

Hitman: Atlanta Police Department
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Introduction

Welcome to Atlanta Agent 47. A trial is about to happen in the central police department and unfortunately for the accused everything has been bought. Our client cannot allow this to happen. Your

targets are Maximilian Bloom, the judge, also known for being a cartel leader and Clémence Ettel, the police chief, Maximilian's right and the one he calls for the dirty work. The place is full of

camera's, private security has been hired and not even the regular police are allowed to the third floor during the trial. We wish you the best of luck, 47.

Layout

The level is formed by the main building, the police department, that has four floors (ground floor, two floors and an

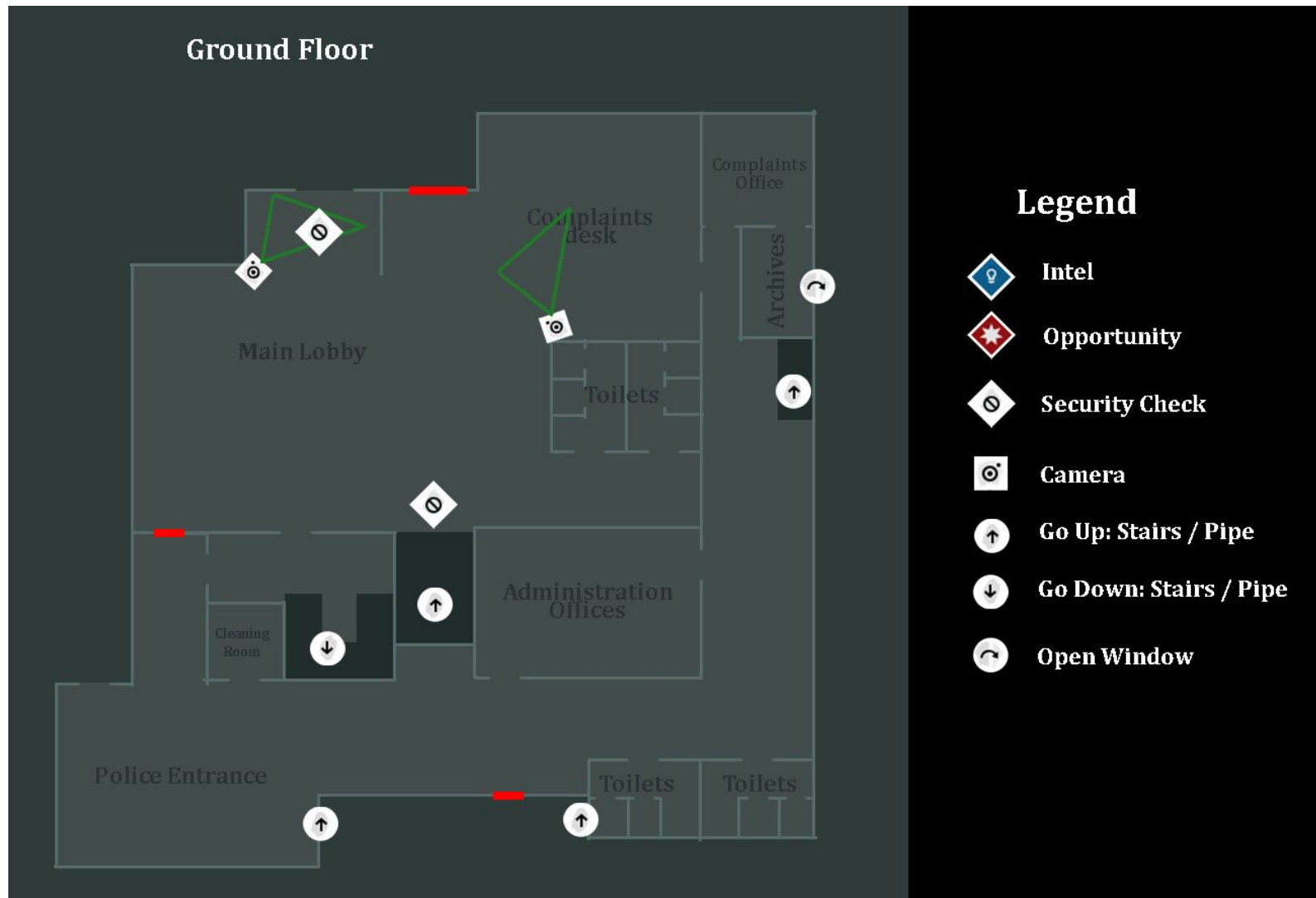
underground floor), the street near the police department, the police's parking, and two small buildings with a donut shop

and a safe house. In a future version, we would like to add a park into the layout near the police department.

