

# Cash Out - Game Design Document

## Introduction

A notorious bank robber is on yet another hunt for cash. Help him retrieve the goods and make his grand escape! Be prepared to face the full extent of the law: security cameras, police officers, laser wires and, if he does not escape in time, the SWAT team. Will this be his last heist? It is up to you to make sure it isn't.

## Character Bios -

The main character in the game, Cash Out, is Robby Steals. Robby is your typical escaped convict; angry and vengeful. Robby is extremely intelligent, and created his own hacking device which he uses to manipulate banks' security features. Robby prides himself on making a quick entrance, and big-bang exit; it's kind of his style. Robby admires himself for his efficiency; he carries only his hacking device and his pistol to get his jobs done.

Minor characters such as the police are like solid rocks. They are not willing to move, and will defend the bank and civilians at all costs.

## Gameplay Description -

The game starts with Robby Steals, arriving in a cab at the doors of the bank. Robby bursts into the front doors of the bank, and shoots in the air. The civilians scream and he proceeds to rob the bank. Robby Steals will climb floors to reach the top of the building. When he reaches the roof, he will make his getaway in a helicopter. Each floor will contain pieces of the final puzzle, money bags, items and also obstacles such as security cameras, police officers, and laser wires will stop him from moving on. To move on, the robber will have to solve a mouse movement puzzle to disable the security device. The bank has 3 levels on 'Easy' mode, 4 levels on 'Medium' mode, and 5 levels on 'Hard' mode.

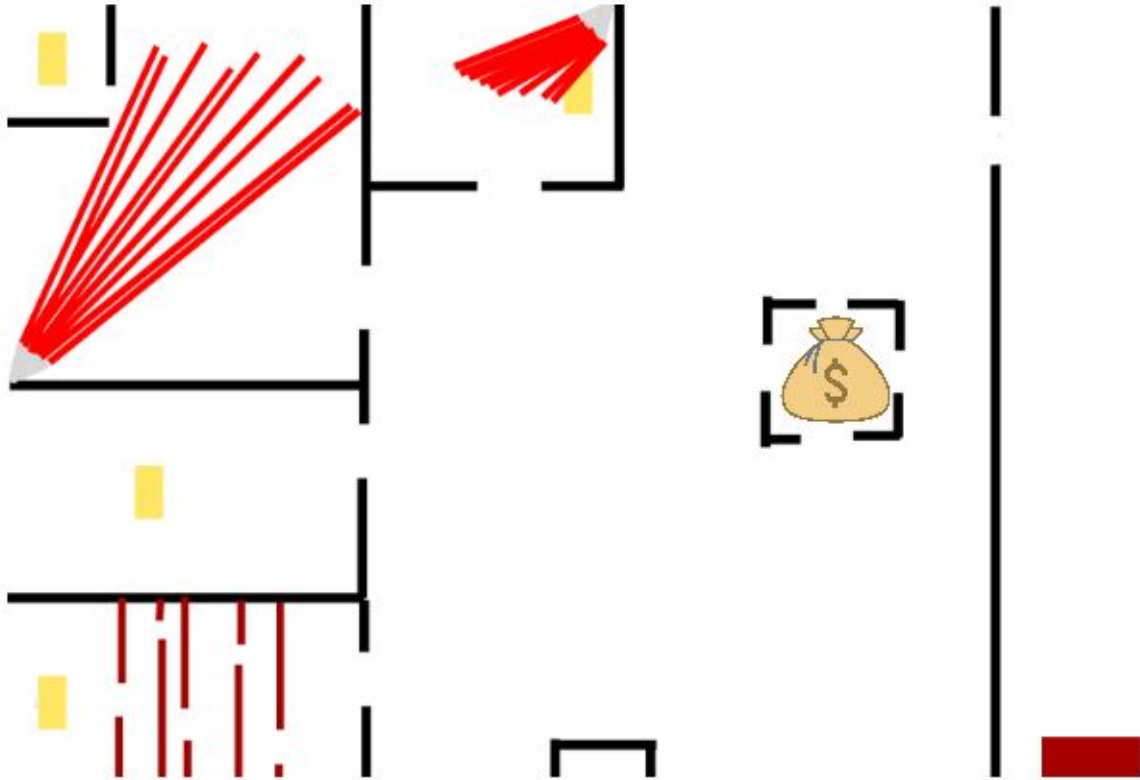
## Artistic Style Outline



The artistic style of *Cash Out* uses high quality vector graphics as sprites and tilesets. The art in the game is dynamic; it changes constantly to simulate an actual world.

