

# A Heist to DIE For

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# Overview

- *A Heist to Die For* is a real time strategy game focused on quickly guiding your units through precarious scenarios
  - ★ Focus on robber management
- The game has level based progression
  - ★ Money carries over from your previous levels to buy more robbers



# Overview

- The game encourages the player to strategize what robbers they'll create for a specific mission
  - God's eye view before and during the game
  - Player's see their time in the corner of the screen
- Flow is achieved through seeing your overall money increase and interacting with guards



# Story

- You are a mad Scientist hell-bent on getting as much money as possible to fund your cloning capabilities.
  - Science ain't cheap!
- You've decided to send your loyal, and brainless, clones to do your bidding and rob banks across the city of Land Moes Sisco!
  - Each location is harder than the last, don't let your ego get to you!



# Goals & Rules

- A game of progression
  - Levels are played in a specific order
- A game of immersion
  - In each level, the player is given the freedom to tackle challenges in any way they want
    - Choose which robbers to use
    - Choose which routes to go
    - Choose which robbers will die



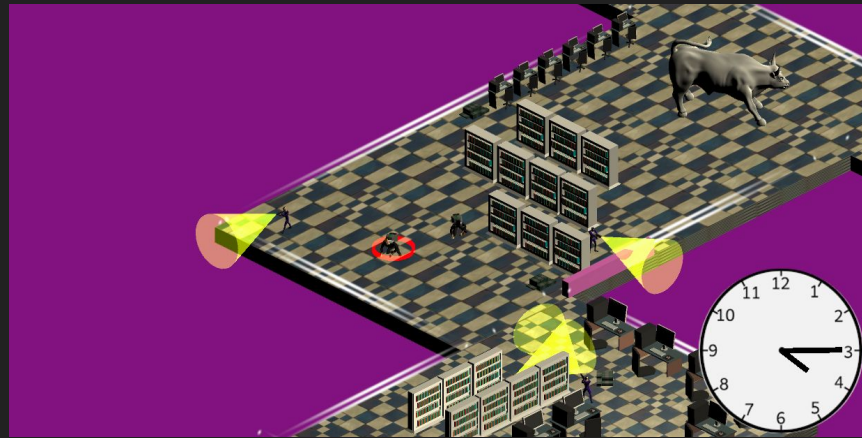
# Goals & Rules

- Goals:

- Main Goal:
  - Steal from the Hexagon
- Sub Goals
  - Break into the vaults for every level
  - Find money
  - Avoid detection
  - Lose as few robbers as possible

- Rules:

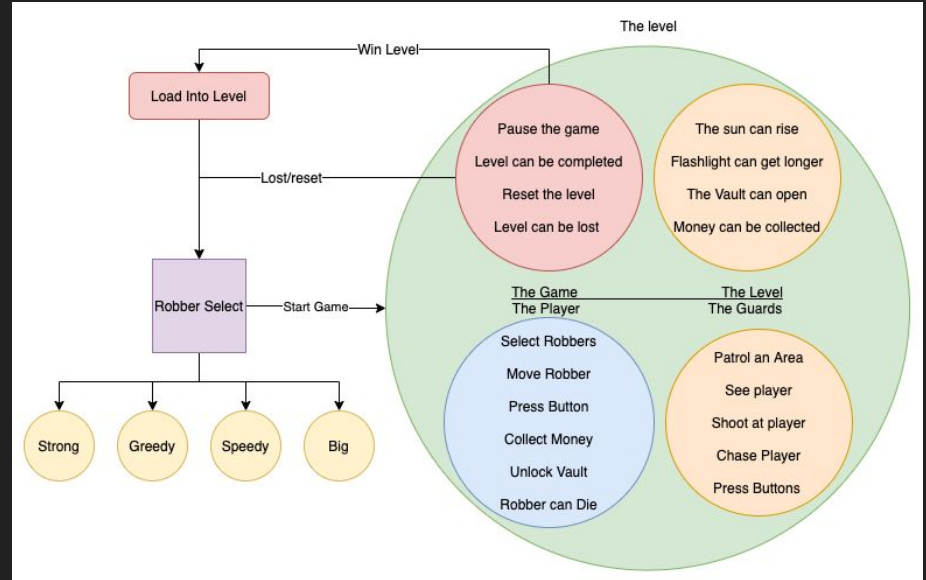
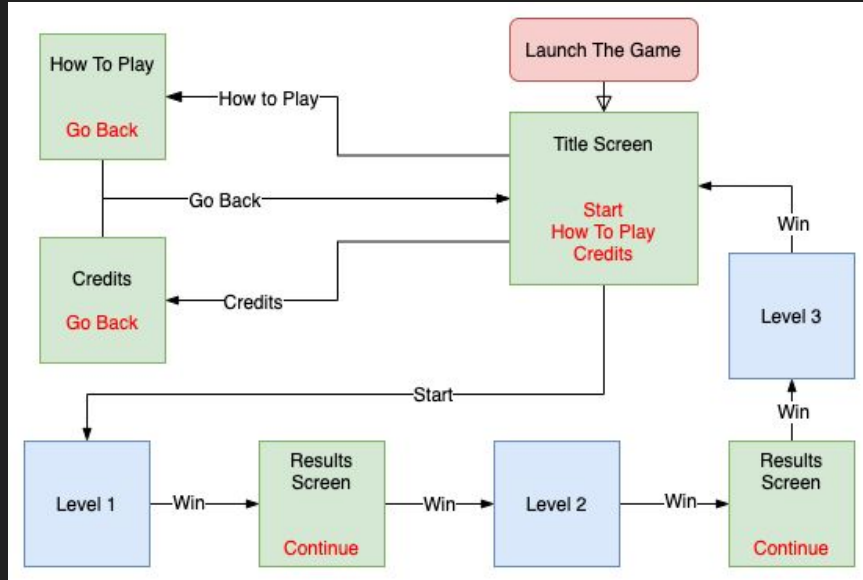
- Use at most 4 robbers to get in and steal from the main vault
- Don't enter the line of sight of guards or risk getting neutralized
- Control robbers using point and click
- Switch between robbers using spacebar



