

Crypto Harvest - Design Document

Summary

In this heist players raid the head office of a billionaire in a Wall Street skyscraper to steal his Bitcoins. Drawing inspiration from Hoxton Breakout (Day 2), the office has a central hall in which the players arrive, and several destinations on each side of the hall between which players have to traverse to complete their objectives. All rooms need to be opened with a saw (the one from the Reservoir Dogs heist) so players have to be deliberate in the doors they open, and in what order. The goal of the design is to provide players with enough options that lead to meaningful choices, again drawing inspiration from Hoxton Breakout (Day 2) with its keycards.



Briefing

Locke:

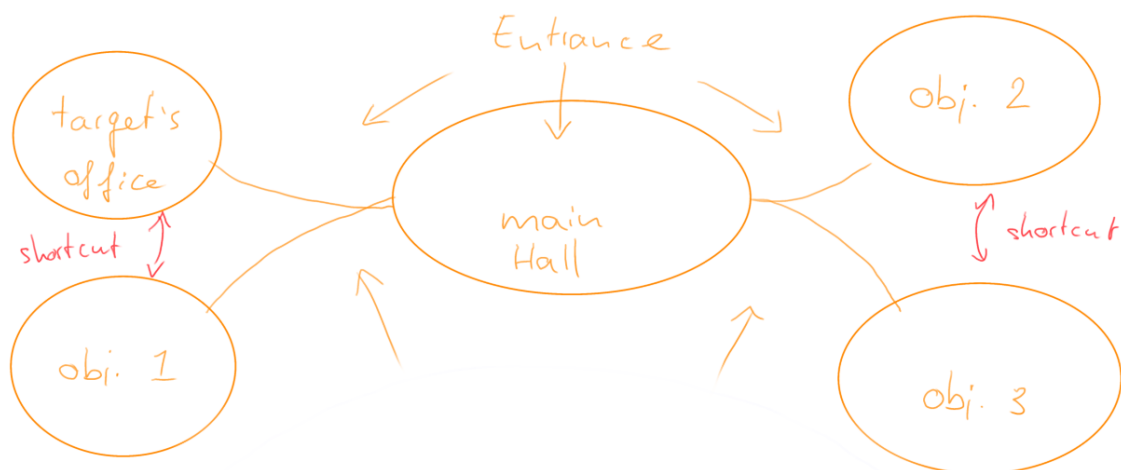
So I recently heard that Andrew Harvest, the co-founder of Harvest & Trustee, converted his entire fortune into bitcoins, because, and I quote: *"You can't steal Bitcoins, now can you."* The funny thing is though that this chop knows absolutely nothing about cybersecurity. So if we can get to his laptop, and find his password, we can transfer his fortune to our accounts without leaving a trace. Who knows, we might even find some shiny souvenirs to take home from his office.

What do you guys say? Let's welcome this boomer to the 21st century, yeah?

The briefing is phrased to motivate the player for the heist. The reference to the Harvest & Trustee is an attempt to link back to the early days of PAYDAY 2 and place itself firmly in the lore and world of the franchise. Additionally, the joke on Andrew Harvest creates a small sub-narrative that, combined with the many robberies of the Harvest & Trustee banks, paints him as the world's least fortunate business man, maybe even placing the player in his shoes. His overconfident attitude, however, makes it very alluring to "stick it to the man" and prove him wrong. The final sentence attempts to connect to our target demographic, using meme culture slang to turn him into a stereotype.

