

GOTHAM CITY BANK HEIST

LDD and Walkthrough



Project outline

Complete blockout for a fictional mission based on the Batman universe and the Arkham games mechanics.

Time allocated

20h maximum

Tool used

Unreal Engine 4 with the Supergrid plugin.

Goals

Get a 1st draft done, including mission flow, narrative elements, ingredients and NME placement.

MECHANICS	GADGETS	INGREDIENTS	NMEs
Basic Movement	Grapple Gun	Hatch	Melee Grunt
Stealth	Explosive Gel	Floor Trap	Mercenary - Machine Gun
Brawling		Gargoyles	Mercenary - Mini-Gun
		Elevators	Mercenary - Pistol
		Weak Structural Walls	Heavy Grunt

SETUP

A heist is underway at the Gotham City Bank. Commissioner Gordon calls Batgirl on the scene to help with the deteriorating situation.

Arriving at the scene, Gordon greets Batgirl amidst chaos. Police cars are stationed near the main entrance, officers scattering around them. Some have been shot at and mend their wounds, some are evacuating the surrounding citizens and a small crew is gathered at the front door, trying to get it open.

Gordon asks Batgirl to try to find another way in, as there are reports of bank workers being taken hostage. He needs Barbara to get in and save the workers and the C.E.O., who made the call to the police to warn them about the hostage situation before his mobile phone got unreachable.

LEGEND

Light Grey = Basic Geometry (Walls, Floors, Pillars)

Light Green = Standard Assets (Desks, Chairs, Crates)

Pink = Blocked Path (Will not be accessible)

Orange = Unlockable Path (either needs a Key or will open with mission progression)

Teal = NPCs (Hostage, CEO)