# Core Mechanic

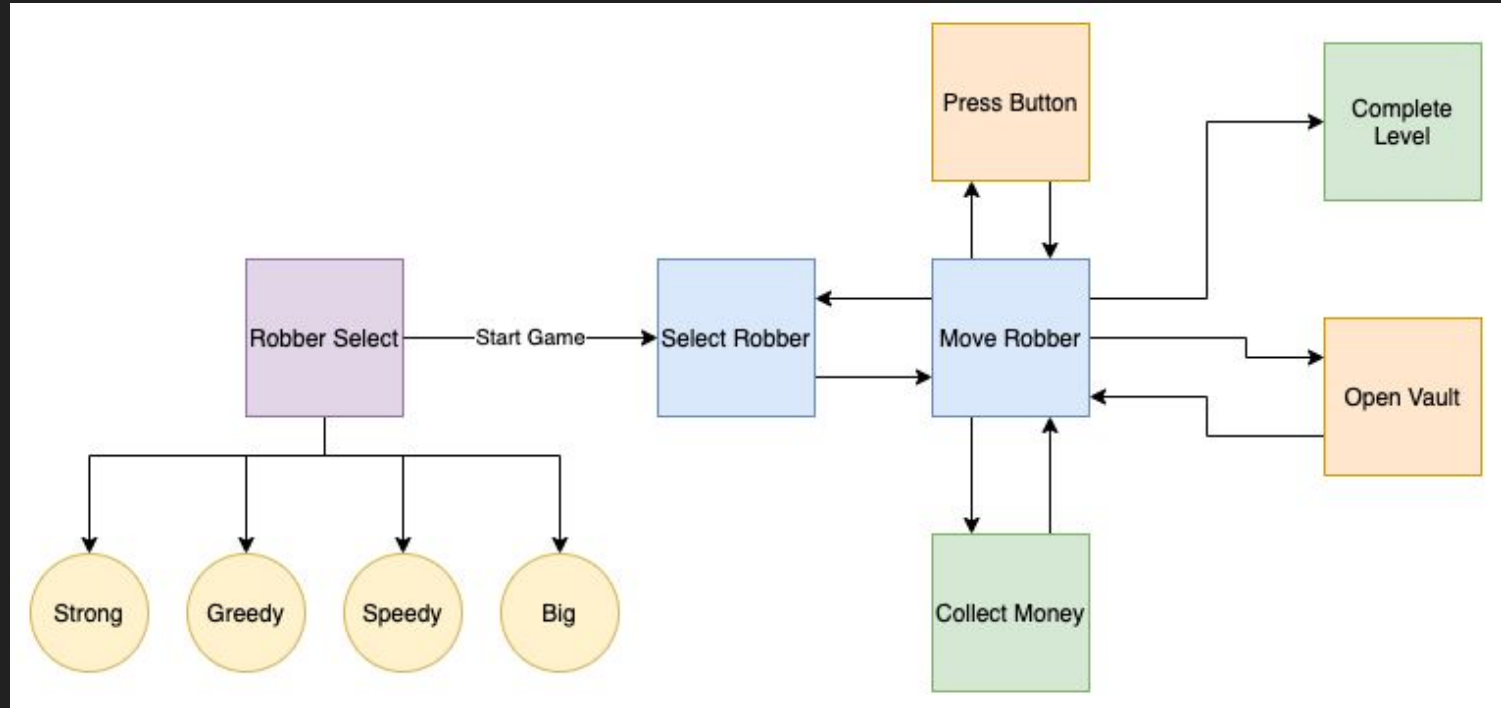
- Robber Management
  - The player must be able to control two robbers at the same time while ensuring that neither get caught
  - Choosing the best robber given the amount of money the player has would help the player complete a level
    - Whenever the player picks a robber, each subsequent purchase of that robber becomes more expensive
      - I.e. fast robber 1 = \$2000, fast robber 2 = \$2500
  - If the player spends a lot of his/her money on robbers for one level, they would feel more obligated to steal a lot more money.
    - If the player wants to spend more time stealing money, they are more likely to be caught by the guards