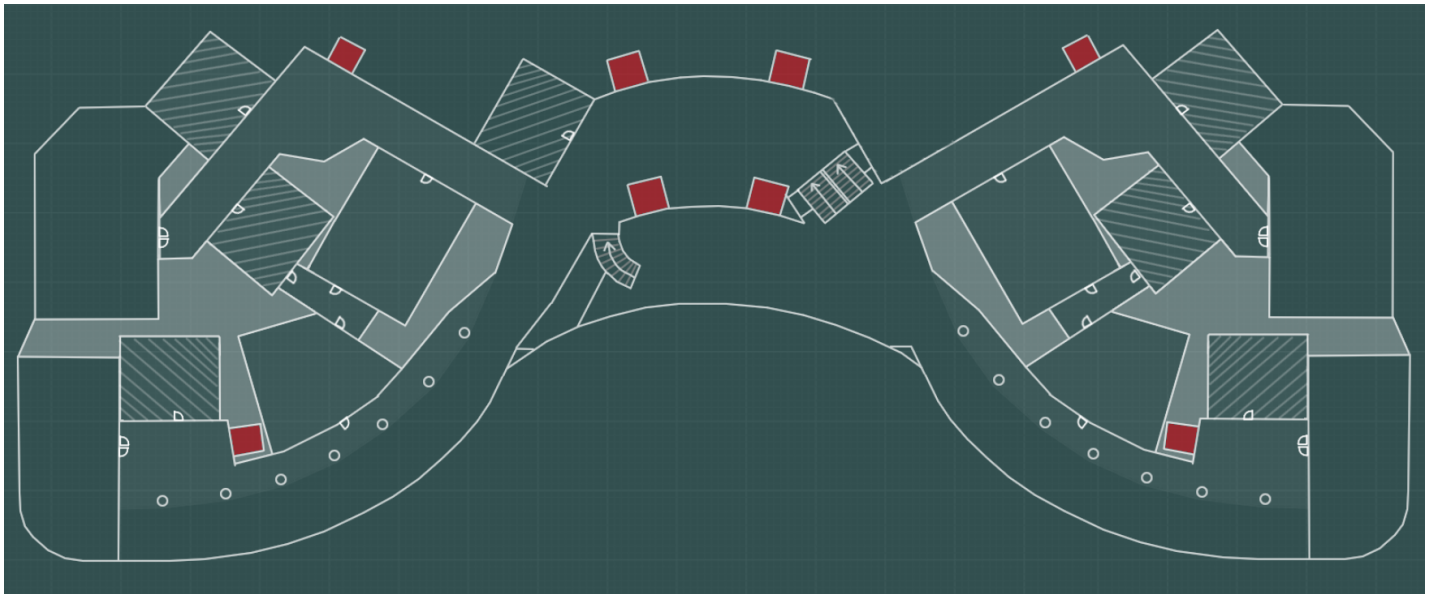
Layout

Bubble Map



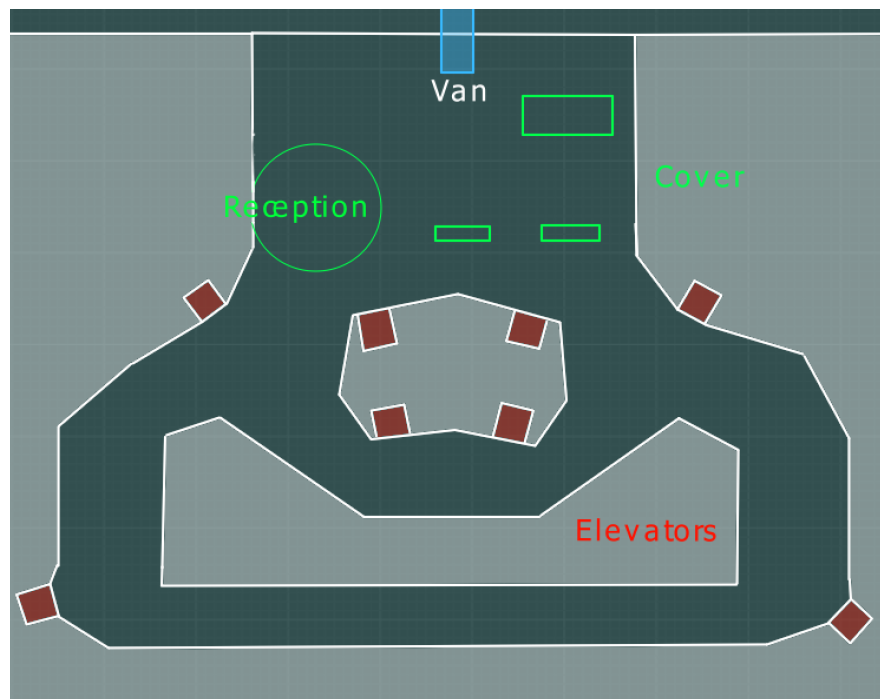
This is a simplified concept of the area. Players can choose their point of entry by selecting one of the elevators, which will either be in the main hall or in one of the hallways. Each wing has its own objective, incentivising the player to cross the relatively more exposed main hall and to use the entire breadth of the traversable space. The Northern- and Southern side of both the East- and the West wing are connected by an optional shortcut, which is subject to map randomization and player choice. The location of the office and the objectives are randomized.