Dark Blue = Ingredients

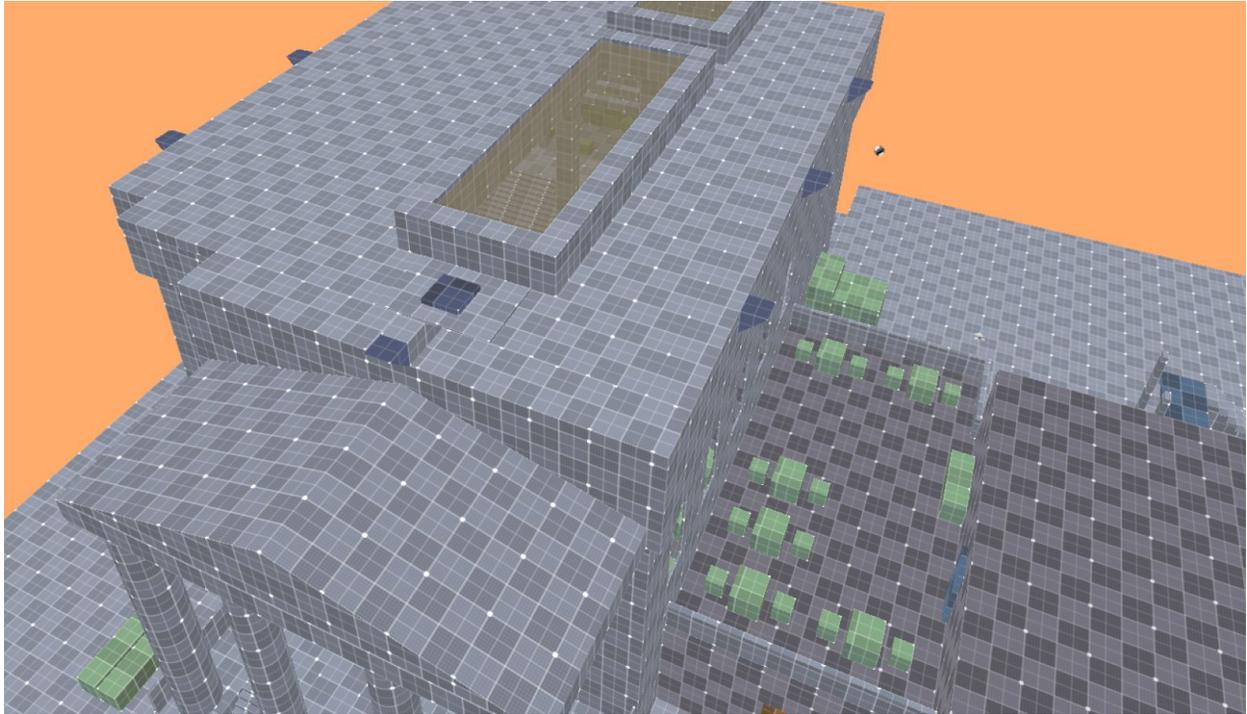
Yellow = Collectible/Lore

Pink = NMEs

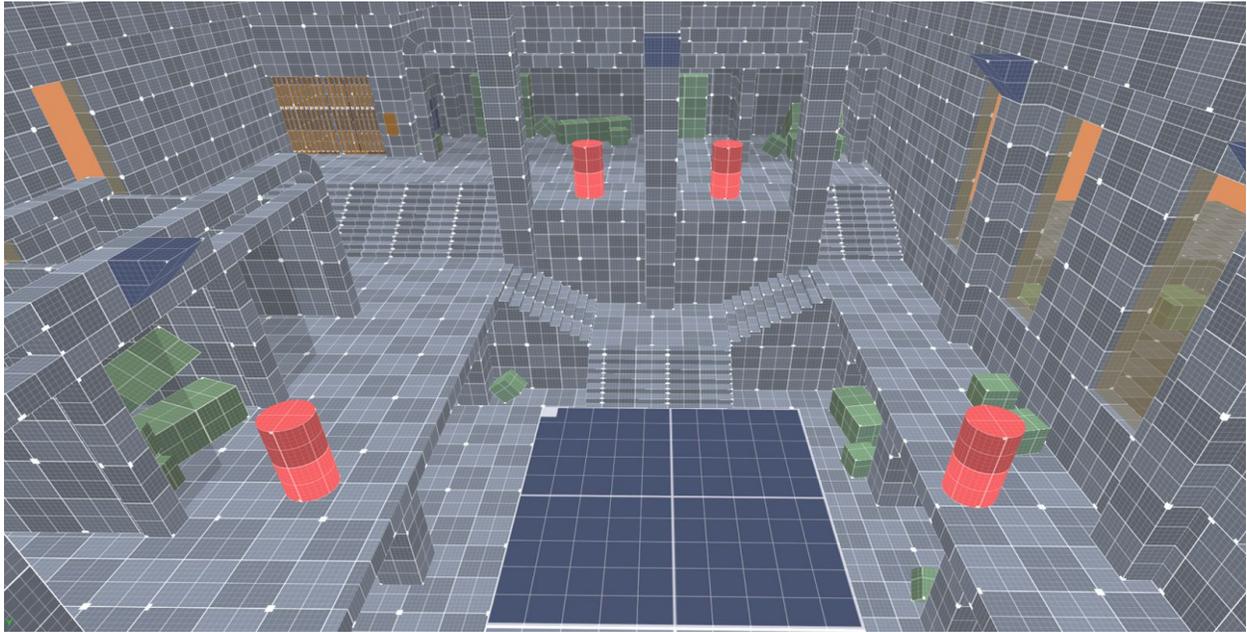
MISSION START - THE ROOF

The player needs to find a way in. All floor entrances are blocked or locked.

The only way to get in is by the rooftop, where a hatch will get the player in. The player can also get a sneak peek at the inside of the bank to plan his attack by looking through the light wells.

