

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 drones.
- 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 Cinque National Bank. The CNB is the biggest and most prestigious bank in the world, equipped with high-level defense mechanisms due to its reputation and several failed attempts at a heist. Four of the best thieves in the world are attempting to successfully pull off the biggest heist in history. Unknown to them, they are not alone.

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 & Target Audience

Heist is a multiplayer action party game, targeted at players ages 13 and above.

1.5 Game Flow Summary

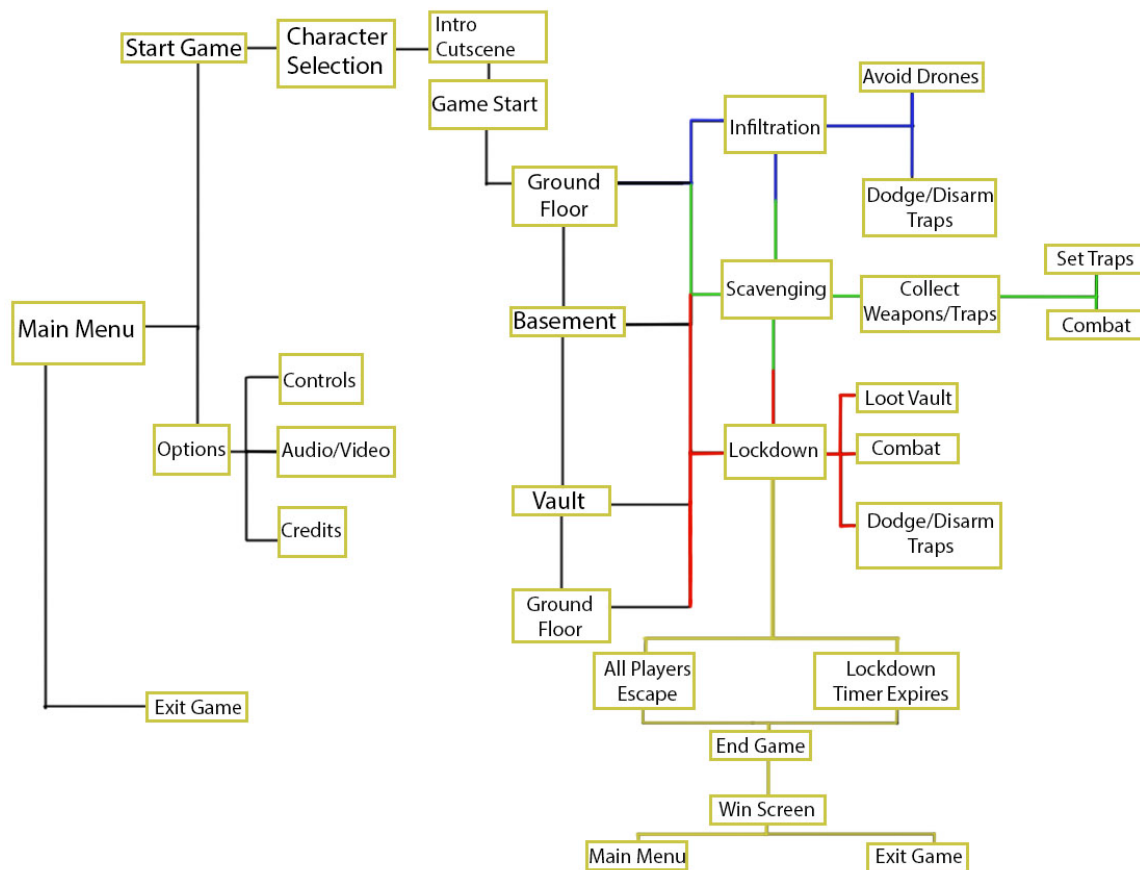


Figure 1.1: Game Flow Summary

1.6 Look and Feel

Heist will have a fun, arcadey, but still have a competitive side to it. It will be easy to pickup, with not much complexity to it, and a lot of intuitive mechanics. We will use a pixel low poly art style to represent the environment and the characters in the game.



