Nefarious

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# Game Overview

Nefarious is a bank robbery game where you play as a Bank Robber with no back story, it is a completely mechanic driven game. You are given a level that you can play through, the level is given to you which can either be designed by me or the community as there will be sophisticated level designing tools for the community to play with and upload into the community. There will be three types of levels that you can play, one will be official which will be created by me or some other maps that I have approved or community approved maps which will be voted on and after it reaches a threshold I will review it and give it a difficulty level and that will be accepted into the official maps section. In this maps you can earn money and you can loose money, you will be playing competitively against other players, either trying to beat their heist score, stealth score or survival score. The maps are also scored on difficulty and innovativeness and the top map developers are but on leader boards of their own.

The community also have the ability to make tools, traps, new objects, decorative objects and everything. These items can only be used in un-official maps until these objects are accepted into the official list. The community will be the main focus of this game. **In future** I will add the ability to play multiplayer if I can integrated it with the Unity Networking & Steam P2P and players can match up and heist together or play as security guards but this will only be far into the future. Talking about the future the players also have the ability to request features from the author. You will have to learn how to accept mods into the game because mods will be the saviour of this game, they can add code into the game and play on unofficial servers, but on official servers where the competitive stuff is done, nothing is allowed except, official items & stuff.

But these aren’t servers, this can be played offline but the scores will be saved until you are online. The main core of the gameplay is similarly interesting. Nefarious will promise to give the best bank heisting experience you would have ever gotten. You have 100% parkour control, the player controller has to be very advanced (it will be 3rd person). This has no linear gameplay, everything can be done in multiple ways and every decision you make has a similar consequence. The main cores of gameplay include cores from the hitman games + my own things. In hitman you don’t have the ability to do parkour but in this game, parkour is a big part, you can climb up walls, etc.. But you will have a stamina bar because this is a stealth game, you should be able to do cool stuff like this. When you win an official server, you can keep the money that you heist to buy guns and tools for the next heist, but if you go bankrupt or loose all your money then you will have to revert to the old tools and play on easier maps to go through. You will be able to interact with everything inside the environment, including the security guards, employees and every object, door & plant inside the entire game. Everything has multiple purposes. You can disguise yourself as the enemies to blend in, but in order to loose, you have to get killed or get surrounded by police and this happens when someone calls the cops or presses the security alarm because we actually do not want this game to extend outside of this bank and 100m, you can see past this point but you will not be able to traverse this point, your van will be outside, you just have to make it to the van safely and you’ll be fine.

I need to do my research because this game is going to be realistic, you will be able to access the server rooms, the video rooms and control the security cameras, you will be able to access your phone etc… You will have all csgo features such as flashing & smokes for those big missions where you’re robbing the biggest banks with hundreds of security guards. You can use social engineering with dialogue… There will be a suspicion level for each NPC and this can be detected by you, when it exceeds a certain threshold they will press the security button. You have the ability to go guns blazing or stealth it out, you need to do your homework on how people actually rob banks and add those features into the game. The environment needs to be very responsive to the player, no bullshit though.

# Vision for the Game

The vision for this game is certainly to go into steam, it will allow me to simplify the customisation process as we can use the steam workshop as a point for people to share their creations. If I get onto steam they will be taking 30% of all the sales but this is amazing compared to a real game company who would take way more than that so it is so good.

# Core Game Features

There are many core game features :

The most level details include :

* The ability for the community to contribute in all ways
  + Mainly : Levels & Weapons
    - Level Approval and Difficulty Rating
* There are many different types of bank types, with different levels of guards and skill levels
  + The NPC’s intelligence has to be very high \* The behaviour trees have to be able to be very complex without too much editor gui annoyance, so I will have to create a type of state machine like Mecanim & I think I should add blending just like Mecanim instead of on & off states.
* Interactive Blueprints System
  + Only available for the official maps

The most player details include :

* I want very good player controls like :
  + Ledge Climbing to maneuverer around tight spaces – Parkour Systems
  + Ability to plan the heist before it even begins, you can fly around the space and take notes on the screen… Then you can look at places that you can enter through etc… You will have a set time limit to look around the place.. You have a free-moving camera during this stage.
  + Many distraction types (not rocks)
    - Distractions have to be realistic
  + Plethora of tools
    - Smoke Grenades
    - Flashes
    - Incendiary Grenades
    - Flares
    - Stopwatches (to time how long the guard patrols are)
    - Faking fires (water alarms)
    - Metal Detectors to find if there is any dye inside the cash which can explode
    - You cannot leave evidence behind, you can fake evidence
  + Stealth Scenarios
    - Disguising with guard / employee clothes
  + Ability to interact with all objects in the scene
    - Make a list of all the objects in the scene and see what they could contribute to the event and add that in and re-use
    - The bank access
      * Computer ability to hack it properly like a real guy
  + Weaponry System
    - Ability to equip and style your gun the way you need it **[Just the extra version]**

Other Systems :

* Side by Side Dialogue System w/ Resulting Effects
* Global & Local NPCS Behaviour
  + Optimised Pathfinding
* NPC’s need to be highly reactive and intelligent and aware of their surroundings
  + Try making procedural NPC’s so they make decisions base don the situation
    - They can do risk assessment to see if they can manage something for example you have everyone down in hostage mode, but you don’t patrol a certain area and they press the emergency button, then you just get caught. But you have like 30 seconds before the police show up to finish your task…
* The game needs to be realistic in terms of bank robbing, but the banks can extend really big.

