

CYBERHEISTERS

Game Overview

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CONTENTS

Overview..... 3

 Synopsis..... 3

 Influences 4

 Left 4 Dead..... 4

 Payday 2..... 5

 Gameplay Brief 6

 Key Gameplay Components 8

 Possible Areas for Prototyping 15

OVERVIEW

SYNOPSIS

Cyberheisters is a first-person shooter – set in the city of Cyberpunk, a city that is booming with technology. The players must navigate the tightly packed city in acts of thievery to complete contracts given to them. These acts of thievery are the focus of the objectives – for example, find the code to unlock the vault, or defend the bank for X number of minutes whilst the money is being extracted. These maps are linear, much like Vermintide and Left 4 Dead.

For this prototype, we will be introducing the single player “campaign” story (see, Vermintide and L4D on how they do their campaign mode), where the player can, not only controls them self, but can also give orders to an AI character who fights alongside them.

This AI character can have commands issued to them, as explained later in the documentation. This AI is not as strong as the player, but it is invulnerable to attacks, and as such, should be used to the player’s advantage.

However, for the final build of the game, it is possible to have 4 player cooperative play on these story maps, where the enemies are much stronger and spawn in larger waves.

Objectives will gate progression – it may be as simple as pulling a lever, or as complex as defending a position for a duration of time whilst securing loot. Besides completing the contract, extremely rare treasures will be cleverly hidden around the level, and in rare cases will require puzzle solving. Obtaining these treasures make enemies more aggressive or can sometimes unleash the “Riftwalkers” (explained later). These treasures are entirely optional.

INFLUENCES

LEFT 4 DEAD

Left 4 Dead is a 4 player, fast-paced shooting game, where the player must progress through a linear map, clearing objectives as they go along, whilst clearing hordes of zombies that spawn along the way, who are trying to halt the team's progression. The levels feel large, although a play session through a single map often only lasts 15 to 20 minutes. The aim of the game is to survive until the end, completing objectives to make the rest of the map accessible.

Cyberpunk will be taking elements of horde based shooting and linear map progression – the path will be predetermined rather than procedurally generated, with key points and choke points where hordes are most likely to occur – the overwhelming sheer number of zombies are often the biggest factor for losing in Left 4 Dead. Specials with interesting mechanics will spawn throughout the map too, providing an extra dimension to the otherwise monotonous gameplay of killing hordes of basic enemies.

Key features of the game that will be taken are: horde fighting, linear level progression, objectives (but more familiar to Payday 2 as explained below).