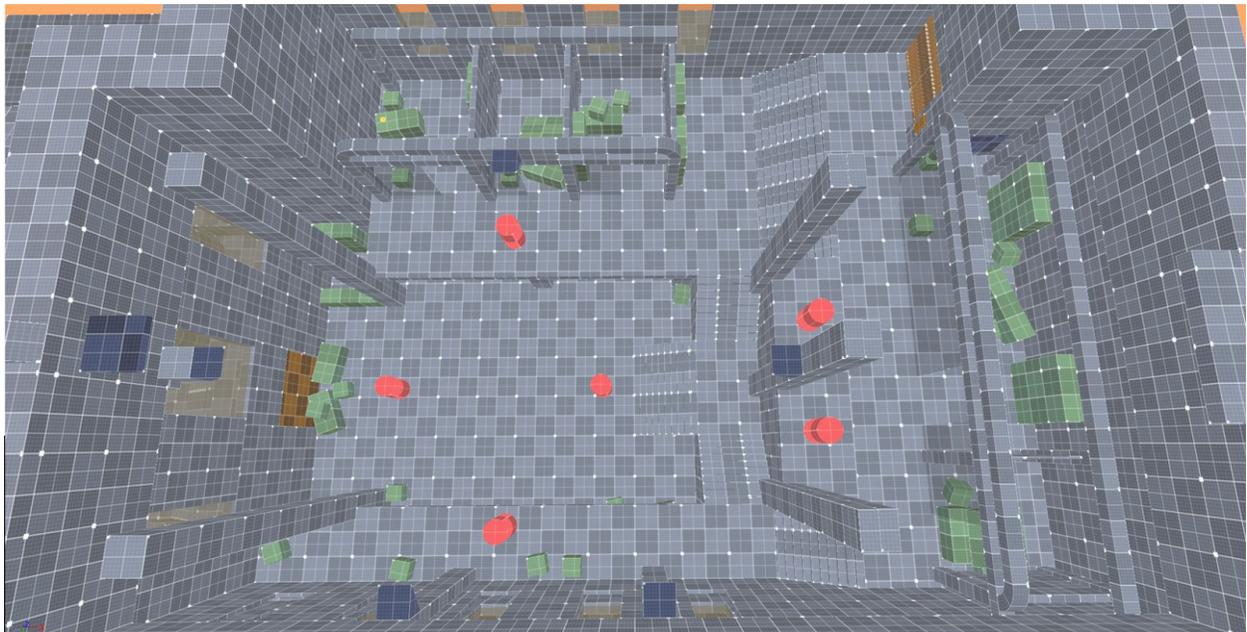


MAIN FLOOR

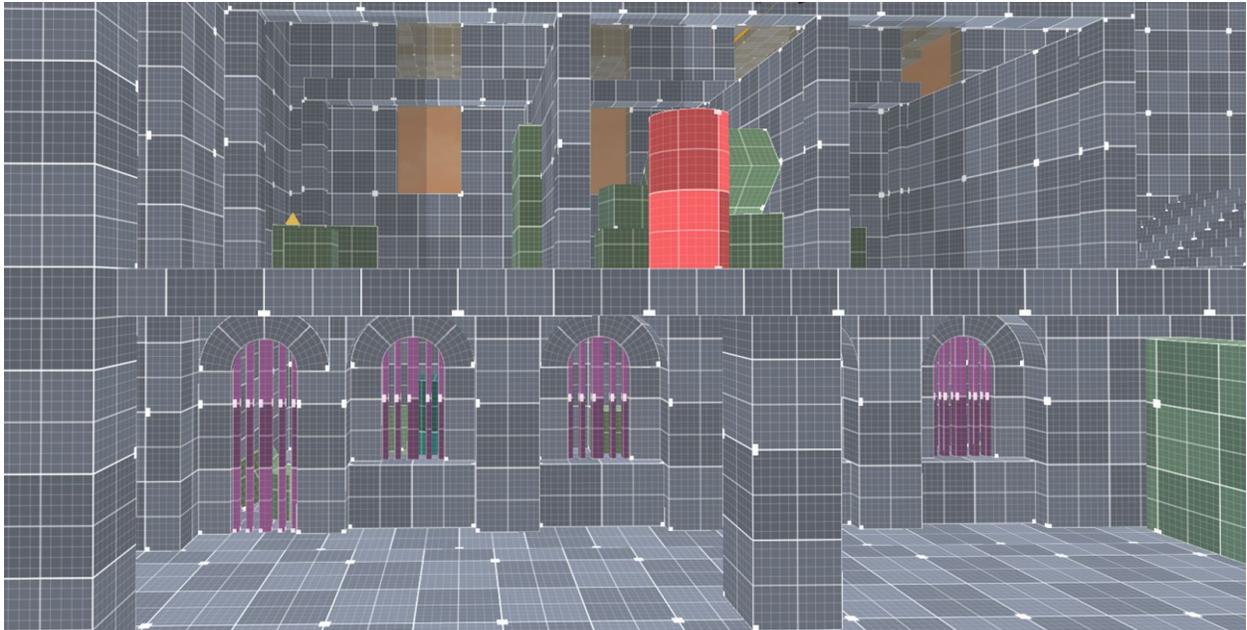


A small cutscene plays as Batgirl sits on top of a Gargoyle. Mercenaries with Pistols are patrolling both sides of the main floor on the balconies. Of the 2 mercenaries over the stairs, 1 has a Machinegun, the other 1 is a Melee Grunt. Two other Melee Grunts are on the main floor.

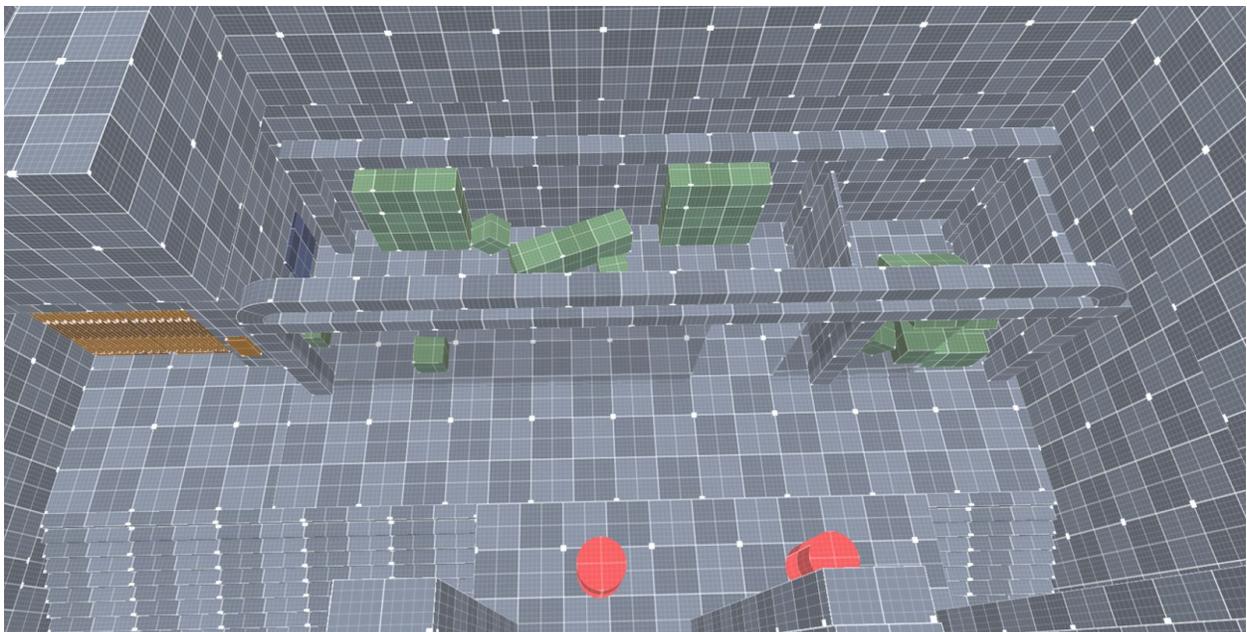
Some Gargoyles can make the life of the player easier if he decides to go with a stealthy approach.



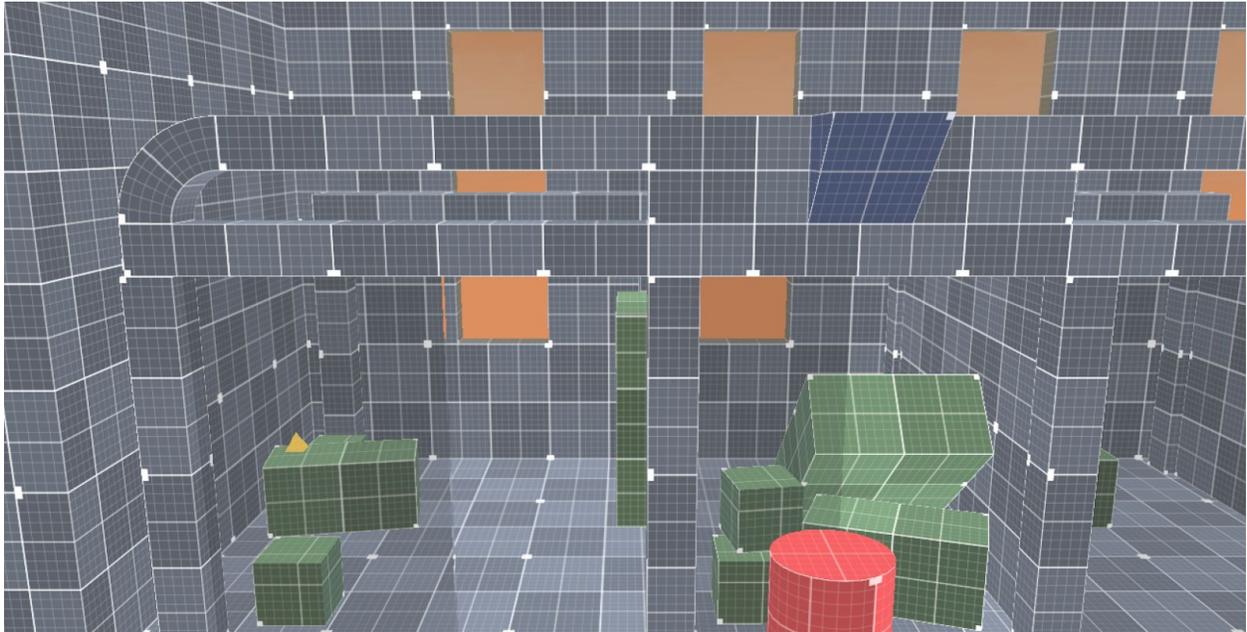
After the fight is completed, you can speak to some hostages behind the service counters through a cutscene. They are handcuffed to desks and cannot get closer to you, but they tell you that if you find a way to access the elevator shaft, you should be able to get to them.