Floor Plan



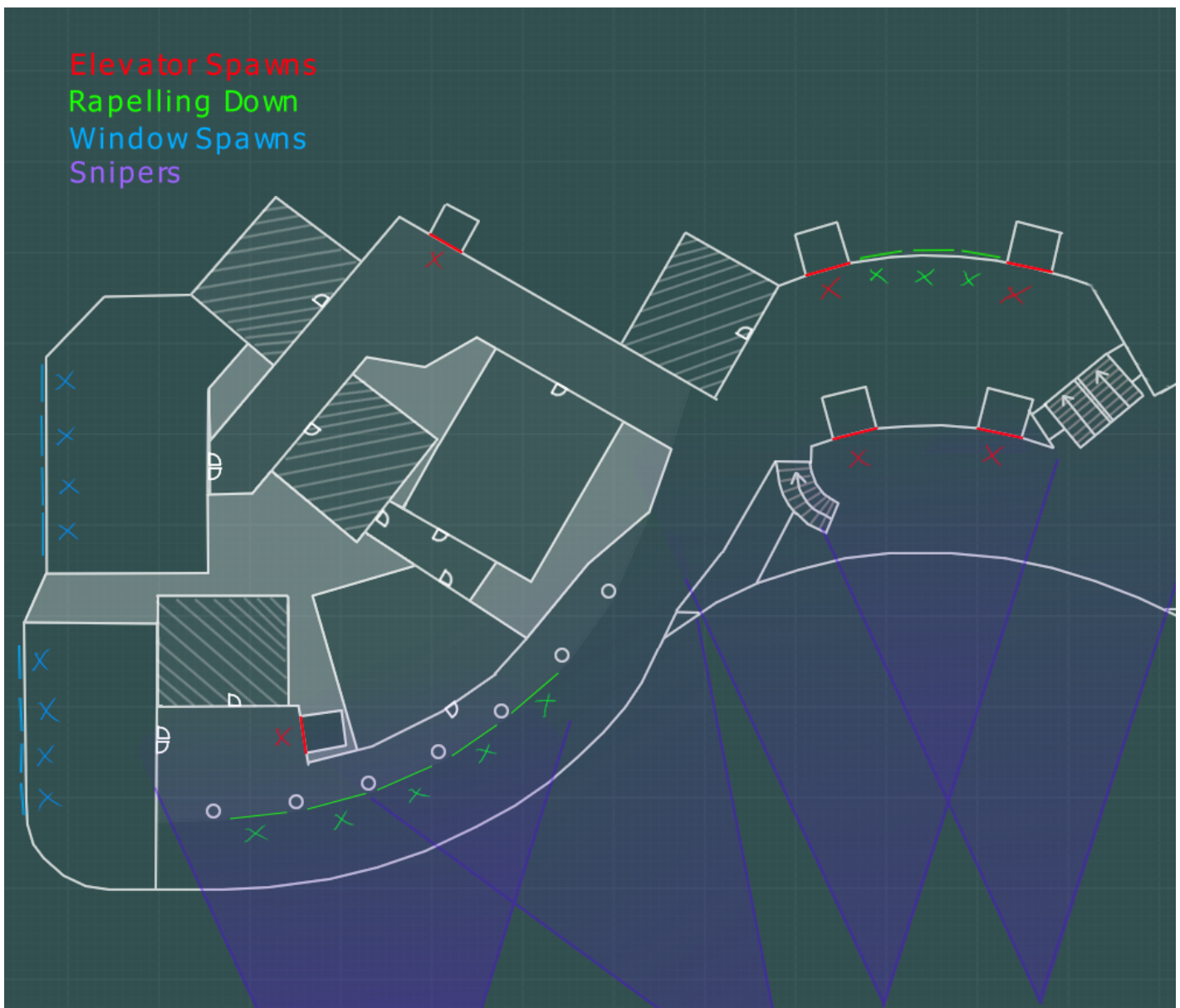
This is the main area of the heist with all the objectives. I made the Eastern- and Western wing symmetrical to save time. To aid player orientation, the entire southern side of the building is made of glass. The main hall is asymmetrical and lower in the East so the East wing still feels distinct when approaching. The randomized rooms will also help telling the two wings apart. Players can enter this area from any of the elevators (red squares).