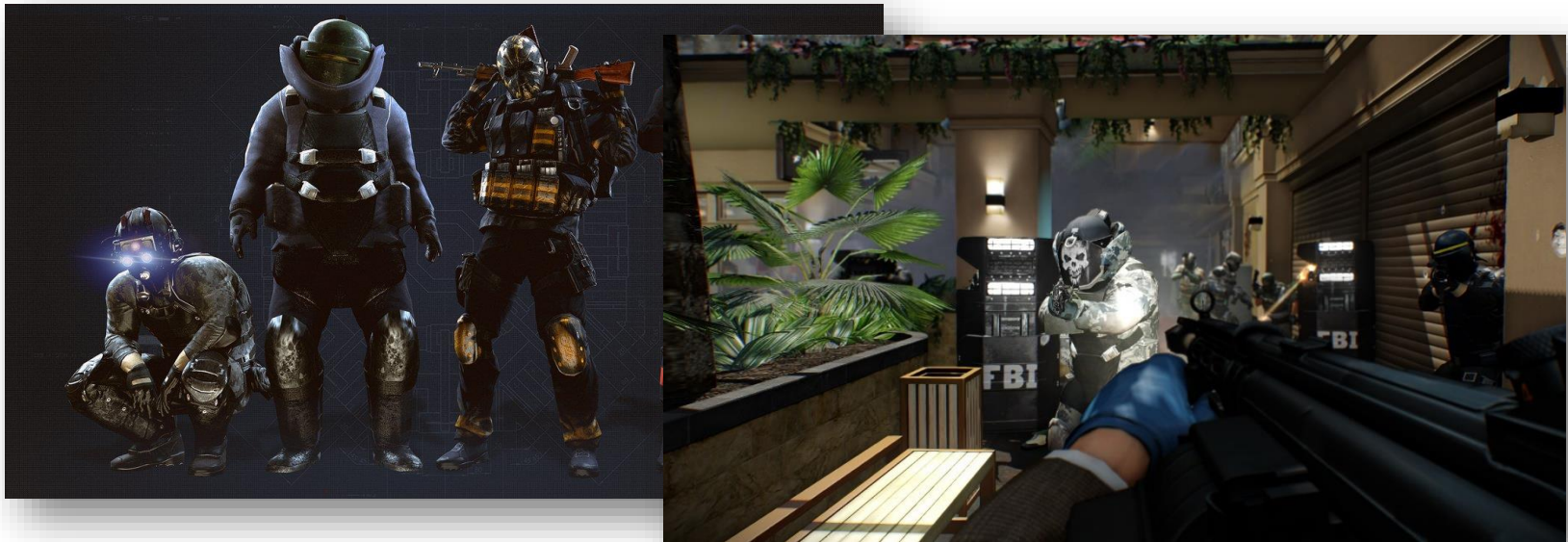
PAYDAY 2

Payday 2 is focused around completing objectives in a confined map, with enemies spawning in waves (much like Left 4 Dead), except using entry points that you would expect from the FBI – repelling down ceilings, busting through doors, and crashing through windows. In addition, players have deployable items and loadouts that they can customise before going into a level – such as choosing what guns they want to bring or what special abilities and team assists they want to equip. Players navigate the level as determined by the objectives, such as defending an area or collecting quest items into one location. The aim of the game is to complete the level, but also collect as much money as possible.

In Cyberpunk, the main theme of the game is very reminiscent of Payday 2 – stealing objects of high monetary value as part of a contract. In Payday 2, objectives are often gated by a timer. The player then must defend the objective until the vault or safe is unlocked to proceed.

There are aspects of AI cooperation in Payday 2 that Cyberpunk will take inspirations from too. For example, “Taser” units are more likely to hide behind “Riot Shield” units when going in for the Taser shot. Similarly, “Cloakers” (acrobatic assassins) are more likely to move in groups together.

Key Inspirations: heisting, AI mob behaviour, character customisation, specials units, wave-based spawning.



GAMEPLAY BRIEF

Who or what do the players control?	Each player controls a character	
What are players trying to achieve in the level?	Main Goal	Reach the end of the level
	Sub Goal 1	Complete the contract (for example: steal the diamond)
	Sub Goal 2	Complete objectives along the way to progress through the level (for example: break into the safe, crack the code, etc)
	Sub Goal 3	Steal any extra, hidden loot along the way (makes the game harder).
	Sub Goal 4	Complete the game without anyone dying.
What are the Player's main actions?	<p><u>FPS shooting –</u></p> <p>Players are in possession of 3 guns. Mouse Scroll switches guns. Mouse Horizontal and Vertical aims the gun. Left Mouse Click fires the gun.</p> <p><u>Player Movement –</u></p> <p>Players move parallel to the plane. WASD moves the player along the plane horizontally and vertically by conventional inputs.</p> <p><u>AI Companion –</u></p> <p>The AI companion is a robot that follows the commands of the player. It takes no damage, however with its life force connected to the player, should the player die, the robot goes with them. Holding the Command Button (Right Click) will bring up the command wheel. Then four options are presented to the player in the player's interface. The player can select an option if they hover their mouse over the command and releasing the Command Button.</p> <p>Move Command moves the companion to the closest point to where the command was issued. Follow Command will make the robot prioritise the safety of the player, following them around and killing any enemies that are too close. Attack Command orders the robot to attack the closest enemy within a certain range (30m?). If an enemy is not found, then a response from the robot will notify the player of the error. The robot will prioritise enemies based on the situation (for example, if there are few trash mobs in sight, then the robot will prioritise any specials should there be any – these units will be explained later). This will also cause the robot to break away from the player until otherwise commanded to.</p>	