The player can now look for the hatch in the CEO office that gives access to the elevator shaft.

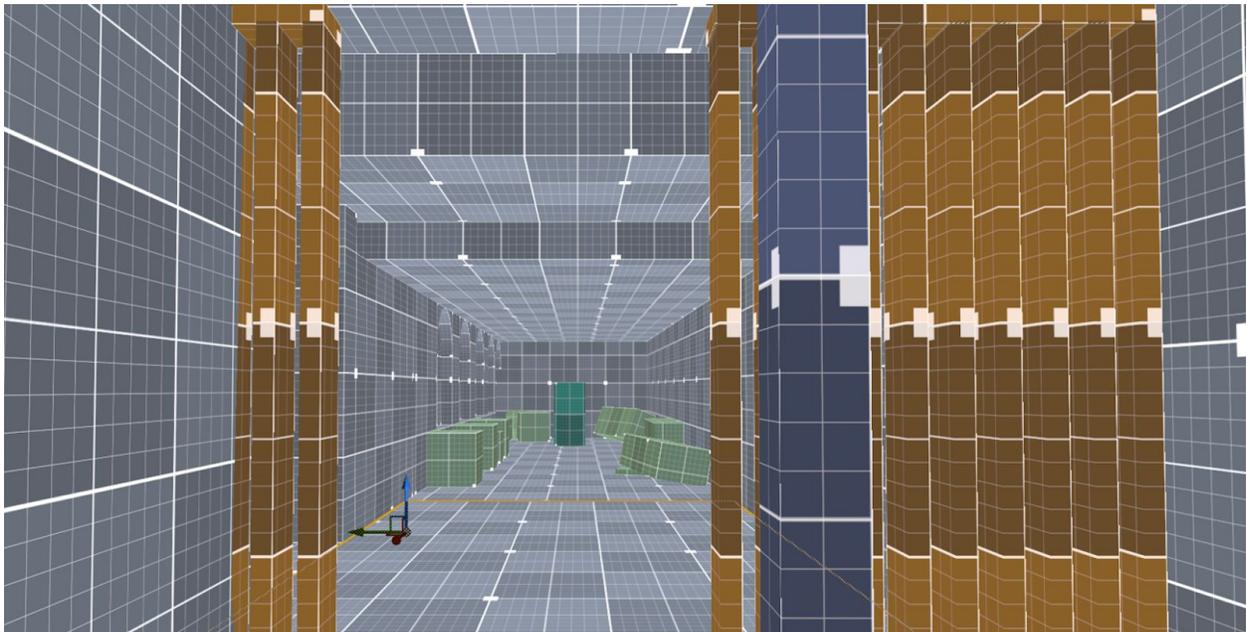


There is also a collectible in one of the side offices.

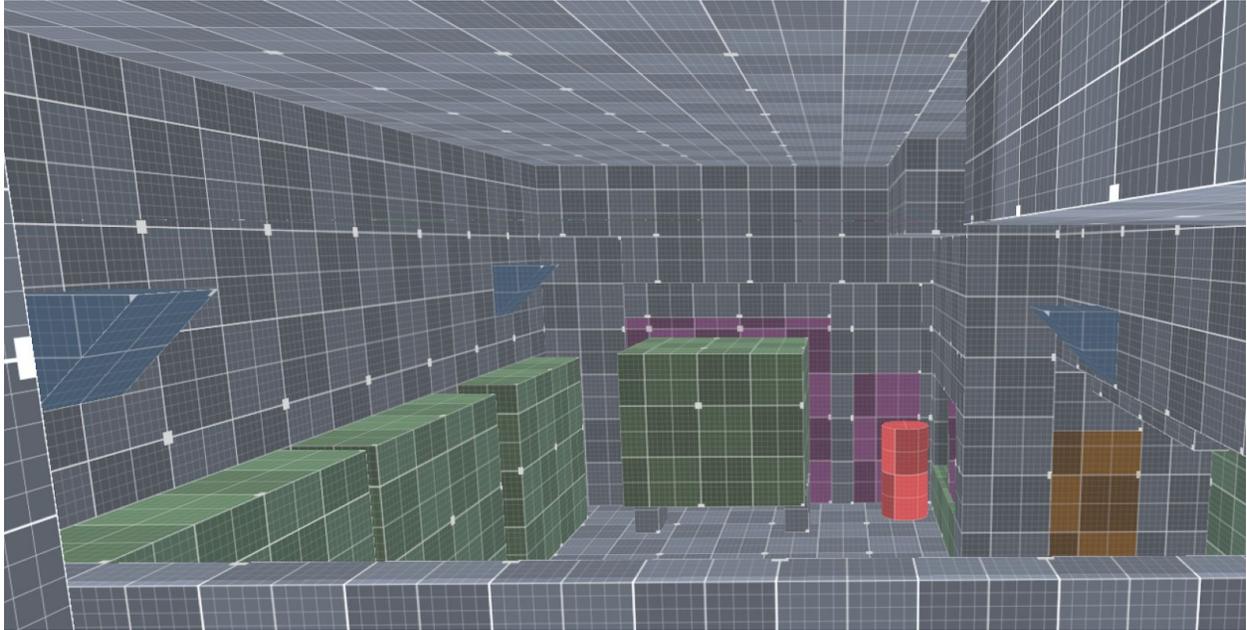


MAIN FLOOR - Hostage Rescue

After getting down through the elevator shaft, the player gets on top of the elevator, on the Main floor level, but behind the service desks. Batgirl saves the hostages and one of them gives her his keycard that grants access to the elevator.