This is a quick draft of the ground floor lobby. I didn't have enough time to properly block it out, but it's only a very minor area in the heist. Players start in the ground floor lobby and get into one of the elevators. Once the heist upstairs is finished, they come back down with the loot and fight their way to the van. I've treated this part of the heist as a stretch goal (both for the design test and for the hypothetical level itself), which means it could be entirely removed if needed, instead starting and ending the heist from the elevators in the main hall (each elevator spawning 1 heister). But the inclusion of this area does make the design feel complete in my opinion.



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Enemy Spawns



These spawn locations cause the following trade offs:

- When crossing the main hall, players can choose the Northern route to get some cover from the snipers behind the elevator shafts, but in the Southern route they can get some cover from all the enemy spawns upstairs.
- In the curved glass hallway, players can use the columns as cover from the snipers, but if they walk South of the columns they can shoot down any repelling enemies before they touch down

Enemies can't open shortcuts or the doors to any of the rooms, but they can go through them once they're open.

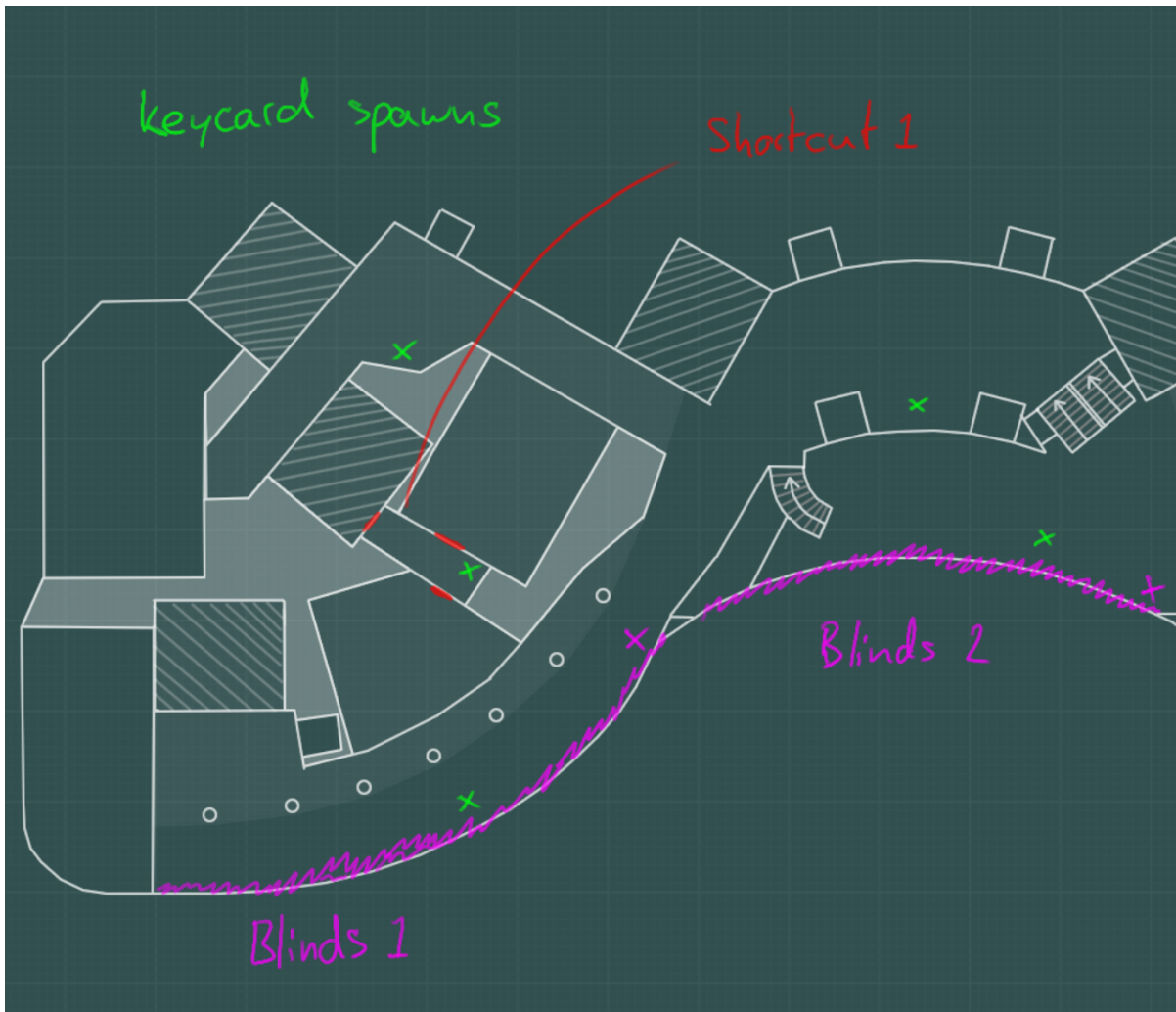
The East wing is the mirrored version of the West wing in terms of these spawns.