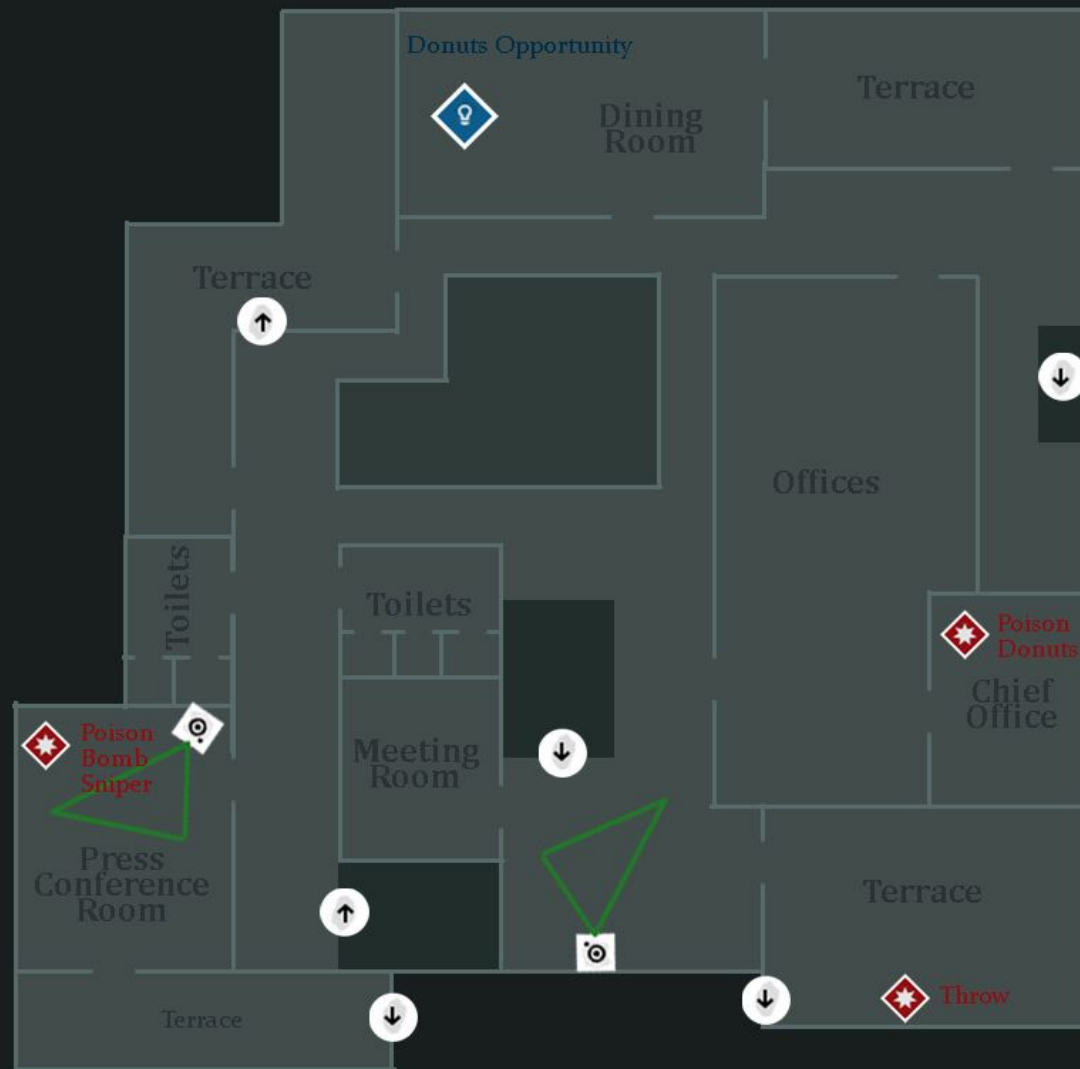
The Project Link TO DOWNLOAD!