	<p>Hold Command orders the robot to hold their position, whilst still attacking any enemy within range. The robot will not move until issued otherwise, or if combat has ended (to which, if the player still wants the robot to hold a position, the player can re-issue the command)</p> <p><u>Destructive Force (Ability) –</u></p> <p>The player has a special move that they can do, which is on a long cooldown. When available, the player punches forward, ejecting 20ft long cone-shaped shockwave in that direction, damaging and staggering all units caught in the impact. Q allows the player to perform this action when available.</p> <p><u>Player Item Consumption –</u></p> <p>Players can acquire consumables throughout the level. E allows the player to pick up an item. This item is then stored in their hot-keyed inventory. There are only a few slots. 1, 2, 3, 4 allows the player to consume the item in that given slot. These items are: Bomb causes an explosion in the area when thrown with Left Mouse Click. Stasis Bomb freezes units in an extremely large area when thrown with Left Mouse Click. Deployable Shield is deployed in front of the player, blocking damage when placed with Left Mouse Click. These shields only persist for a certain amount of time, or when destroyed by specific enemy interactions. Medical Kits are used when Left Mouse Click is held for a duration of time, replenishing health for the player.</p>
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KEY GAMEPLAY COMPONENTS

Key Dynamics Elements	Usage in Game
Horde spawning patterns	<p>Enemies spawn in large waves, with the aim to overwhelm the player with their sheer numbers, in a similar way to Left 4 Dead. They also provide cover for special units in the same way that Payday 2 does – specials are more likely to move away from the main horde to strike at unexpected angles. There are periods of quiet in between waves where players can scrounge for med-kits/bandages and gadgets to prepare for the next wave.</p> <p>They can also use this time in between waves to try to find rare loot.</p>
Gadgets	<p>Old but valuable tech can sometimes be found, to empower the player’s fighting capabilities.</p> <p>To reiterate from earlier, these are:</p> <p>Bomb causes an explosion in the area when thrown with Left Mouse Click. Stasis Bomb freezes units in an extremely large area when thrown with Left Mouse Click. Deployable Shield is deployed in front of the player, blocking damage when placed with Left Mouse Click. These shields only persist for a certain amount of time, or when destroyed by specific enemy interactions. Medical Kits are used when Left Mouse Click is held for a duration of time, replenishing health for the player</p> <p>These gadgets are consumables (hence, are only temporary).</p>
The LRF (Lethal Reactive Force)	<p>The main adversary in Cyberheisters are The LRF (Lethal Reactive Force). They are the police force of this Universe, equipped with highly lethal weaponry and opting for violence rather than peaceful negotiations – in a bid to suppress crime. This didn’t stop the Cyberheisters, a syndicate of professional criminals.</p> <p>The “hordes” that spawn into the level to oppose the player are known as an LRF Battalion – spawning in a group of 20 or more for a single wave of enemies. These units are basic in every way.</p> <p>The LRF Battalion can take the following actions</p> <p style="padding-left: 40px;">Shooting means that all units engage from a range.</p> <p style="padding-left: 40px;">Melee can be triggered when a player gets too close.</p>

These units also have different states, depending on the situation.

Hunting means that the enemy is now hunting for the player.

Flanking happens randomly for 1 unit in every wave, if a unit isn't flanking already. This unit will attempt to cut off the player, by teleporting to a new location, away from the main force, in hopes of getting a free strike – reminiscent of how a single enemy can often backstab the player in Vermintide.

Taking Cover occurs randomly – an enemy unit will occasionally take cover behind a wall. Although the player can still hit the enemy, it will be very difficult to do so.

Rush gives a unit a brief burst of speed, leaving a blue trail as they move forwards. They charge the player, but the blue trail should make it easy for the player to see them coming and react accordingly.



The **LRF Technoforcers Division**, or Technoforcers for short, are the special units of this game. They each have unique traits and are augmented in some way, to set them apart from the basic units – spawning randomly, alongside or without hordes. They also inherit all the possible skills that a basic LRF unit can bring to the table (Rush, Taking Cover, etc)

Hunters: Preferring long ranged assault rifles, they fire at the player from behind the wave.

They can do the same actions that an LRF Battalion unit can do, as well as...

Blend In, by standing behind a unit or a group of units, and firing from a long range. As they look like a basic unit as well, the player should not be able to spot them immediately, unless if they are paying attention.



