

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

Number of Locations: 1

Number of Floors: 2

Number of Players: 4

Number of NPC's: 1 (Security Drone)

Number of Weapons: 2 (Stun Gun, Electric Baton)

Number of Characters: 4

Number of Traps: 2 (Lethal Lasers, Electric Field)

Number of Hazards: 3 (Laser Tripwire, Electric Field, Lethal Lasers)

Number of 2D Assets:

Number of 3D Assets:

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

- Levels are not going to be straightforward paths towards the vault
- Levels will contain multiple paths, each with their own pros and cons
- Level of difficulty and frequency of pickups will vary area to area
- Hazards will already be set in the map at the beginning of the game
 - Laser Tripwire: will inform enemy drones to the players position and send them to the player's area
 - Electric Field:
 - Lethal Lasers:
- Hazards will be strategically set at areas of importance
- Some hazards can be disabled temporarily through a quick-time event
 - If quick-time event is successful, trap is disabled for a short amount of time
 - If quick-time event is failed, trap is triggered

2.3.2 Security Drones

- Drones are the primary enemy for the players
- They patrol the bank, and will detect players in their vision radius
- Drones will attack the player if a player is detected
- Drones will be equipped with either of the following weapons

- Stun Gun: ranged weapon that charges up before firing (dodgeable)
- Electric Field: AoE weapon that drones can deploy for short bursts, it deploys an electric field under them that will damage players that step in it. Drones will be faster and chase players around

2.3.3 Combat

2.4 Play Flow

2.5 Mechanics

2.5.1 Physics

2.5.2 Movement

2.5.3 Score

- Score is calculated post game based on several factors. Either positively or negatively
 - Positively
 - * The amount of gold removed from the bank
 - * Escaping from the bank before lockdown
 - Negatively
 - * The number of times the player has been stunned
 - * The amount of time taken to get in and out of the vault

2.5.4 Objects

Traps

- Traps can be found as pickups throughout the level based on a random spawning System
 - Found scattered throughout the level, predominately found on the vault floor, but also on the ground floor

Items

- Weapons are found throughout the level, where worse weapons are found on the ground floor and better weapons are found on the vault floor

Gold

- Gold can be found in several places throughout the level
- At the beginning all gold will be in piles within the vault
- Gold within the vault can be picked up through an interaction that initiates a transfer between the gold pile and the player
 - Gold gets transferred at a fixed rate until the pile is empty or the player cancels

- Successfully completing quick-time events during the transfer increases the current rate of gold transfer
- As players that have gold get damaged by players, drones and traps, their gold gets dropped on the ground
 - These small piles of gold can be picked up simply by walking over them.

2.5.5 Actions

2.6 Combat

- Players will be able to engage in combat with:
 - Other player characters
 - Drones
- Players will start with a default melee weapon for each character
 - King:
 - Shadow:
 - Racoon:
 - Jailbird:
- Player *Weapons* that will be available as pickups across the map:
 - *Stun Gun*:
 - * Shoots a projectile that moves X units in a certain direction
 - * Fire rate at 1 shot/2 seconds
 - * Projectile can be dodged by players or drones
 - * Projectile will do 1 DMG when enemy is highest
 - * Projectile will disappear upon impact
 - * Player gets 6 shots per Stun Gun pickup
 - * After 6 shots, Stun Gun will disappear from inventory
 - *Electric Baton*
 - * Melee weapon that increases player movement speed and melee attack range (charge)
 - * Lasts for 20 seconds
 - * Cannot pickup other weapons during Baton ‘charge’
- Player *Traps* that will be available as pickups across the map:
 - *Electric Field*:
 - * Pick up
 - * Can be deployed on any tile (if the tile has no traps already)
 - * AoE damage field
 - Does 1 DMG/2 seconds
 - Slows player movement speed by 40%

- Takes over 3×2 tiles
- lasts for 2 minutes if untriggered
- Lasts for 30 seconds if triggered
- *Lethal Lasers*:
 - * Pick up
 - * Can be deployed on any tile (if the tile has no traps already)
 - * On-Contact damage
 - Does 2 DMG/Contact
 - Player will only be able to take damage once/2 seconds
 - Lasts for 2 minutes if untriggered
 - Lasts for 30 seconds if triggered

2.6.1 Inventory System

- An inventory system will be in place for weapons and traps pickups
- Pickups will be available across the map
 - Players will need to be in range to pick up a weapon or trap
 - A button prompt will appear when player in range
 - Player can press button to pick up weapon/trap
- Picking up a weapon that the player already has refreshes the ammo
- Picking up a trap that the player already has adds to the ammo (Max 4)
- Players presses button to cycle between items

2.6.2 Economy

Scoring System

- Score will be calculated according to how much gold is collected
- Player with the highest score (that manages to escape) will win
- 1 Gold = 1 Score
- When players get damaged/stunned and drop gold, they will lose score
- Each drone will drop X amount of gold only

Health System

- Players and drones will share the same health system
- Health system will be a 4-Stack system
 - 1 Damage point will add a DMG stack on the player/drone
 - Stack will last 5 secs, and will disappear if the player/drone was not damaged again within that 5 secs

- If player/drone manages to get 4 stacks, they will be stunned for 5 secs
- If player is attacked while stunned or up to 3 seconds after stun, no stacks will be applied
- Player/drones will drop X amount of gold when damaged
- Player/drones will drop Y amount of gold when stunned

Pick-up System

- Pickups are available in designated areas in the map
- Pickups respawn every 45 secs
- There is a minimum and maximum number of pickups available at all times

2.7 Screen Flow

2.7.1 Screen Flow Chart

2.7.2 Screen Descriptions

Main Menu Screen

Options Screen

2.7.3 Game Options

Chapter 3

Story, Setting and Character

3.1 Story and Narrative

3.1.1 Back Story

3.1.2 Plot Elements

3.1.3 Game Progression

3.2 Cut Scenes

3.2.1 Cut Scene (Introduction)

Description

Storyboard

3.3 Game World

3.4 Characters

Chapter 4

Levels

Chapter 5

Interface

5.1 Visual System

5.2 Control System

Chapter 6

Artificial Intelligence

Chapter 7

Technical

Chapter 8

Game Art

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Secondary Software

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Appendices