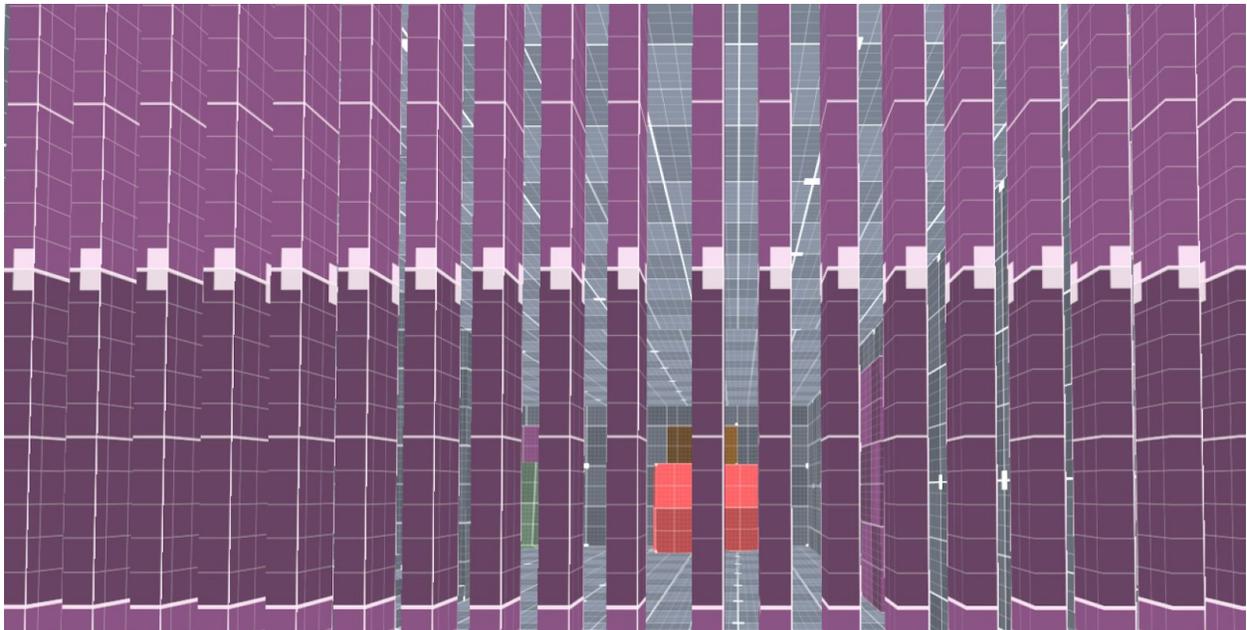


There is a vantage point to the warehouse on the left, where the player can see a truck arriving and mercenaries loading gold ingots into it.



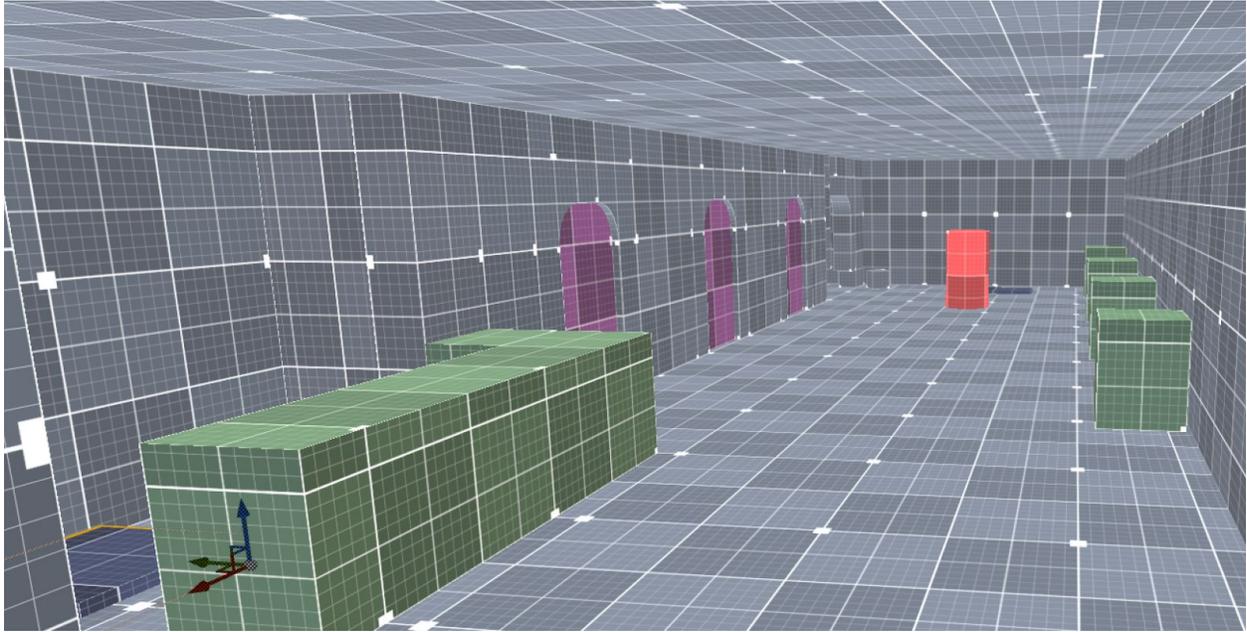
BREAK ROOM - Not yet accessible

After using the keycard to call the elevator, the player can get to the lower levels, but the elevator gates on this level don't work and Batgirl can't pry them open. There is a small scripted event where she can see two grunts banging on a bathroom door and barking at somebody to get out of there.

