Heist

The Salty Bunch

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Chapter 1

Game Overview

1.1 Game Concept

Play as one of the four thieves attempting a heist on the Cinque National Bank. Players must infiltrate the bank, which is rigged with traps and hazards to challenge the player. Security Drones patrol the bank and will engage in combat with players if detected. Players will be able to use weapons and traps that are available as pickups across the map to engage in combat with other players or the drone. The main objective of the player is to reach the vault, then collect as much gold as possible from it, and then escape before the lockdown timer reaches zero. Player that escapes with the most gold possible wins, players who do not manage to escape before lockdown are not awarded points.

1.2 Setting

The game is set in the near future at the biggest bank in Europe, the Cinque National Bank. It is equipped with state-of-art defense technology, and is one of the most prestigious banks in the world.

1.3 Feature Set

- General Features
  - 4 Different Characters
  - Multiplayer Split-Screen Game
  - Pixelated Voxel-Style Art
  - 3D Isometric
- Gameplay
  - Combat
  - Hazards and Traps
  - Stealth
  - Enemy Drones
  - Quick-time Events
  - Scoring System

1.4   Genre

Action Party Game

1.5   Target Audience

Players in the age range of 10-40

1.6   Game Flow Summary

- Players start off in the main menu screen
- After they press play they will be directed to the character selection screen
- After selecting the character cutscene 1 is plays, giving context to the game
- Fade in to the characters walk in through their respective entrances
- Player will make their way through the ground floor while dodging traps and drones
- Player will use one of the two staircases down to the basement
- Player will make his way through the basement through the basement to the vault
- Player accesses vault, and proceeds to engage in the looting action (channeling)
- Bank will go into lockdown, timer starts. 3 of the 4 exits are locked.
- After looting the vault players will have to make their way back up to the ground floor.
- Players will have to find the exit, indicated by an arrow.
- When all players have exited the bank or lockdown timer reaches zero
    - Splash screen of the winner character appears
    - Along with the scores of the other players and time spent in the match
    - Play again and main menu buttons appear.
- Rinse and Repeat

1.7   Look and Feel

1.8   Project Scope

Chapter 2

Gameplay and Mechanics

2.1 Game Progression

Game Progression split into 3 parts

2.1.1 Infiltration

- Infiltration stage implies that the players must sneak in to the bank and make their way towards the basement.
- Infiltration stage will require players to be more stealthy
- Players can engage in combat
- Players will familiarize themselves with the environment and its challenges in this stage

2.1.2 Scavenging

- This stage of the game blends between the other two stages
- Players will collect weapons and traps
- Players will set traps across the map for other players
- They will explore rooms and hallways for loot

2.1.3 Lockdown

- This stage will be the most chaotic stage of the game
- As soon as a player accesses the vault, a lockdown timer initiates
- In this stage, players will be rushing and battling to gather as much gold as possible and try to escape the bank before lockdown.
- Only one exit will be available
- More traps and hazards will spawn
- Drones will be more aggressive

2.2　Objectives

2.2.1　Main Objectives

- Achieve the highest score possible by collecting gold from the vault

- Escape before lockdown

2.2.2　Secondary Objectives

- Dodge and disable traps and hazards

- Collect weapons and traps

- Use weapons to engage in combat with players and/or drones

- Set pick-up-able traps

2.3　Challenges

There are multiple challenges for the player

2.3.1　Level Layout

2.3.2　Security Drones

2.3.3　Combat

2.4　Play Flow

2.5　Mechanics

2.5.1　Physics

2.5.2　Movement

2.5.3　Score

2.5.4　Objects

Traps

Items

Gold

2.5.5　Actions

2.6　Combat