

Analysis of Mechanics

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Title: *[Payday 2]*

Released: *[13.8.2013]*

Author: *[Overkill Software]*

Primary Genre: *[Co-op First person shooter]*

Secondary Genre: *[Heist]*

Style: *[Realistic]*

Analysis

Payday 2 has two modes of play: The main heist mode with the objective of stealing one or more objects from the level and the holdout mode, where you try to defend and survive in a much smaller area. In this analysis I will be focusing solely on the heist mode.

Most heists can be done with a loud or stealth approach, both of these feature different mechanics that have cooperative play in mind. One of the main mechanics that players will encounter right away is the loot mechanic, most loot has to be carried in bags, one player can only carry one bag which slants their vision and slows them down, depending on how heavy it is. This mechanic encourages multiple people to carry the bags as it is much faster for multiple players to throw the bags at each other, than for one to carry them one by one, this being reinforced even further by having catching a bag midair happen instantly while picking them up off the ground takes about half a second.

From the first person perspective information can be limited by walls, vehicles and other objects, in the loud approach to the heists special enemies carry shields which can absorb most damage from the front and while they are facing a player, barring advanced game knowledge and preparedness for that kind of situation, that player would be unable to kill that enemy without the help of another player. The enemies also obscure the players vision with smoke grenades, this can be overcome as players can mark special enemies through the smoke, highlighting them for all players who are able to see marked enemies highlighted through walls from any distance, the same mechanic works in stealth where players can highlight cameras and security guards which others would potentially miss, many heists also feature a security room and if a player is able to gain access to this room, they will be able to highlight almost all security guards on the map, making moving around the map much safer for every other player.

The realistic style of the game helps immerse the player into the role of a heister, at least in the stealth sections, however the loud sections do get very ridiculous with the amount of enemies present, clashing against the realistic style heavily but in my opinion this doesn't detract from the enjoyment of the game.