	<p>Beserkers: Getting up close and personal, they threaten any camping spots that players have taken advantage of. They are much bigger and armoured. They will make their presence known with their flashy armour and booming voices.</p> <p>Larger health pools and explosive resistance allows them to get more up and personal by not dying.</p> <p>Rush is triggered much more often.</p> <p>If a deployable shield is present Berserkers have a chance of charging the shield, destroying it completely. Upon destroying the shield, they are stunned for a period, presenting both positive and negative outcomes.</p>  <p>The Captain: Donning white armoured Kevlar to distinguish himself from the others – he is the Captain, empowering all nearby units whilst being difficult to take down on his own, serving as a miniboss. Only one of him spawns per run.</p> <p>The LRF Battalion is triggered immediately with the presence of The Captain. He means business, unlike the other Technoforcers.</p> <p>Much larger health pool and explosive resistance allows him to survive for long periods of time. However, caution is advised when making him too durable.</p> <p>If a deployable shield is present The Captain has a chance of disengaging the shield from range, destroying it completely.</p> <p>Empower boosts the accuracy of all LRF Battalion units.</p> 
<p>The Riftwalkers</p>	<p>Certain parts of the map will be shrouded in darkness. These are optional paths, where the player will encounter the Riftwalkers – beast-like enemies which require players to adapt to larger waves of melee striking enemies.</p> <p>They work in waves much larger than expected, making them more overwhelming and intimidating.</p>

The Riftwalkers are the general name for these species, but is a name commonly given to the common horde units that challenge the player.

Melee is triggered when a player gets too close.

These units also have different states, depending on the situation.

Hunting means that the enemy is now hunting for the player.

Flanking happens randomly for 1 unit in every wave, if a unit isn't flanking already. This unit will attempt to cut off the player, by teleporting to a new location, away from the main force, in hopes of getting a free strike – reminiscent of how a single enemy can often backstab the player in Vermintide.

Rush gives a unit a brief burst of speed, leaving a blue trail as they move forwards. They charge the player, but the blue trail should make it easy for the player to see them coming and react accordingly.

Evolve a unit can randomly evolve into a special unit. The player has a chance to kill this mob before it fully transforms, nullifying this effect.

These Riftwalkers can come in special forms, mutated in unique ways, bringing new mechanics to the table, unlike the Technoforcers.

The Rifthound, much like a Berserker, he is very tanky. This is a very basic mutation that occurs often.

This unit inherits all skills from a basic unit. (Including being able to evolve into any other mutation with a rarer chance).

Howl allows the Rifthound to boost the morale of all other Rifthounds, giving them a brief burst of Rush and being able to dodge the player's first shot.



The Rifthelm is a rare mutation. An aggressive beast that can be felled when striking at the legs. He is only slightly more durable than a Rifthound when striking at his weak points, but offering explosive resistance, as well as almost full bullet resistance in his armour. This is the only unit that can cause friendly fire to other Riftwalkers.

This unit inherits all skills from a basic unit.
(Excluding evolving)

Rampage throws the Rifthelm into a rage, thrashing about violently in place – damaging other Riftwalkers too. Anything caught in the rampage is immediately thrown away. Other mutated beasts actively avoid him in this state.

Defensive Stance, the Rifthelm shows the upper part of his body (the armoured side), whilst slowly lumbering sideways towards the player.



The Empress is a rare mutation. Although she does not attack, her presence causes strange events to occur.

Calling causes random mutations in Riftwalkers.

Linking causes all Riftwalkers to co-operate, making them move more tactically (such as gathering, or saving their rush to be used simultaneously).

Tremors is triggered if the player is too close. This command causes a small handful of Riftwalkers to protect the Empress. The tremors cause Riftwalkers to wake from their slumber, spawning from beneath the ground.

Distress is triggered when she is attacked. This enrages all Riftwalkers, boosting their attack for a small duration.



The Packmaster is a two-part mutation – the “rider” and the “beast”. He is the leader of all beasts, a mini-boss that only occurs once per run.

The Rider, the one who sits on top of the beast is small, but much more intelligent than the rest. He gives audible commands to all the Riftwalkers on how to move.

To Battle! *Occurs when he spawns. A horde is immediately triggered, with 1 Empress.*

Charge Forwards *commands all Riftwalkers to use **Rush**.*

Collate *commands some Riftwalkers to evolve, causing a mass mutation. He then commands other units to defend the ones who are evolving. This, however, will also leave The Rider and any other mutations exposed.*

Make Way *commands all Riftwalkers to make a path for the Packmaster, for him and his beast to take charge into the battle, or to make way for him to otherwise retreat.*

Beast, Come! *Is a command that only happens when the Rider loses his beast. If this happens, the Rider has a chance to call another beast to ride upon.*

The Beast is a Rifthelm, a beast that the rider rides upon, but once controlled by the Rider, is augmented with intelligence, and is much less likely to rush into battle and instead opt for survivability.

