Simone Guggiari, Nicolas Huart, Andreas Emch, Alexander Lexus, Xingze Tian
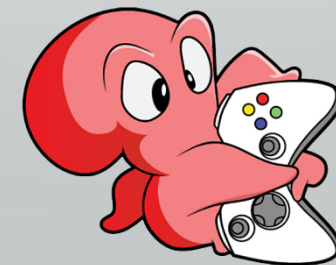
Team 2 – Escher's 11

(yes we know, we are just 5)

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Game: That Failed Bank Robbery

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Game logline:
Should Have Planned that Robbery Better

- Two teams of clumsy robbers try to rob Credit Suisse on a special day.

- After a badly timed explosion, their plan is now in smoke, money everywhere and the police is coming in fast and *hard*.

- Drive unlikely vehicles, collect everything you can, disrupt your opponents and get out of there before it's too late!

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Overview

- Competitive local multiplayer game

- Split screen for 2 or 4 players

- Mix of action-strategy-racing and party game

- 2 teams of robbers

- Goal: collect the most money

- Play in short rounds

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Story

- 1856, Escher founded Credit Suisse with *honest* hard work
- Fast forward, it's 2019
- >be me, clumsy robber
- >want to pay Escher homage by robbing him
- >special day: 200th birthday
- >time to get rich with honest *dishonest* work
- >try to blow up the vault
- >explosion goes bad
- >money scattered everywhere
- >police coming in fast and *hard*
- *>whathaveIdone.png*

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Big Idea Bullseye

Gameplay

- Drive unlikely vehicles

- Collect valuables scattered all over the bank

- Bring it to your base

- Steal your opponent's loot

- Perform dash attacks

- Use powerups

Strategy

- Vehicles have limited capacity
- Different types can be selected at beginning
  - (speed-attack-capacity tradeoff) – like rock paper scissors
- The more loaded, the slower they move
- Also have impaired attack
- Balance risk and reward by collecting more and going further in the map
- Best loot is found far away from base
- Can unload vehicle to move faster
- Limited stamina for boost and attack
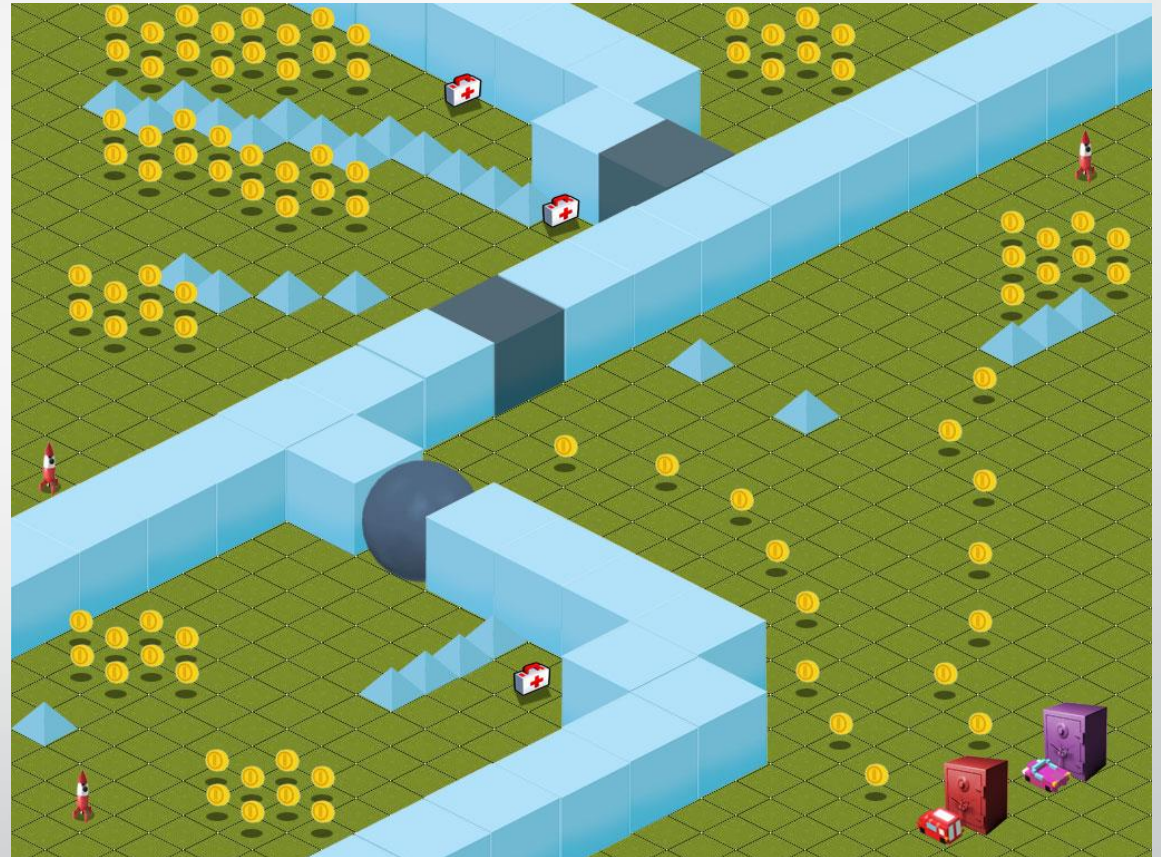
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Guiding principles