Choices

Keycards

There are 2 keycards dispersed throughout the level. Keycards can:

- Open the door to a room instantly
- Open a shortcut
- Close the blinds in one of the hallways to hide from snipers



The green crosses above indicate the possible keycard spawns in the static areas. Keycards can also spawn in each of the rooms, but their location within the room would be dependent on the specific room. There is also one keycard spawn on the ground floor in the reception area. The spawn inside the shortcut is an extra incentive to open the shortcut, much like the keycard spawn upstairs in Hoxton Breakout (Day 2). This spawn is independent of the others, meaning that if a keycard spawns in either one of the shortcuts (15% chance) the total number of keycards in the game is 3.

Opening a shortcut automatically opens all doors connected to it (the doors indicated in red). When no room has spawned on the striped area next to the shortcut, the corner is

filled with cleaning supplies instead of the door. Shortcut doors cannot be drilled and communicate this to the player with a mesh that is distinct from the other doors.

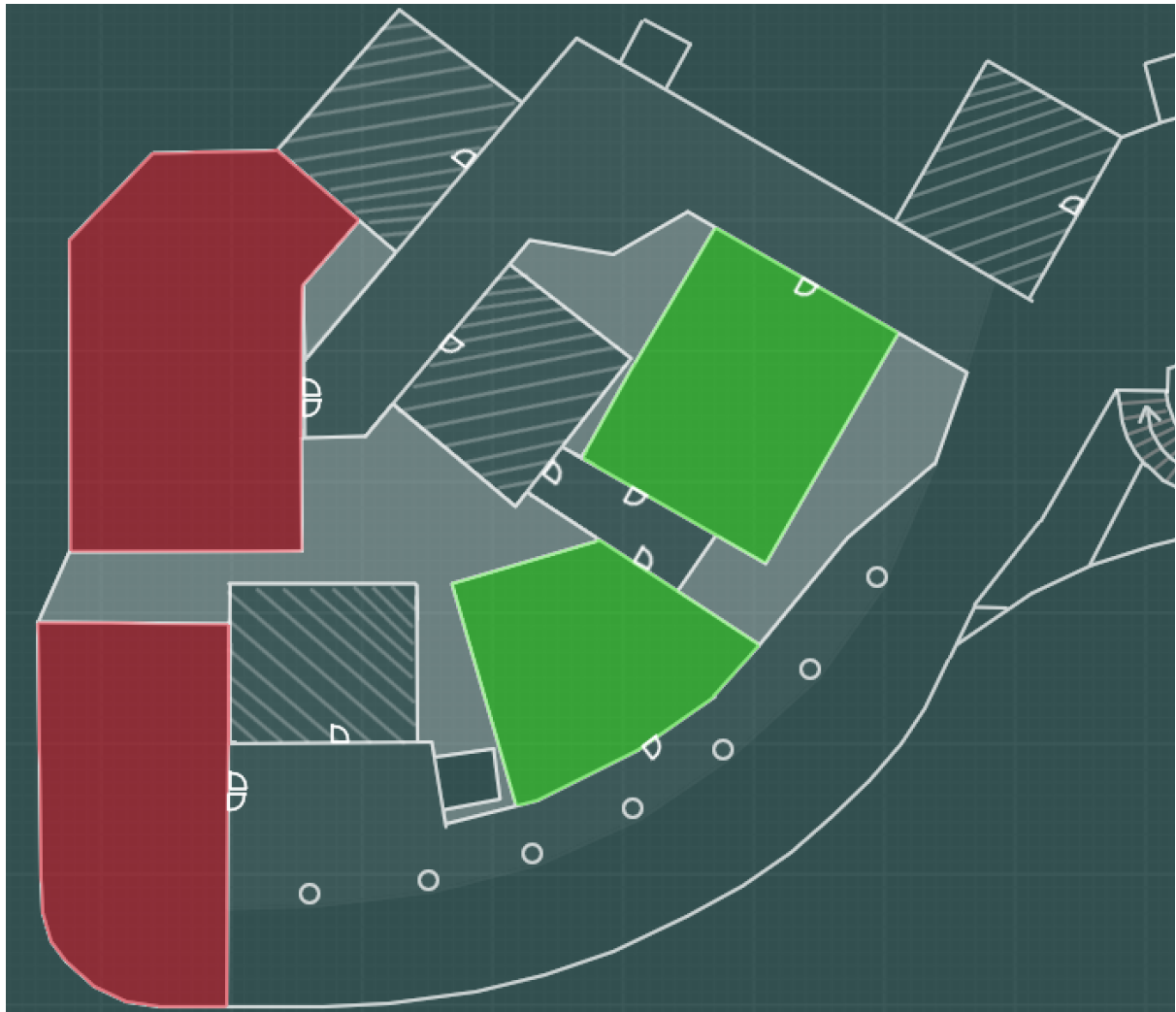
The blinds are operated by a keycard reader on the wall indicated with a purple cross. The window in the main hall covers a smaller area, but is also a little more valuable to close since players have to cross it more frequently.