# Whole Game Loop





# A Level Game Loop



# Feedback Loops

- Positive Feedback Loops
  - The longer the player takes to complete a round, the guards are able to see further and further
- Negative Feedback Loops
  - Don't have any because our game is a puzzle and strategy game
    - The player should get increasingly better at solving each level

# Rewards

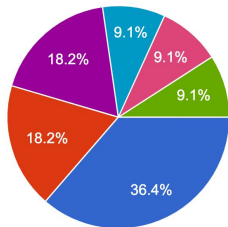
- Rewards of Glory
  - Stealing from the Hexagon and completing the final heist
- Rewards of Sustenance
  - Stealing more money allows the player to clone more robbers or better robbers
    - The player is able to attempt a heist more times without losing the level
    - Encourages the player to put his/her robbers in danger in order to obtain more money

# Playtesting & Changes

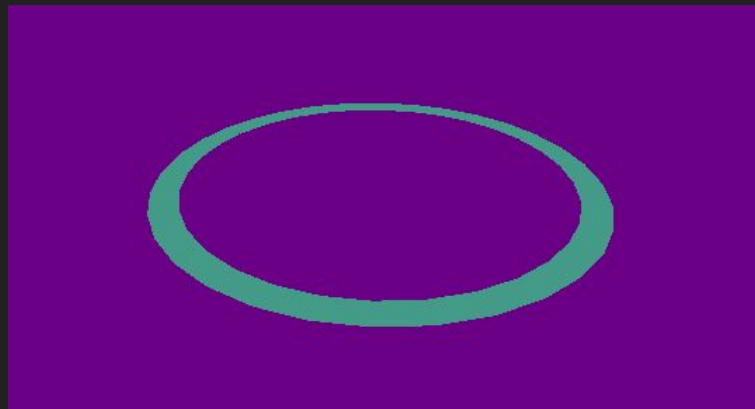
- Controls
  - Player feedback: Positive
  - Changes:
    - Selection Circles
    - Click Markers
- Levels 1-2
  - Player feedback: Positive



How long did it take you to finish the first level?



- 1-3 minutes
- 4-6 minutes
- 7-10 minutes
- 10+ minutes
- n/a
- Never finished it, too hard
- Died
- did not finish



# Playtesting & Changes

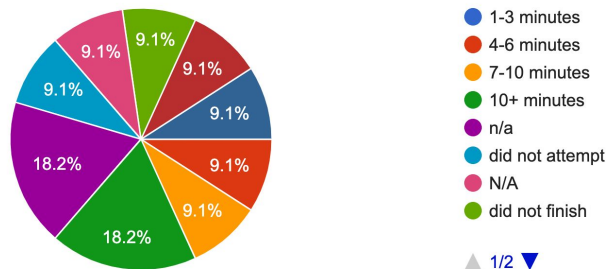
- Third Level

- Player feedback: Mixed
  - Players felt that the level was too difficult
- Changes:
  - Removed guards
- ★ Flow

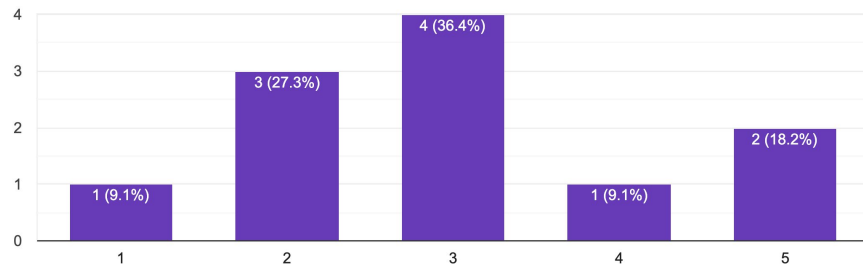
- Guards

- Player feedback: Mostly Positive
  - Players felt guards were more intelligent than before
- Changes
  - Make guards chase player for longer

How long did it take you to finish the second level?



How smart were guards?



Demo