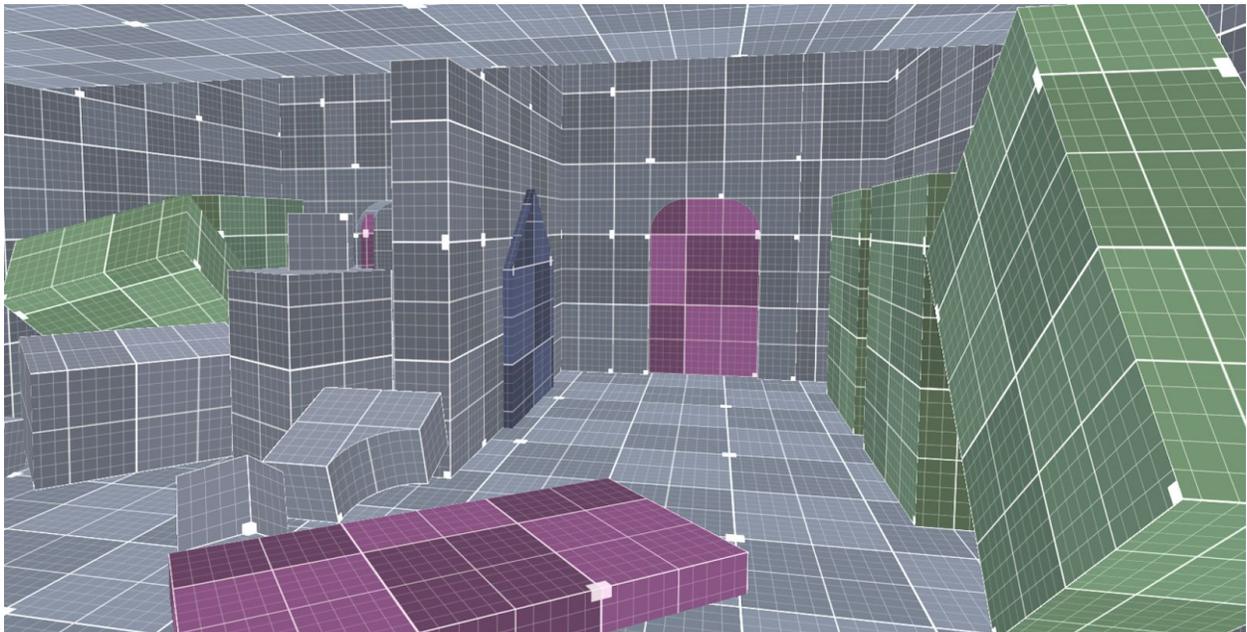


VAULTS

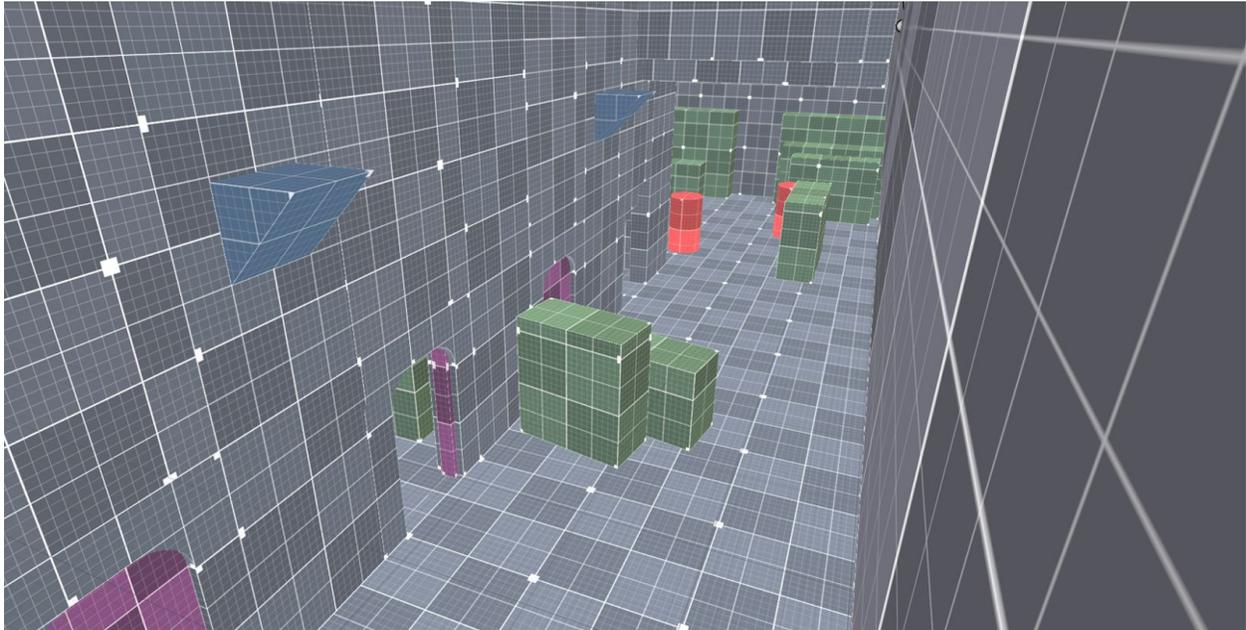
The player then can get to the lower level of the building. A mercenary wielding a mini-gun blocks the path and the bullet hail is too much for Barbara to handle. Only perfect dodges can allow the player to get to the NME and dismiss him. The player can use a Floor Vent to get behind the NME and dismiss him without much trouble.