Figure 1.2: Look and Feel

Chapter 2

Story and Setting

2.1 Story and Narrative

Our setting is the Cinque National Bank (CNB), it is a prestigious and sophisticated bank frequented by the rich and known by thieves as a goldmine. Set in the near future, Cinque National Bank is notorious for their top of the line security and surveillance measures in addition to being loaded. The bank is a complex building with a lot of hallways, rooms, and sections with state of the art defense and security mechanisms along with professional security drones. Although many thieves from all around the world have attempted to pull off heists, no one has been successful, so far. This time, however, four thieves plan to perform the biggest heist in history at Cinque National Bank, but little do they know, they are all there on the same night.

2.1.1 Game Progression Summary

Four thieves spawn at random at one of the four points of entry. In the first stage, their objective is to infiltrate the bank by getting past quicktime events to bypass traps and hazards. Secondly, they must now move through the bank to not get spotted by other players or security drones. Their next objective is to get to the vault and obtain as much gold as possible and more then the next player to win. After they need to obtain as much gold as possible from the bank, they have to escape through the bank from a randomly chosen escape point in the bank before the lockdown timer expires and they get stuck in the bank.

2.2 Cut Scenes

2.2.1 (Introduction)

All four characters are introduced to the player through a slanted comic book style to demonstrate to the player exposition of how the four thieves got to the bank (See concept below). This cutscene is triggered after the players have all selected their characters and enter the game.

Description

EXT. Outside of Bank - NIGHT

Four characters are seen on the left side of the screen on one of the slanted comic book-like panels. First panel is of the one of the four characters running/sneaking to the bank. Second panel is one of the four characters staring up at the bank in awe.

INT. Inside of Bank - NIGHT

Third panel is one of the four characters breaking/sneaking into the bank. Last panel is one of the four character gesturing that they are ready to rob the bank.

Storyboard

2.2.2 Victory Screen

2.3 Game World

2.3.1 General Look and Feel of the World

Ground Floor

The ground floor will contain, office spaces, board/conference rooms, teller stations, restrooms, information booths used by the employees of the CNB.

The environment will remain clean and modern with simple geometric shapes i.e. chairs, tables, ATM's and etc that are found throughout the bank.

Basement

The basement contains the vault.

Chapter 3

Characters

3.1 Marshal“King”

3.1.1 Back Story

King is a gang leader who comes from a neighborhood on the outskirts of a large city. In recent times, the neighborhood had fallen into financial troubles, and the residents who live there started stealing from each other to get by. Tired of having people trying to steal his stuff, King went all-in on his criminal career and set out for the biggest and richest banks in the world with the intention of sending the money back home to put his neighborhood back on top. Despite his intimidating appearance, King is a surprisingly calm and quiet person.

3.1.2 Personality

King is a good hearted man that has the soft spot for his community. His compassion to take care of his community is what motivates him to result to dangerous and criminal activity to do what is best for them.

3.1.3 Physical Characteristics

Marshal is a male, athletically built, African American, brown eyes, black hair, primarily long sleeves (top color variations for how many players choose King) dark bottoms and heavy boots/shoes.

3.1.4 Animations

Marshal “King” menu selection animation consists of him crossing his arm confidently and having a little smirk, showing the player his confidence and strength.

3.1.5 Special Abilities

Because of Marshal’s athletic ability, he has has one extra health stack which allows him to take more damage (stuns) from other players and/or security drones.

3.1.6 Statistics

- Slower (2/4)

- Health (5/4)
- Lower Dexterity (2/4)

3.2 Anna “Jailbird”

3.2.1 Back Story

Jailbird is an average thief with a not-so-average amount of enthusiasm. Stealing things is her passion, and she never gives up the opportunity for a good old-fashioned heist. Her happy-go-lucky nature has managed to get her caught on multiple occasions; but no matter how well the authorities try to keep her contained, Jailbird always manages to find a way to escape and jump right back into another crime spree.

3.2.2 Personality

Jailbird is eccentric, curious and mischievous .With her only motivation to steal and escape when captured.

3.2.3 Physical Characteristics

Ana “Jailbird” menu selection animation consists of her jumping and raising her arms high with excitement.

3.2.4 Animations

Ana “Jailbird” menu selection animation consists of her jumping and raising her arms high with excitement.

3.2.5 Special Abilities

Because of Ana’s criminal background, police are always in pursuit of her, building her stamina to being able to run faster and longer.