This unit inherits all skills from a **Rifthound**.



These areas will often contain ultra-rare loot. If the loot is taken, this will cause Riftwalkers to spawn throughout the rest of the level, in place of the LRF.

Customisable Classes	Each class brings its own unique trait to the battlefield, in the same way Vermintide has separate heroes and Overwatch has an array of characters to choose from. However, each class itself can be customized further by customizing a loadout, distributing skill points into a simple skill tree, and leveling each character. This concept will not be discussed further in this prototype, as it will require documentation dedicated to this topic.
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POSSIBLE AREAS FOR PROTOTYPING

Area of Concern	Proposed Prototype
How strong should the LRF be?	Have players go through a set scenario with pre-set mobs in each room.
Questions to be answered	<p>Are some combinations too OP?</p> <p>How powerful should certain mob types be?</p> <p>How does the player priorities the enemy units, and does this fit the intended play experience?</p> <p>How does the player use items to improve their survivability?</p>
What does success look like?	<p>1 to 2 specials with the horde should not feel intimidating. 3 to 4 specials with the horde should prove to be a challenge but nothing that the player can't handle, so long as they choose their moves wisely.</p> <p>Berserkers should not die so easy. The Captain should survive considerably longer (4 to 5 turns?), but without hurting the player too badly.</p> <p>It should be very difficult to overcome the Captain, accompanied with Battalion forces and 4 Technoforcers in play (this is where items should be introduced).</p>

Area of Concern	Proposed Prototype
How strong should the Riftwalkers be?	Have players go through a set scenario with pre-set mobs in each room.
Questions to be answered	<p>Are some combinations too OP?</p> <p>How powerful are the Riftwalkers in comparison to the LRF?</p> <p>Do they feel more intimidating?</p> <p>Does the player feel more engaged when fighting the Riftwalkers?</p> <p>Are the rewards appropriate to the risks that the Riftwalkers bring?</p>
What does success look like?	<p>As they are more un number, their individual stats should be lower than an LRF unit. Therefore, taking one of these units on their own should not pose much of a difficulty.</p> <p>However, when grouped up into specific combos, they will become much stronger and the player should feel overwhelmed.</p> <p>The player takes lots of damage.</p> <p>Should not be an easy challenge.</p>

Area of Concern	Proposed Prototype
When should hordes be spawned?	Have players go through a scenario, whilst attempting to randomly spawn hordes/specials using dice rolls
Questions to be answered	<p>Are some combinations too OP?</p> <p>What dice do we use to spawn mobs and does this reflect appropriately with how frequently we want mobs to spawn?</p> <p>How often does a Captain spawn in a run? When does he spawn?</p>
What does success look like?	<p>1 to 2 specials with the horde should not feel intimidating. 3 to 4 specials with the horde.</p> <p>Can we keep these values consistent?</p> <p>A Captain should spawn 70% of the time for a given run, aiming to spawn later into the level rather than early (although if it's early,</p>

Area of Concern	Proposed Prototype
Item drop rate	Players have the choice to find loot. The player should roll the dice if they want to loot the room, only if the option to loot the room is available.
Questions to be answered	<p>Are spawn rates consistent?</p> <p>How often does a player leave loot behind?</p> <p>How many chests do we want per room?</p> <p>Are items too strong?</p>
What does success look like?	<p>2 to 3 items per chest.</p> <p>Items should feel like they have a marginal impact on the game – in some ways game changing when used correctly, however the game should not feel too item-centric..</p>

Area of Concern	Proposed Prototype
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Procedural generation	Generate a level for the player to progress through, as well as generating loot, whilst spawning hordes to give the player a sense of urgency, such that players don't remain in certain parts of the level for too long.
Questions to be answered	<p>Can procedural generation create an interesting, repeated experience?</p> <p>Can we make the changes subtle, but noticeable? (not enough to make the map completely different each time)</p> <p>Where should secret areas be located?</p> <p>Does the map feel too big?</p> <p>How long should a play session be?</p> <p>Does the player feel compelled to take different routes when available to them?</p> <p>Is the player interested in taking on the secret areas?</p> <p>Do they feel challenged when accessing the secret areas?</p>
What does success look like?	<p>A play session should not last longer than 30 to 40 minutes.</p> <p>Players should have a reason to pick different routes when available to them (e.g: "this path looked more intimidating")</p>