

# Assassin's Creed

## 1. Watch the video and answer the questions:

- What central concept best describes the game?
- In what ways can the player interact with the objects in the game?

**Note:** Don't fill in the gaps yet. Don't read the text. Just watch the video. The answers are on next page.

Hi, everyone. My name is Patrice Désilets and I'm the Creative Director of Assassins' \_\_\_\_\_. Today, I'm here to talk to you about freedom. Right from the beginning of \_\_\_\_\_ of how we would do a next-generation game, it was really important that the player could go \_\_\_\_\_ and interact with everything. In Assassins' Creed, you can experience your freedom in three big cities: Jerusalem, Acre and Damascus. And you have a big \_\_\_\_\_ to travel between all those three cities.

The way we did our cities was basically to have a lot of blocks that are \_\_\_\_\_ with its own game play. So, we have buildings where everything is interactive and it \_\_\_\_\_, but also we have other ingredients that the character can interact with that are all architecture elements. So, there's some \_\_\_\_\_. There's some poles. Merchants' stands that are also interactive, so it's a bunch of different ingredients that are all historically \_\_\_\_\_ that you put together and you build a city. And you don't even realize that it's all level-design ingredients since they're all in the art direction.

The social aspect of our game is using common \_\_\_\_\_ or organic design. So if you start bumping people around in real life, you'll probably have some cops \_\_\_\_\_ you. It's the same thing in our game. If you start running and use your tackle move, after a while some soldiers will come and they will try to arrest you, but you have some \_\_\_\_\_ and we'll see what happens after that.

So, everything you can do with your freedom is basically driving the story \_\_\_\_\_. In a sense, our big sand box is more like a flower box in which everything is well-placed to experience your freedom in a narrative structure.

Here at the entrance of Galilee \_\_\_\_\_, you have the guard post and you have a choice, do I get in by fighting by killing all the guards in front of me? Or I can climb the entrance walls and then do some acrobatics to pass by the guards, or I can use the \_\_\_\_\_ that I freed just before that and enter without being noticed.

So, just to summarize, you are Altair, the Master Assassin of the Third \_\_\_\_\_, and you can play that character the way that you want it to be played and create your own experience.

So, that was "Freedom in Assassins' Creed." I hope you enjoyed it. Stay \_\_\_\_\_. We'll have more devdiary just for you.

## 3. Watch again and fill in the gaps.

## 2. Match the vocabulary

merchant stand	credo
already	libertad
creed	concepción
kingdom	reino
beam	forma de jugar el juego
it works	funciona
freedom	puesto de venta
game play	viga
conception	ya
-----	-----
put together	poste
cop	montón
bunch	preciso
common sense	reunir
accurate	diseño de nivel
level-design	ni te das cuenta
pole	sentido común
you don't even realize	golpear por todos lados
bump around	policía
-----	-----
blade	tener a la policía
after a while	detrás de ti
in a sense	después de un rato
tackle move	entrada fuerte
forward	intentar
have cops after you	hoja de espada
try	dirigir la historia
drive the story	hacia delante
-----	-----
just to summarize	caja de arena
mission	puesto de guardia
guard post	misión
monk	pasar al lado
crusade	monje
sand box	solo para resumir
pass by	cruzada
stay tuned	mantente conectado
devdiary	diario de desarrollo

1. Answers: a) Freedom, b) The players can interact with the objects in any way (no limitations).

2. Correct vocabulary

creed	credo
freedom	libertad
conception	concepción
kingdom	reino
game play	forma de jugar el juego
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blade	intentar
drive the story	hoja de espada
forward	dirigir la historia
in a sense	hacia delante
sand box	en cierto sentido
guard post	caja de arena
mission	puesto de guardia
pass by	misión
monk	pasar al lado
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3) Assassin's Creed answers

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The way we did our cities was basically to have a lot of blocks that are **already** with its own game play. So, we have buildings where everything is interactive and it **works**, but also we have other ingredients that the character can interact with that are all architecture elements. So, there's some **beams**. There's some poles. Merchants' stands that are also interactive, so it's a bunch of different ingredients that are all historically **accurate** that you put together and you build a city. And you don't even realize that it's all level-design ingredients since they're all in the art direction.

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