3.2.6 Statistics

- Health Stack (4/4)
- Fastest Movement (5/4)
- Dexterity (3/4)

3.3 Olivia “Shadow”

3.3.1 Back Story

Shadow is a spy-for-hire with the promise of always getting the job done. Many mafia and organized crime groups across the world seek her out for whenever they’re in need of a good thief getting in and out without getting noticed. Money. Classified info. Prototype technology. You name it, she can steal it. Due to her perfect track record, Shadow has a cocky side to her. She often sees herself as unstoppable and has a tendency to taunt and charm her rival thieves.

3.3.2 Personality

Shadow is cool, adept and charming. She is able to find her way out of every sticky situation and break every problem.

3.3.3 Physical Characteristics

Olivia is a female, slender built, middle eastern ancestry, brown eyes, black hair, full body catsuit (top color variations for how many players choose King) and knee high black boots.

3.3.4 Animations

Olivia “Shadow” menu selection animation consists of her moving her hand with slight to reveal a jewel in her hand and the other on her hip.

3.3.5 Special Abilities

Because of her long history of being a spy-for-hire, she has required a real knack for hacking and breaking into the toughest of locks.

3.3.6 Statistics

- Health (4/4)
- Speed (4/5)
- Dexterity (5/4)

3.4 Rocco “Racoon”

3.4.1 Back Story

Raccoon is a kleptomaniac who has an obsession with anything and everything shiny. He was originally a scavenger who would scour around junk piles and scrap yards for anything that seemed valuable. Soon enough he looked to bigger and better ambitions of stealing jewels and gold. His costume resembles that of a raccoon, hence his name, and his small build makes him surprisingly nimble and hard to catch than most other thieves.

3.4.2 Personality

From a young age, Rocco, a slight maniac just can’t keep his hands off anything that is remotely shiny or expensive. His body movements are sporadic and jerky due to his suspicious mentality that someone might want to take this “shiny things”.

3.4.3 Physical Characteristics

Rocco is a male, medium built, Caucasian, blue eyes, tattered clothing, hair is disordered with two bunches are pointed up that resembles ears and wears a mask.

3.4.4 Animations

Rocco “Racoon” menu selection animation consists of him rubbing his hand together to portray that he is ready to take the big score.

3.4.5 Special Abilities

Because of his long history of stealing, Rocco has the ability to obtain loot faster than most thieves and has a longer range to grab pick ups.

3.4.6 Statistics

- Health (4/4)
- Speed (4/4)
- Dexterity (4/4)

3.5 A.S.I.A (NPC)

3.5.1 Back Story

A.S.I.A stands for Artificial Security Intelligence Administrator, and is the name of the AI developed by the CNB Security Technologies team to control the bank’s security system. She is a highly advanced AI bot that controls the drones and traps 24 hours per day. A.S.I.A will be responsive to the player’s actions and will dish out trash talk whenever the fail.

3.5.2 Personality

A.S.I.A was developed to be a sassy, pretentious, and cocky character to destroy any potential intruder’s confidence and lead them to more errors. She looks down upon any intruder, and believes her security mechanisms are impenetrable.

Chapter 4

Gameplay and Mechanics

4.1 Game Progression

Game Progression split into 3 parts

4.1.1 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

4.1.2 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

4.1.3 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

4.2 Objectives

4.2.1 Main Objectives

- Achieve the highest score possible by collecting gold from the vault
- Escape before lockdown

4.2.2 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

4.3 Challenges

4.3.1 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

4.3.2 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

4.3.3 Combat

4.4 Play Flow

4.5 Mechanics

4.5.1 Physics

4.5.2 Movement

4.5.3 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

4.5.4 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.

4.5.5 Actions

4.6 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

4.6.1 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

4.6.2 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

4.7 Screen Flow

4.7.1 Screen Flow Chart

4.7.2 Screen Descriptions

Main Menu Screen

Options Screen

4.7.3 Game Options

4.8 Game World

4.9 Characters

Chapter 5

Levels

Chapter 6

Interface

6.1 Visual System

6.2 Control System

Chapter 7

Artificial Intelligence

Chapter 8

Technical

Chapter 9

Game Art

Chapter 10

Secondary Software

Chapter 11

Management

Chapter 12

Appendices