Bank Heist Game Design

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**Generic Game Information**

**Title of Game**

Bank Heist.

**Description of Game**

Provide a short description of your game, including gameplay, story, characters, etc.

**Premise of Game**

Include a 1-2 sentence premise, address the player directly and describe the mood and unique ‘hook’ of the game.

**Audience**

Discuss your target audience here.

**Rating**

Indicate what the expected target ESRB rating for your game will be and why.

**Game Story**

**Backstory/Synopsis**

It’s in the near future where times are tough and the economy has started into a recession. Our main character loses their job and house. He then starts robbing banks. You have to get in to the bank, get out with the money, not hurt any bystanders, and avoid the cops. Make it safely back to your safe house where you can count the money.

**Character Descriptions**

**Robber**

This is your main character only known as “The Masked Robber”. He is in his late 20’s early 30’s that has an average athletic build. He is really a nice guy and doesn’t want to hurt anyone but has to get by with what he can.

**Cops**

There are several different cops of varying ages, weight, and personalities. Obviously you have to have the new young cops that are really enthusiastic, and then you have the old guys who are a little bit thicker around the mid-section that love their donuts. Within each of these you also have the good cop bad cop teams.

**Bank Teller**

There are several different tellers of varying ages, weight, and personalities. Nine out ten bank tellers will be female.

**Civilians/**

These characters will be of varying ages, weight, and personalities. Will be controlled by AI and will flee depending on the Robber’s actions.

**Game Play and Features**

**Challenges/Rules**

To win the game you have to collect so much money and make it to your safe house without getting caught. How much money you have to collect will have to be tested during game play. Will have to find the sweet spot of making it challenging without making it impossible. You lose the game if you get caught or anyone dies. The challenge will be in how long you stay in the bank. There will be two to five tellers in each bank. The longer you stay the more money you can make but the higher chance of you getting busted by cops.

**Summary/Future Updates**

You control when to leave the safe house and when to leave the bank. You choose if you want to draw your weapon and rob the bank or just leave. How many tellers and cops show up will be randomized. However, the more banks you rob the more cops that start to show up to try and stop you. Steal as much money as possible to live comfortably for the rest of your life or get caught by the cops and live the remaining years in prison.

Future updates include adding simple 2D graphics so you can see what is happening and add a level of excitement. Add a bank manager that will let you into the vault to raid safety deposit boxes so you can get to your goal quicker but this also increases your chances of getting caught significantly. Hire a crew to help with robbing banks but then you also have to share the profits.