The menu of the game will be a view of the bank from the busy street. Cars will be moving in either direction, as well as clouds and airplanes. Once, the player clicks 'Play', the cars will leave the screen and a cab will pull up to the doors of the bank.

Once the character is inside the bank, the background style will become a tileset of iron deposits. The security cameras are metallic, emitting a red beam that attempts to catch the player. In terms of the player himself, he is wearing a ski cap, a dark sweater, and black pants.



This is a possible floor layout. The player enters through the door and must collect four pages, each distributed in different rooms. However, in order to reach each page, the player must make it past lasers (lower left corner), or security cameras. The player must navigate past the lasers without tripping any of them. The security cameras can only be deactivated by using Robby's HackerTapper device, which opens a puzzle. Once the puzzle is completed, the camera is disabled and the player may retrieve the page. There are money bags scattered throughout the map, which can be collected by the player to acquire points. With all of the pages in the player's inventory, the vault animation will trigger and the player will advance to the next floor of the bank. There is only one vault per floor.

## Asset Breakdown -

### Art Assets -

- Characters -
  - Robby Steals
  - Police Officer
- Backgrounds
  - Bank Background
    - Walls

- Flooring
  - Text File to Tilemap
- Menu Background
- Items -
  - Cell Phone
  - Pistol
  - Papers
  - Cameras
  - Lasers
- Text -
  - Cash Currency.ttf
  - Instructions menu
  - Numbers for amount of items
- Sound -
  - Background music
  - Car sounds
  - Pistol sound
  - Screaming sounds

Name	Purpose	Location
Camera	Scans a room to prevent the robber from retrieving the note	In rooms at a strategically placed location
Laser	Prevent the movement of the robber	Between 2 walls of a room
Note	Used to unlock the vault at the end of the floor	Dropped by police officers or found in rooms
Pistol	Used to kill officers	Default
HackerTapper	Used to hack cameras and lasers	Default
Vault	Used to clear the floor	At the end of each floor
Money Bag	Score += 1000	Throughout the floor

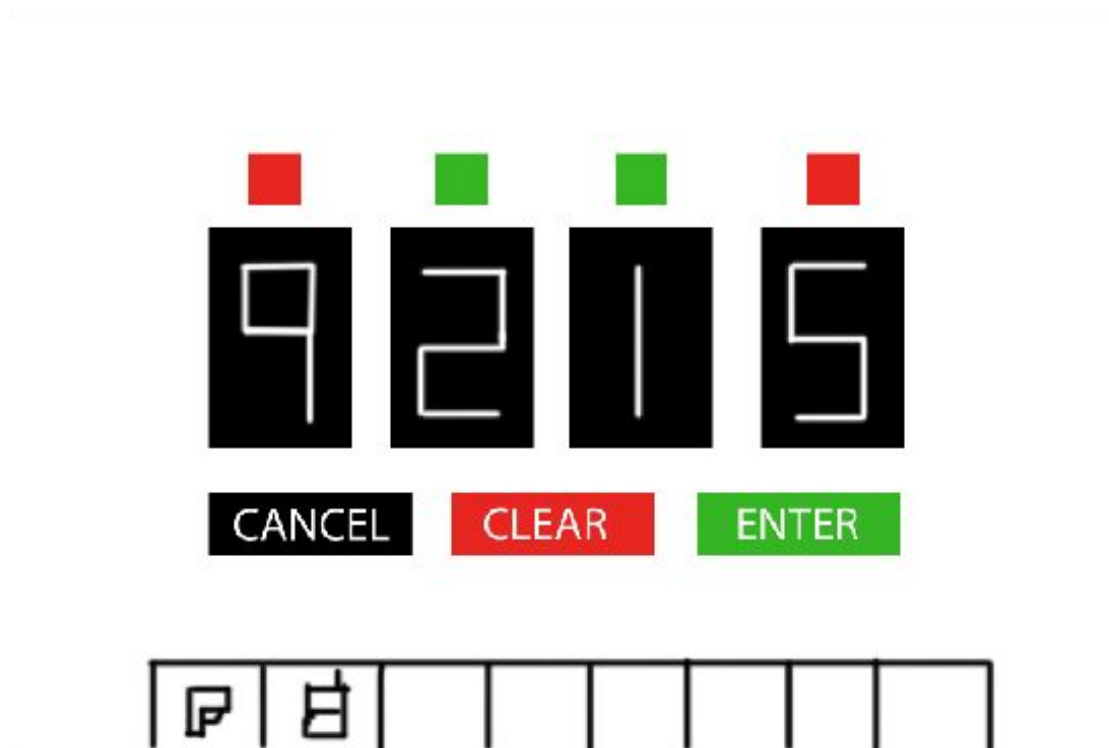
## Suggested Game Flow Diagram

Start Game -> Menu Animation -> Play-> 1st Floor -> loop(next floor) -> Helicopter Cutscene -> Results Screen -> End