The East wing is the mirrored version of the West wing in terms of these spawns.

Shaped Charges

Players can use shaped charges to blow up an elevator and disable its enemy spawner. This also means that players can no longer use this elevator for their escape, leading to an interesting trade off. The action requires 3 charges per elevator shaft. Players will be familiar with the concept of using C4 to close enemy spawners from Hoxton Breakout (Day 2), but surprised by the new appearance of an exploded elevator shaft with some dangling cables.

Map Randomization



There are three types of rooms.

- The big corner rooms, marked in red, can contain Andrew's office (1), the crypto farm (1), the wellness room (1), or the board room (1). All 4 of these rooms will be spawned, but their locations are randomized.
- The big inner rooms, marked in green, can contain a cubicle office (2), or a conference room (2). All 4 of these rooms will be spawned but their locations are randomized.
- The small rooms, marked with diagonal lines, can contain the storage room (1), the security room (1), the gym(1), or the server room (1). Only 4 of the 7 small rooms will be spawned. Note that the small room accessible from the main hall does not have an equivalent on the East wing because the stairs would be in the way of the door.

The randomization ensures that at least 3 of the 4 wings contain a mission objective.

Loot

This heist contains three types of bagged loot: money, found in Andrew's safe, servers, found in the server room, and GPUs, a new type of loot, found in the crypto farm room. Heisting GPUs is another attempt at pandering to the target demographic, not only because gamers tend to have an affinity for graphic cards, but also by providing the fantasy of liberating the cards from crypto farmers (which have been inflating the GPU prices for some years now, resulting in gamers not being able to afford them) and returning them to their rightful owners: gamers. This last point can be narrated by Locke upon bagging the first GPUs to make it more explicit.

Aside from bagged loot, there are also several tablets scattered across the map for some easy pick-up loot, most notably in conference rooms and the board room, where every seat has a 20% chance of spawning a tablet on the table.

Objectives

Summary

1. Use one of the elevators to go to the 69th floor (-)
2. Find and open Andrew's office (2:00)
3. Find the safe (-)
4. Open the safe to get the laptop (5:00)
 - a. If it uses a fingerprint scanner
 - i. Find and open the room with the circuit box (2:00)
 - ii. Hack the circuit box to to unlock the safe (3:00)
 - b. If it uses a code lock
 - i. Search stacks of paper in the office to find the code (-)
 - ii. Enter the code (-)
 - iii. Find and open the security room (2:00)
 - iv. Hack the PC in the security room to accept the request (2:00)
5. Find the password (5:00)
 - a. If the password hint is the PA's mother's name
 - i. Check the name tag on the PA's desk in Andrew's office (-)

- ii. Find and open the correct cubicle office (2:00)
 - iii. Hack the PC in the cubicle with their name (2:00)
 - b. If the password hint is Wednesday's janitor
 - i. Find and open the storage room with the whiteboard (2:00)
 - ii. Check the whiteboard for the correct janitor's initials (-)
 - iii. Find and open the conference room (2:00)
 - iv. Find the janitor's full name on the list of employees (-)
- 6. Transfer the bitcoins (1:00)
- 7. Hack an elevator (6:00)
 - a. Find and open the room with an exposed LAN port (2:00)
 - b. Hook Locke up to the local network and wait (2:00)
 - c. Choose an elevator in the main hall and hack it (2:00)
- 8. (optional) Find and open the crypto farm room to steal the GPUs
- 9. (optional) Find and open the server room to steal the servers
- 10. Get all players and optional loot bags into the elevator
- 11. Escape

