into shapes via representation of objects; we were still connected to the gaming worlds that were created and even grew familiar with them accepting them for what they were.

- I feel that though technology has improved and we do not have to be bound to the type visual imagery as we did in the early stages of gaming, it still helped push gaming culture in a way that only could improved and evolved the gaming world.

- Finding new ways to game without being able to use hyper-realistic graphics is how some of the best and most innovative games were created and new games may be less likely to take the visual risks that games in the past did

# Abstraction in gaming



In chapter 7 of the book *An Introduction to Game Studies* by Frans Mayra, the social quality of the gaming experience could be held marginal to fine arts, literature and even cinema, but was still considered 'juvenile' for their quality. It is possible that games have taken the path they have for the simple reason that wanted to be seen on a higher plateau. But with that the real underlying question is that if games do receive the recognition they have longed for, will it slow up on it's direction towards a more cinematic experience.

# AAA GAMING COMPANIES

- One of the reasons why *Far Cry 3* did so well in the market is because It took a team of 90-plus developers some three years to make it and 7 different developing teams around the world to make.

- This is not to say independent game companies cannot prosper as much as big companies. Upon researching, I realized that with these million dollar companies create a gap for the independent gamer and gamer-maker to have a more specific audience.

# Aaa gaming companies



Though AAA game companies lack diversity and make it more difficult for most independent games to make it to the main stream; it also selects an audience of the gaming culture that companies can target easier. Independent gaming companies are becoming the true innovators because they are forced to create something completely new through what they have available to them.

# Independent gaming companies





It is almost as though independent game companies now such as **thatgamecompany** the makers of *Journey* and **Hello Games** the makers of *No Man's Sky* who only have one developer and one publisher. Game companies like these are almost bringing abstract gaming back to the forefront in newer ways than before and are becoming the true innovators in the gaming community.

# Furthering desensitization



Lastly I had to question if games like *Far Cry 3* that are super realistic graphically, desensitize

people from the underlying violence and suggestive themes in the gameplay.

# Wolfenstein 3d & doom





*Wolfenstein 3D* (id software 1992) was the first game of it's kind, and was created only a year before the game *DOOM* in 1993 by the same company. In *Wolfenstein* you play the role of a World War II allied spy by the name of William "B.J." Blazkowicz, who is trying to escape from Castle Wolfenstein (a Nazi German prison). The level of player immersion in both *Wolfenstein* and *DOOM* are both equal in the fact that you can only see through the eyes of your character and is held with the same element of fear. To get a better understanding of these games Chapter 6 of *An Introduction to Game Studies* talks about the game *DOOM* and it's controversial impact on society.

# Wolfenstein 3d & doom

- *DOOM* is considered a landmark to most game historians for its "Immediately noticeable aspect of immersion"

- There is no alternative camera position that would give room to maneuver. The player can only see what the game protagonist can see

- *DOOM* took elements from games like *Donkey Kong* and *Pac- Man* to make it more diegetic to it's audience.

# Wolfenstein 3d & doom

- The player navigates their character inside a maze-like complex in a manner that is not fundamentally different from the challenge presented by *Pac-Man's* maze"[pg.104]. Even for weapons, armor and power-ups your player has to climb and teleport from one floor to the next in a very similar way to Mario-style platforms.

- There are distinct features of *DOOM* that link it to the other products aimed at the youth culture of the time" 9[pg.103] From the thumping sound effects to the Rock and Roll music used in the game there were remediations used from films like *Terminator*, *Alien* and *Evil Dead*. To be aimed at the youth *DOOM* did not hold back with it's excessive violence or the title of it's levels.

# Wolfenstein 3d & doom

- The game *DOOM* consists of four episodes and nine levels within each one. titles for each episode went by names like Knee-Deep in the Dead, The Shores of hell and Thy Flesh Consumed.

- Though DOOM was released in the 90's there was an article released on April 23, 2000 by the American Psychological Association based on research of violent games stating " Playing violent games like DOOM, Wolfenstein 3D or even Mortal Kombat can increase a person's aggressive thoughts, feelings and behavior both in laboratory settings and in actual life. […] Furthermore, violent video games may be more harmful than violent television and movies because they are interactive, very engrossing and require the player t identify with the aggressor". *DOOM* made it to number three on **CNN**'S biggest violent-game controversies in 2011 and *Mortal Kombat* remains at number two.

# comparisons



- These games that capitalize on war and violence not only force one to act in the heat of the moment, but makes you have to level with your player psychologically in order to advance and in recent situations to kill the other player.

- *DOOM* and *Far Cry 3* both hold the same level of anticipation and use the "fight or flight" mechanism

# The market



2. $1.5 billion– "Call of Duty: Black Ops" (2010)

In March 2011 "Call of Duty: Black Ops" was the best-selling video game... ever. It was reported that they sold an approximate 23 million copies worldwide.

Screenshot

•AAA companies capitalize off these violent game titles more than any other company

•One of the most shocking truths is that some of the most violent games in this last generation are the only ones (besides *Wii Play* games and *Mario*) that have hit the billions in grossing dollars. Games like *New Super Mario Bros*(2006) and *Wii Play*(2006) both grossed $1.2 billion while games like *Grand Theft Auto 4*(2008) grossed in $1.35 billion and *Call of Duty Black Ops* (2010) at a shocking $1.5 billion with 23 million copies sold world wide.

# conclusion

- it may be a gift within a curse for pushing more independent companies to stand out amongst the mainstream and

- In my opinion *Far Cry 3* is the least of all poisons because it still tries to incorporate classic literature themes and another way to think of this realism in it's own way.

- However we as a gaming community must push towards a more diverse selection of gaming and try new things