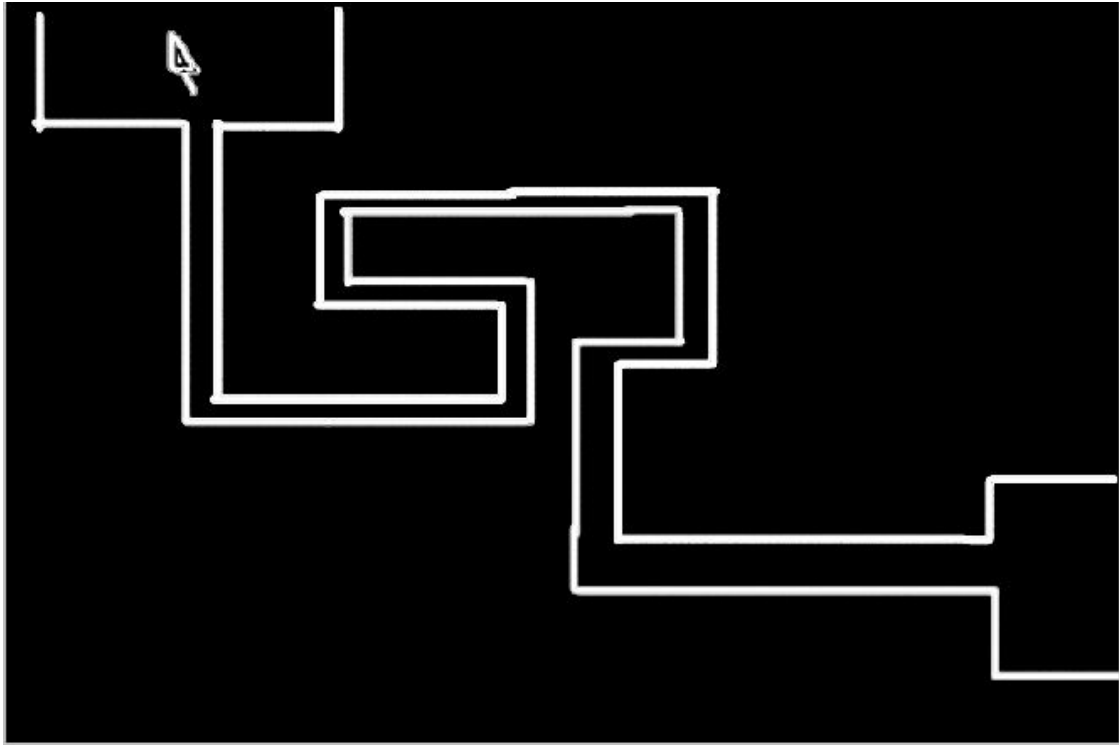
The game will start with the menu, where there will be a simple animation of a busy street in front of the bank with cars passing by.

If the player clicks any button other than 'Play' there is a black translucent overlay with the details of the menu on top. When the player clicks play, the cars will stop appearing and a cab will pull up to the doors of the bank. Following that, the screen will dim and the game will begin.

The game will fade in and the player will see a floor plan of the bank, essentially an aerial view. There will be multiple rooms, in which there will be items such as security notes (used to move on to the next level), police officers (killed with a pistol), and money bags (points). There will also be cameras that scan an entire room and lasers that prevent the robber from moving forward. Once the user begins a puzzle, they are unable to exit it (they are caught if they do). The only exception is the vault puzzle.



To unlock a vault, the robber has to collect a few security notes that are either dropped by officers, or are found within a guarded room. The vault is the only puzzle that the user can leave (in order to collect all the notes). Once the robber has collected all of the required pieces,





To disable a laser, the player has to solve a switch puzzle. The puzzle appears scrambled and the user has to reassemble the picture. The user can do this by selecting a grid with the square with a red outline. Once the user has picked a portion to switch, the block becomes red. The user has to pick another block with the red outline. Once the user selects 2 blocks, the blocks instantly switch to reveal the new arrangement. Once the user has reassembled the picture correctly, the puzzle disappears and the laser is disabled.

Once the Robber has cleared all of the floors for the selected difficulty, the robber escapes in a helicopter from the roof of the bank. Following that, the ending sequence appears and shows the player his score as well as a play again button