Details

1. The audio intro of the heist involves Twitch backing the van up through the front door of the building, which alerts the cops without sounding an audible alarm. The heist starts inside this lobby on the ground floor. All lights are off and the heist happens at night, so the entire building is dark. Players have to choose one of the 4 (or 8 if possible) elevators. They don't necessarily all have to take the same elevator, but they only start moving once everyone is inside an elevator so the ground floor can despawn. You can not ride the elevators during the heist until the escape.
2. Finding Andrew's office involves checking the sign next to a door using the flashlight weapon mod. Players will be able to navigate the building without a flashlight, but won't be able to make out the words on the signs. The office can be in any of the 4 big corner rooms at the end of the wings. This is an opportunity for 4 player co-op by allowing players to parallelize the objective, each checking the sign on one of the rooms. Only the host spawns with a saw in their inventory, so players need to deliberately choose one of the rooms (this is the type of saw from the Reservoir Dogs heist). Locke only informs the heisters that it's the correct room once it's been opened. When the saw has been placed (or a keycard has been used) the first assault starts preparing, and once the assault begins all lights in the building turn on for the rest of the heist. Sawing open a door to any of the rooms takes 100 seconds.
3. Once inside the office you have to find Andrew's safe behind paintings and furniture, similar to Garrett's office or the White House. (It's still an option to change this from finding the safe itself to finding the button that opens the vault. I think finding the button is harder to sell from a narrative perspective, but at the same time it's easier to show keypads and fingerprint scanners on a vault rather than on a small hideable safe. If we always use the vault we could also add a third option of using a thermal drill).
4. If the safe uses a code lock, Lock will say *"Look around for a note or something, old people write these things down on paper."* If the safe uses a fingerprint scanner Lock will say something like *"Blerrrie! We might have misjudged this chop."* All rooms

(except the 4 corner rooms) have windows that allow the player to look inside but require the door to enter, which means the circuit boxes are always visible from outside the room. The stacks of paper only spawn around the office, and each stack takes 10 seconds to search through.

5. The password doesn't have to be written down or manually entered. Discovering it will simply enable players to interact with the laptop. The contents of the whiteboard and the list of employees are not visible from outside the room, but the whiteboards themselves are so players can identify the room they're in.
6. Transferring the bitcoins shows a progress bar on the screen of the laptop.
7. The LAN port spawns in one of the rooms, similar to the circuit boxes, and can be seen from outside. Interacting with it places the hacking device (used in the Ukrainian Prisoner heist) on the LAN port. When it's finished it can be put on any one of the elevators that still work to hack it. The elevator needs to be hacked because the cops have taken full control of them.
8. -
9. -
10. When the elevator has been hacked it shows the white striped end of the mission marker on the floor, with a bag icon and an escape icon.
11. Once every player is on the mission marker the elevator closes and moves down. The office area is despawned and the ground floor is loaded back in. After 20 seconds of listening to some elevator music the doors open and the players are greeted with a wall of enemies between them and the back of the van (taking inspiration from Watch Dogs (Day 1), and what many players expected to happen when exiting the PEOC in the White House heist). The lack of gunfire, the elevator music, and the surprisingly long wait attempts to juxtapose the final battle and create a bigger contrast. It also acts as an eye of the storm to let players mentally prepare, discuss a plan, reload, or place some turrets. The choice of elevator determines how players enter this battle: closer to the van, more cover, or more distance from the battle scene.

Time Estimation

Because players can open up to two doors using keycards (saving 2 x 2 minutes), and because they might be lucky when they already had to open the rooms with the LAN port or circuit box for another objective (again saving 2 x 2 minutes), the shortest playthrough is around 14 minutes. When players use the keycards for other purposes and go for all loot, it can take up to 25 minutes.

Alternate Ending

When everyone on the team brings 6 charges (maximum) to blow up all 8 elevator shafts, Locke will notice this after the LAN hack. This unlocks some funny dialogue from Locke about how the heisters are idiots and initiates an alternate escape that requires players to hold their ground for another 10 (maybe 20?) minutes. During this time enemies will spawn coming from the windows on the south side (unless the blinds are down) to make up for the 8 disabled spawners. At the end of the wait Bile arrives with a helicopter outside Andrew's office. Completing this sequence unlocks the achievement "*I HATE elevator music*".