<https://github.com/joanm3/police-commissary.git>


Maps



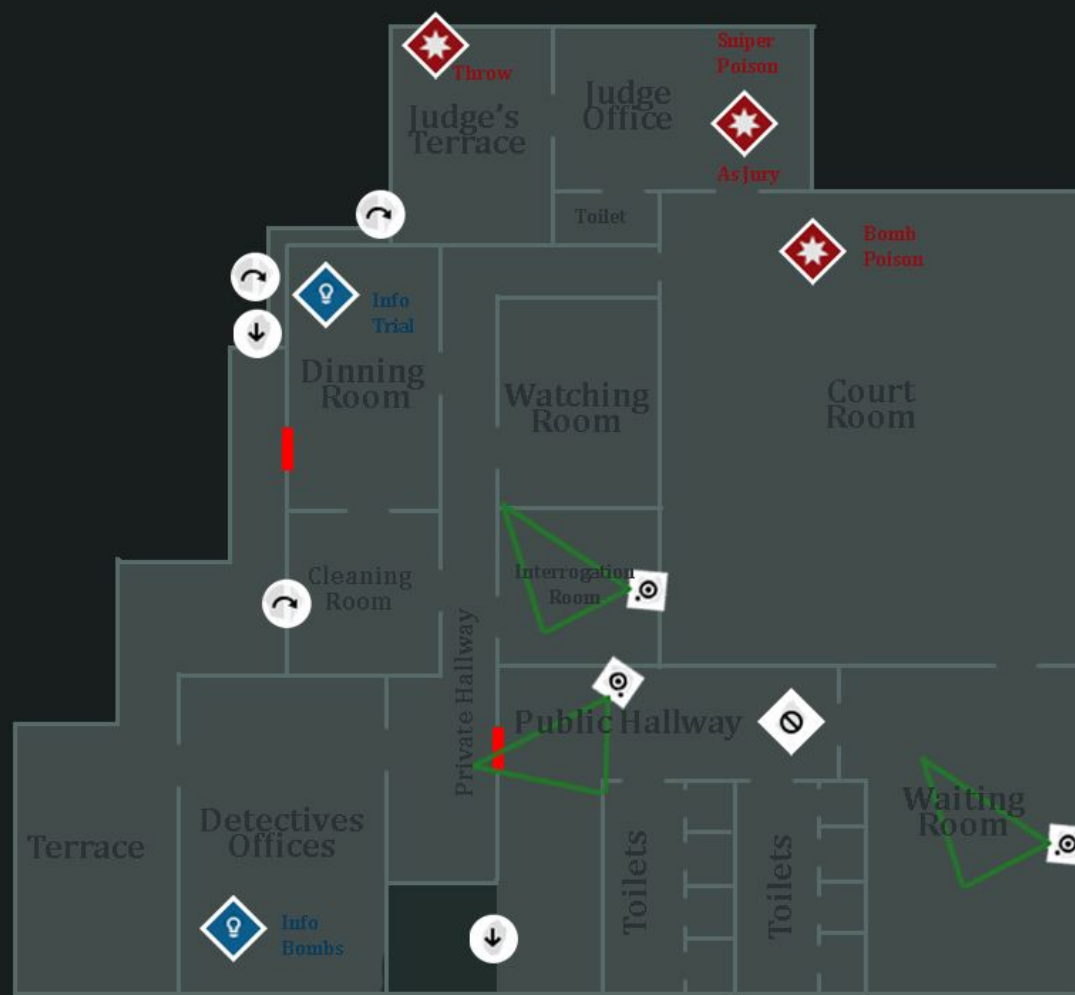
First Floor



Legend

-  Intel
-  Opportunity
-  Security Check
-  Camera
-  Go Up: Stairs / Pipe
-  Go Down: Stairs / Pipe
-  Open Window

Second Floor









Legend

-  Intel
-  Opportunity
-  Security Check
-  Camera
-  Go Up: Stairs / Pipe
-  Go Down: Stairs / Pipe
-  Open Window

Floor -1



Legend

-  Intel
-  Opportunity
-  Security Check
-  Camera
-  Go Up: Stairs / Pipe
-  Go Down: Stairs / Pipe
-  Open Window