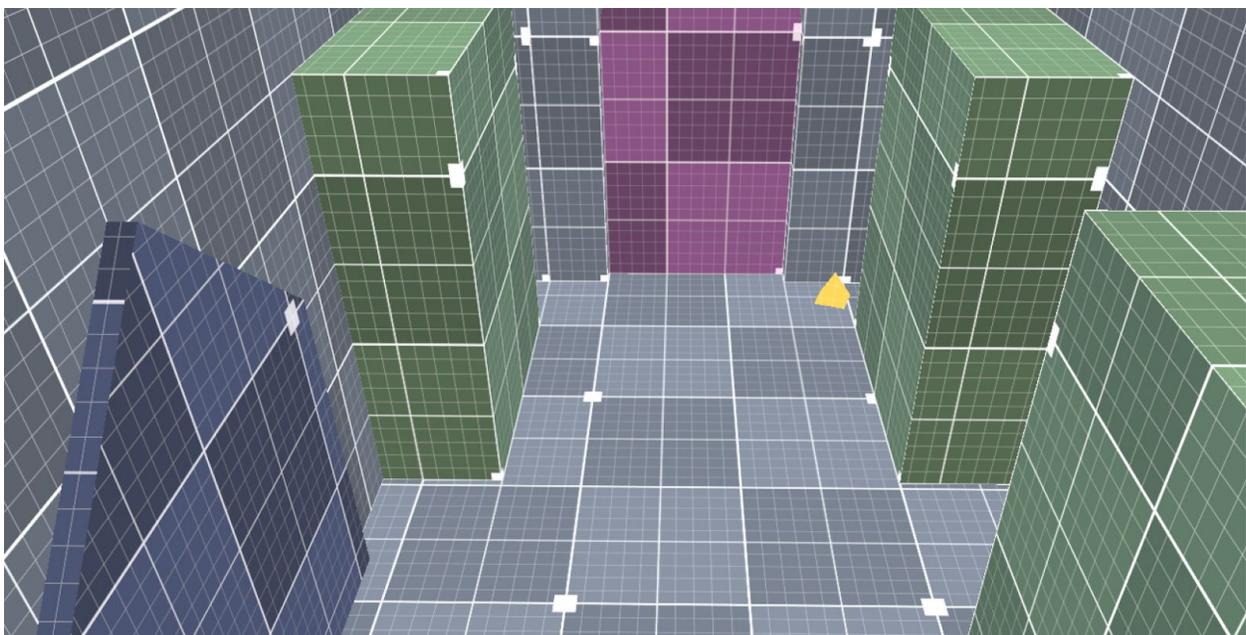
Players then need to use the Explosive Gel on a Weak Structural Wall to be able to advance. The mercenaries have been able to bomb one of the Vault doors, but some walls have shattered behind them, blocking the original path.



After traversing two adjacent vault chambers, the player arrives behind some ingot crates. Two mercenaries stand in Batgirl's way. One of them (Pistol) is doing back and forth between another vault chamber, and another one (MachineGun) is standing guard, looking at the end of the room we can't see yet. The player can use the Gargoyles and some of the crates to remove Line of Sight between the NMEs and Batgirl if he wants a more stealthy approach.

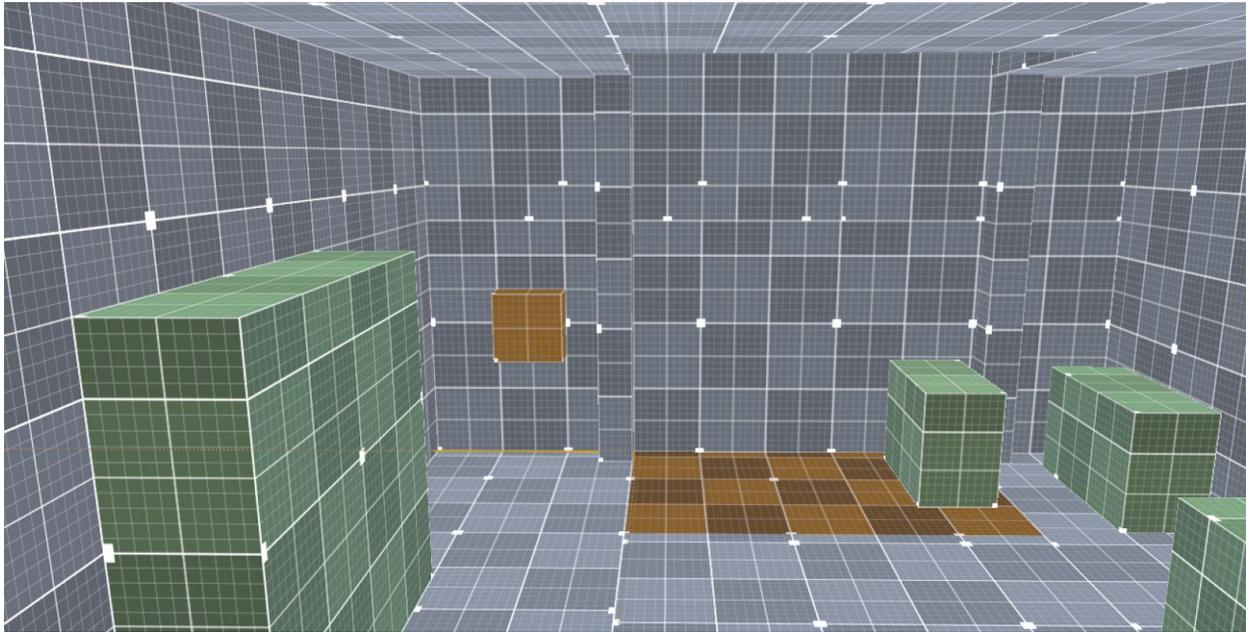


If the player gets in the vault chamber where the mercenary was patrolling, he can use Explosive Gel to find a Collectible.