Optimisation :

* Floor / Room Optimisation – When you leave a room, any rooms out of sight will not be rendered etc… But the NPC behaviours will continue to occur if they need to have action.
* Detection systems (What level of the heist are you up to)
* Drawing on the blueprints
* Simple vehicle van system
* Using the computer UI

Requirements :

**This is a bank heist simulator** – You need this to be as realistic as possible so you need to research about all the security in banks and properly plan out routes, designs and vault options for the banks. The vaults actually need to be cracked so how will you manage that? You will have to use explosives in order to get into the vault and alert all the security or you can take the tactical route but this will take more time but this is how the game goes you will have to make trade offs here and there. You need to do your research into this topic, like really deep.

# Vertical Slice

The vertical slice that needs to get made must have some features… It will require having 1 bank, which will be a three story building with a big double door vault and many patrolling guards. The bottom floor will be the desk room where people will be lounging etc, getting help from other NPC’s .. We need to make sure NPC’s are lively and feel realistic.

* The level editor does not have to have begun you only need the core gameplay elements

You will require :

* All the player mechanics with the player model & animations complete
  + The locomotion system needs to be complete (discluding IK)
    - You need the ledge climbing system complete
    - The basic parkour needs to be complete
  + The player needs to be able to manoeuvre around any spaces
* The stealth mechanics need to be complete
  + Clothe Switching
  + Body Dragging (Ragdoll Physics)
  + Distractions
  + Smokes/Flashes
* Optimisation
  + Room & Level Optimisation
  + NPC’s Optimisation
  + Graphics Optimisations
* NPC Creation
  + All of the sensory data
  + Behaviour Tree Editors

All other systems are required as well, but you will have to do this properly…

## Important Questions

### What are the different menu levels –

The menu level is where you can select your game mode, settings, help & level editor

The Official Game Mode will show your character on the side with all the currently accepted maps with filter, before you go into the map you equip using the inventory you have, buying ammo or new weapons & traps.

Once you are equipped with guns, you can customise your guns by adding silencers & lasers and this game just needs to be very content heavy.

Once everything is equipped and complete, you go into planning mode, you are shown an orbiting perspective of the map and you can see the blueprints of the map, you have the ability to draw on this map which you can take with you, you also have a notepad to jot down times of guard patrols. You are allowed free roam, using xray vision to find ventilation shafts.

Once you have all your items are ready, you will be dropped into the front of the bank where you can go around the area for a 100 m radius and scan the building for those entrances etc… I am to make the most realistic heist simulator.

## How to complete the objectives?

You choose where to spawn so you place a money van there, or you can spawn in a different place and place your money van somewhere else, there are many ways to exit the 500m radius of the bank, so you must heist the bank and leave that radius of the bank, if you have gotten the money you can for example take a hostage, then go to the money van, but if you are surrounded with the police then you won’t be able to leave and you can get shot or your van can be flipped.

So to complete the objective you have to take the money into your van, which takes a bit of effort you might have to carry bag at a time, but you have the choice whether or not to steal how much money. You have to put the money in the van and leave the 500 m radius, if you get caught or shot you loose all the money & all the money you spent on the heist.

## Employees?

Yes there will be employees, this will have to be a realistic gameplay. If you don’t keep those pesky employees under the rope they will call the police or press the alarm system. You have the ability to use dialogue to keep people under whip, like asking NPC’s to drop their phones - - you have a plethora of dialogue options to allow yourself to do whatever you need to do. It changed based on the situation, the game automatically analyses the situation and figures out in what stage of the heist you are in and changes the dialogue based on that. Guards can be posted like 1 or 2 or there can be hundreds depending on what you are stealing whether it is just a small diamond or heaps of cash.

## NPC’s?

You are the main man, but you can buy more people and allow them to do tasks while you focus on other tasks, we may even have the ability to automatically switch between characters to do simple tasks. You can say for example – ‘Intimidate’ or ‘Take Hostage’ or ‘Kill all’ and go and manage something else. You get a lower rating for stealth & empathy if you kill more people. The goal is to get the highest level of stealth & empathy.

## Is a ledge climbing system really needed?

* No not at all but it would be really useful to have to reach those corners, that ventilation system at the top floor yknow so in the end it’s a nice to have feature not a necessity.