Zone Map



Secondary Building Ground Floor



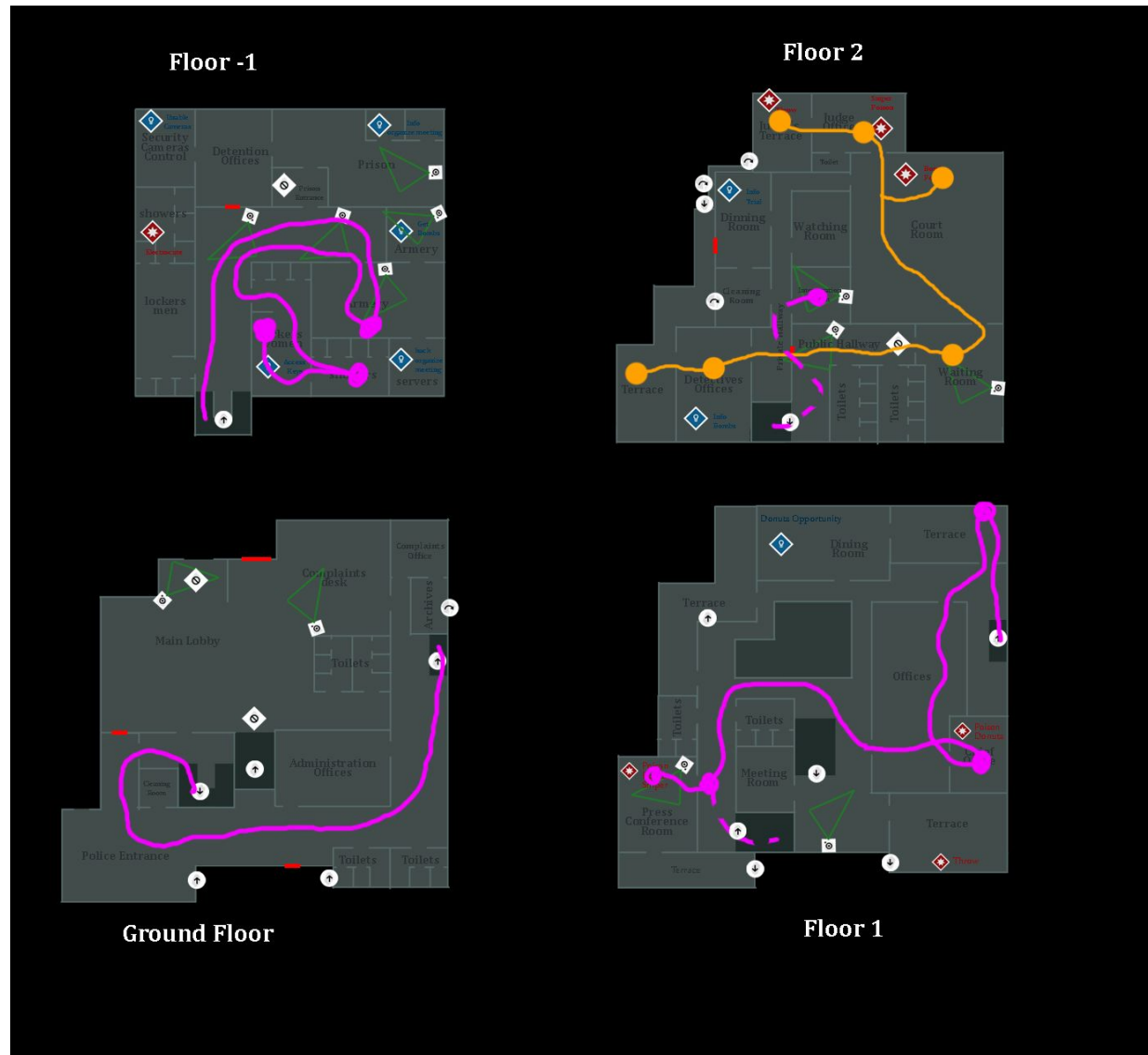
Secondary Building First Floor



Secondary Building Floor -1



Paths of the Targets:



Police Chief: She is represented in pink. She starts in the level -1 in the women's lockers. She takes a shower and when she finishes she goes to the armory to get her weapons. Then she traverses the ground floor until the first floor. She goes to her office. When the press conference

starts, she goes there and gives a speech. She then returns to her office and sometimes leaves to go to the terrace. If agent 47 disguised as a detective asks her for an interrogation, she goes to the interrogation room in the third floor.