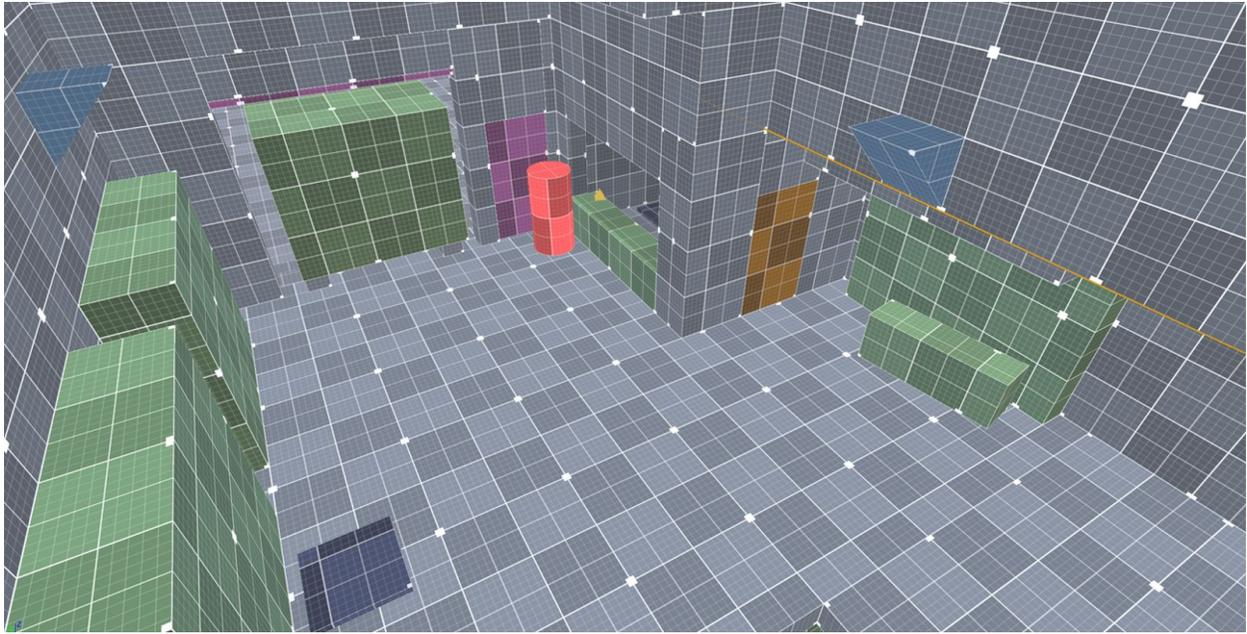
STORAGE ROOM - Lower floor

The hallway then leads to a section of the Storage Room. There is a Service Lift that the player can use to get to the upper level.



STORAGE ROOM - Top floor

The player hears a truck starting and people activating while getting up with the service lift. The player then arrives in the storage room he saw before from behind the glass. The truck is now almost out of the building and a lot of mercenaries of all sorts arrive in waves for a combat sequence.

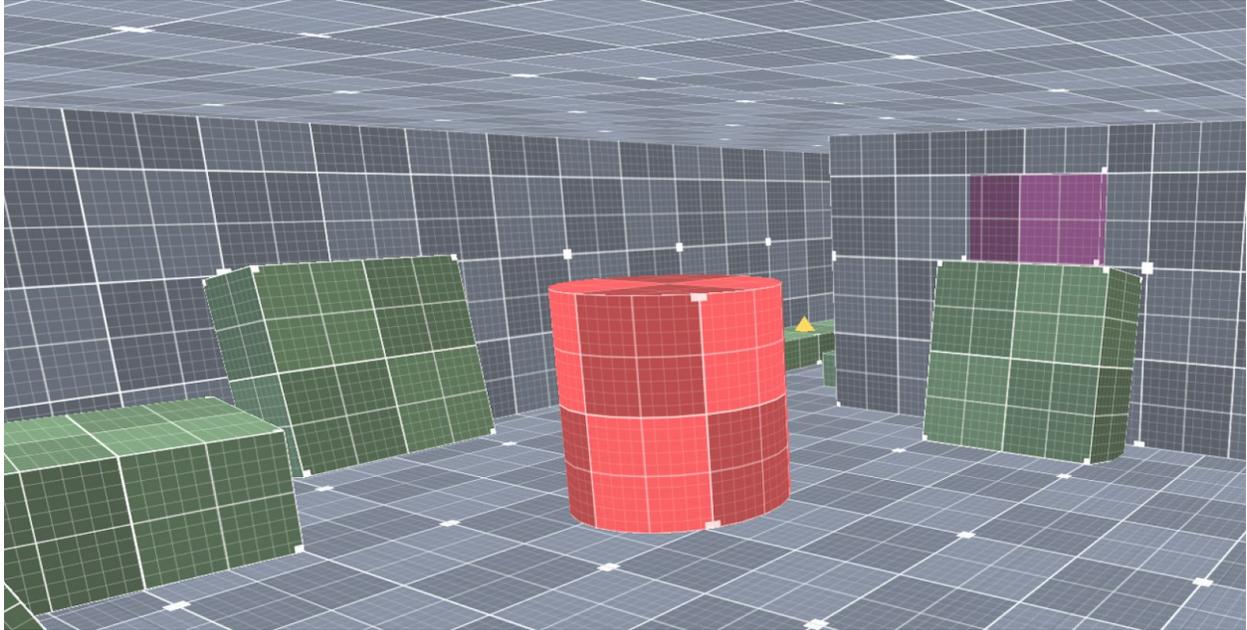


The player can use some Gargoyles for quick movements and to get the high-ground, but this is a straight-forward brawl. Most of the NMEs are either Melee Grunt or Pistol-wielding mercenaries.

After dismissing the NMEs, the truck tries to escape but you need to stop it from escaping with a QTE. (Grapple Gun action). There is a collectible hidden in the security office that you can get to using a floor vent.

BREAK ROOM

A stair leads from the storage room to the Break room, where you couldn't open the elevator gates before. A final battle against a Heavy Brawler awaits you. Boss Fight.



After getting rid of the boss. The toilet door where the 2 thugs were banging earlier opens and the CEO, hiding there all along, finally gets out. You can see his smashed cell phone on the floor.

In a final cutscene, you help the CEO out the employee's exit door. Gordon arrives and police officers around the block make sure it's secure and apprehend all remaining thieves

POST-MORTEM

That completes the 1st draft of the mission. My next-step would be to dive into code and implement game mechanics and ingredients. Combat could remain abstract until a final layout is done.

Getting the mechanics together will help tackle some metrics better and provide a better overall experience. I would also add the cutscenes with some basic camera work and some barks and dialogue.

LESSONS LEARNED

Even if combat is not implemented, most of the spaces already feel too cramped, especially height-wise. I would also need to add more diversity into the different arenas and combat setups.

Bigger spaces would also allow me to refine the framing and help navigation.

Pacing looks okay, but it would only be possible to act upon once the mechanics are integrated. I would like to introduce more ways to use the gadgets in the future run as well, maybe by providing some secondary paths that don't just lead to a collectible but could lead to a different entrance to the same room.

RESULTS

I was able to complete a full mission layout under 20 hours. The layout took approximately 15 hours and 2 hours were spent creating the documentation and updating my portfolio.