- Fun
  - Action packed
  - Competition and cooperation
  - Strategy layer on top
- Simple
  - Easy to understand goal
  - Intuitive commands and UI
- Beautiful
  - Self explanatory
  - Polished

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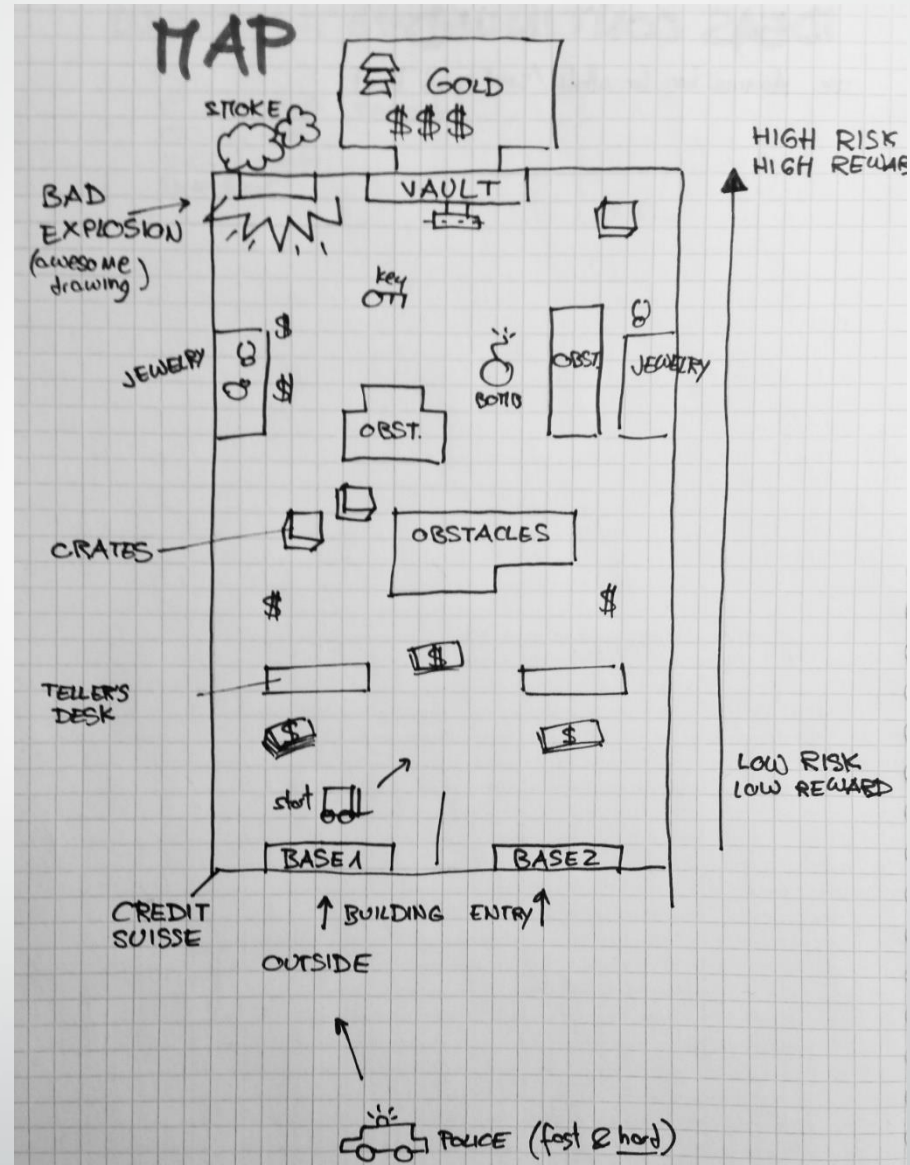
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Visual style

- 3D
- Topdown, isometric
- Colorful, cartoonish
- Low poly textured models
- Polished, stylized

Map

- 2 bases near the entry
- Money scattered everywhere
- Jewels further up
- Gold in vault on top
- Crates to destroy
- Powerups

Game Elements

- Valuables
  - Value and weight (knapsack)
  - Density of spawner procedural algorithm
- Powerups
  - Speed/stamina boost
  - Health
  - Bombs
  - Key
- Crates
  - Random loot
- Vault
  - Open and get best loot

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Thank you!

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