Judge: the judge is represented in yellow/orange. He goes from his office to the court and sometimes he visits the detectives room and goes to the terrace next to that room. If the player disguised as a private security tells him that he is in danger, he then will follow the player until the parking outside the building.

Level Disguises

Administration: gives you access to Ground Floor private zones: Police Hallway, Administration Offices, Archives, Complaints; and First floor main Hallway, Dining room, press conference room and public terraces.

Police: grants you access to the whole ground floor, to floor -1 men's lockers, armory and prison and the whole floor 1.

Private Security: grants you access to the whole first floor and the 2nd floor public hallway, waiting room and court.

Detective: unique disguise. Grants you access to first and second floors except from judge's office and judge's terrace. With this disguise you can ask the police chief for an interrogation in the second floor interrogation room (killing opportunity).

Journalist: grants you access to the press conference room.

Member of the Jury: unique disguise. Grants you access to judge's office and you can ask for a reunion with him door closed (killing opportunity)

Donuts Seller: in the reception you can ask for permission to go to the chief's office in the first floor. You can give the poisoned donut to the police chief in this disguise.

Opportunities:

Apart from the regular opportunities to kill the targets, the level offers different quests to have special killings.

Police Chief Opportunities:

Donut Poison: the police chief loves donuts and everyday she receives her favourite donut from one of the donut sellers next street. Procedure: disguise as a donut seller, get poisoned donut (sleep or mortal) and give it to the police chief in her office. She will go to the bathroom or die depending on the poison type.

Shower electrocution: Kill her while she is having a shower in the -1 floor electrocuting her. You can make her have

Judge Opportunities:

Meeting the judge: Disguise as a member of the jury that is in the street. Get his dress and his ID. Go to the waiting room in the second floor and talk to the private security. He will invite you to have private conversation with the judge to discuss your price. Then you will be alone

a shower by throwing her some wine on her (this is possible in different moments).

The Press Conference: The police chief is having a press conference. Get a pirating tool in the safe house. Go to the parking where a team of journalists are preparing and use the pirating tool to their camera while they aren't watching. During the press conference (where 47 can access as a police or a journalist) the

with the judge in his room and you will be able to kill him and hide his body.

The bomb: in the floor -1 there is a special C4 bomb in the armory. Get it and place it under his chair. When the trial will begin you can make him explode.

camera will shoot a bullet to the police chief.

The interrogation: disguised as a detective, you can ask the police chief to go to the interrogation room for some questions.

You can kill her there or trick the camera to do it for you.

Private Security: the judge has private security for his safety. Disguise as one and talk to him. 47 will tell him that he is in danger and that he has to leave immediately. Accompany him to the parking and kill him there. You can hide the body then.

Both Opportunities:

Pirating the system: in the floor -1 there is the server's room. There you can pirate the computers to send an email to the

police chief and to the judge to make them have a meeting. Then both of them will leave the police department and will go to

a small street behind the donuts shop. You can kill them both there and hide their bodies.

Sniper Opportunities:

There are two spots for killing the targets as a sniper. Note: the sniper will be in the safe house if unlocked before starting the

mission. The best judge spot is from the safe house in the bedroom's window (when he is in his office). The best spot for

the police chief is in the parking while she is giving the press conference.

Killing them without changing disguise, no bodies found:

The best way to kill them without changing disguise is entering via the parking. Then find a key that is next to one of the cars. With that key the player can enter the building through the behind door that was closed. Go downstairs and kill the police chief while she is having a shower in the

women's shower (some infiltration skills are needed). Then exit the police department through the same door you entered. Go to the first floor through the pipe on the right. Traverse the press conference room (be careful with the camera). Advance through the hallway

and go to the terrace that has another pipe that allows you to go to the second floor. Then use the passage that goes to the judge's terraces. If the player is fast enough you will find the judge in his office and will be able to kill him unnoticed.

Things to improve

- There is only one entrance to the floor -1. Find other ways to get there.
- It lacks some outside space for giving the level more variety.
- It is difficult for the player to go unnoticed if he/she decides to go for the not *changing disguise play*.
- Way too straightforward for some opportunities (the pirating the system, for example).