

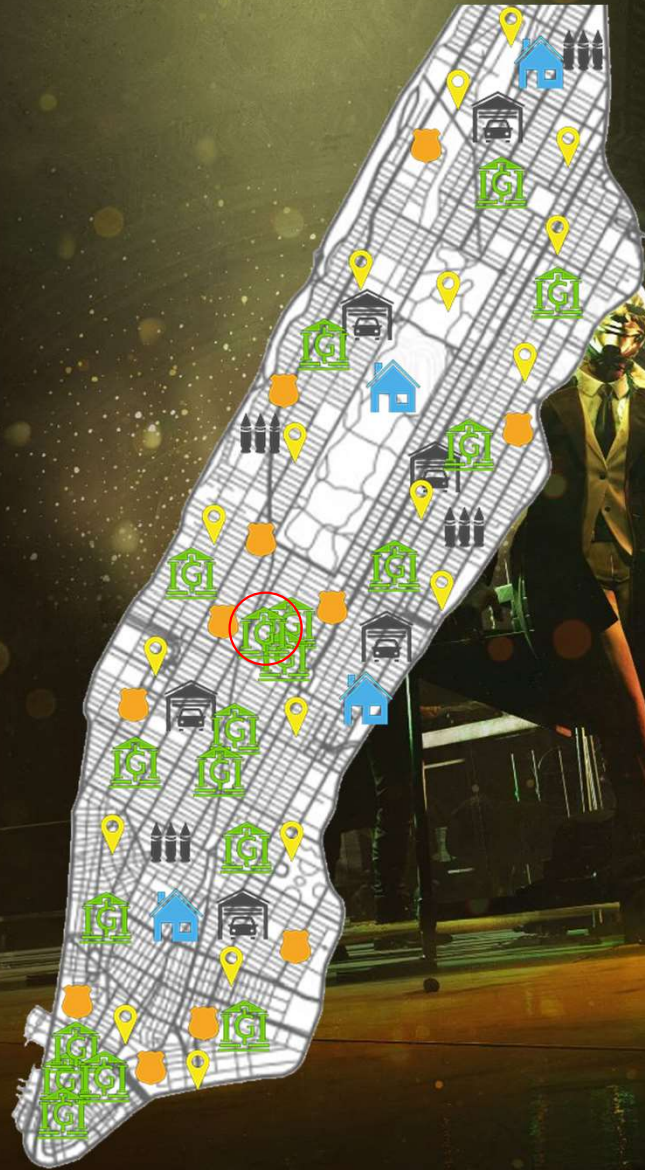
The background of the image is a dark, atmospheric scene from the game Payday 4. It shows a night view of a city with a bridge and a body of water. The title 'PAYDAY 4' is centered in a white rectangular box. 'PAYDAY' is in a bold, white, sans-serif font, and '4' is in a large, black, sans-serif font.

PAYDAY 4

Jérémy de Frémont

Context

- Mid game
- Time Square
- Players knows every gameplay mechanics

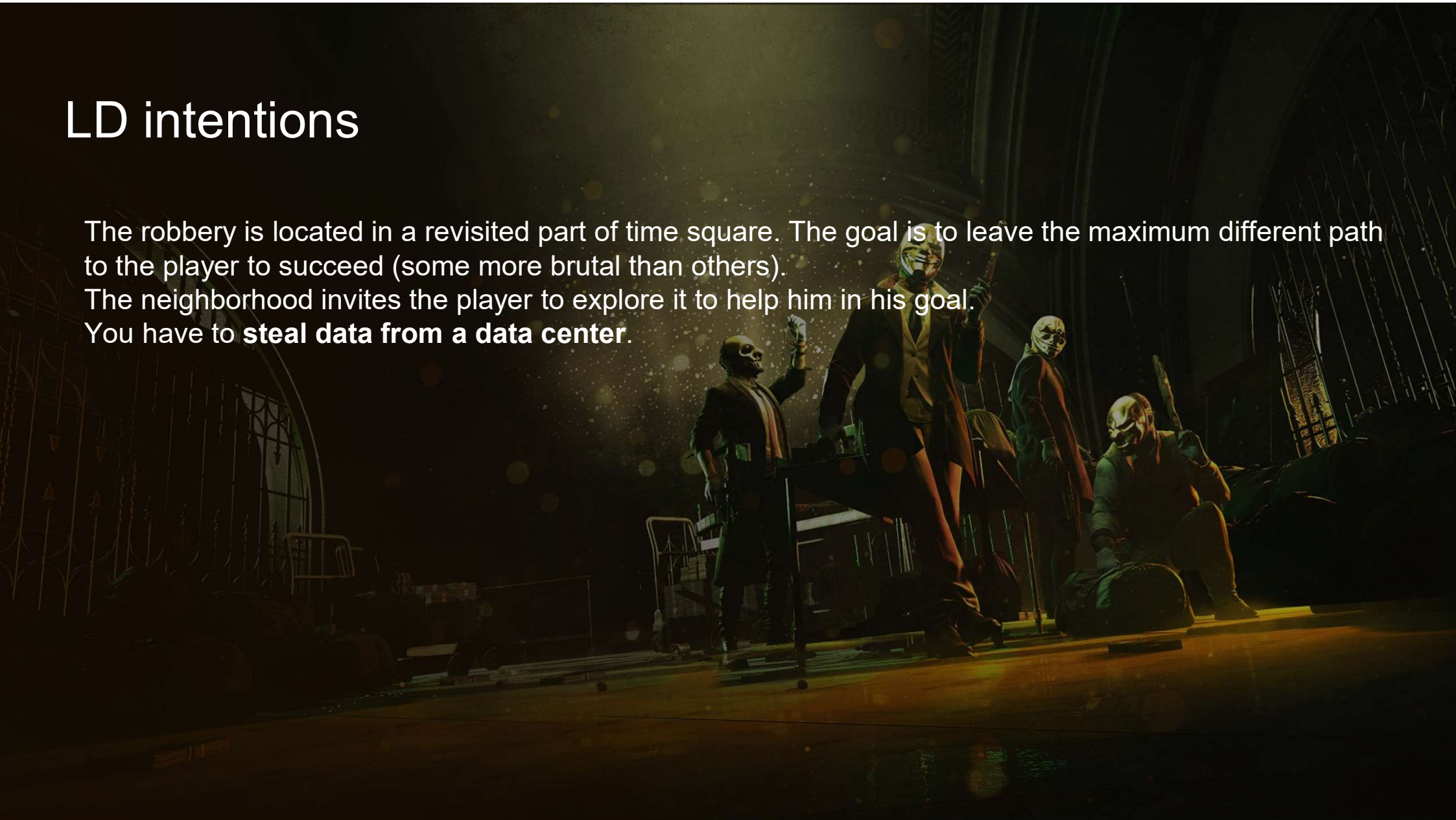


Manhattan

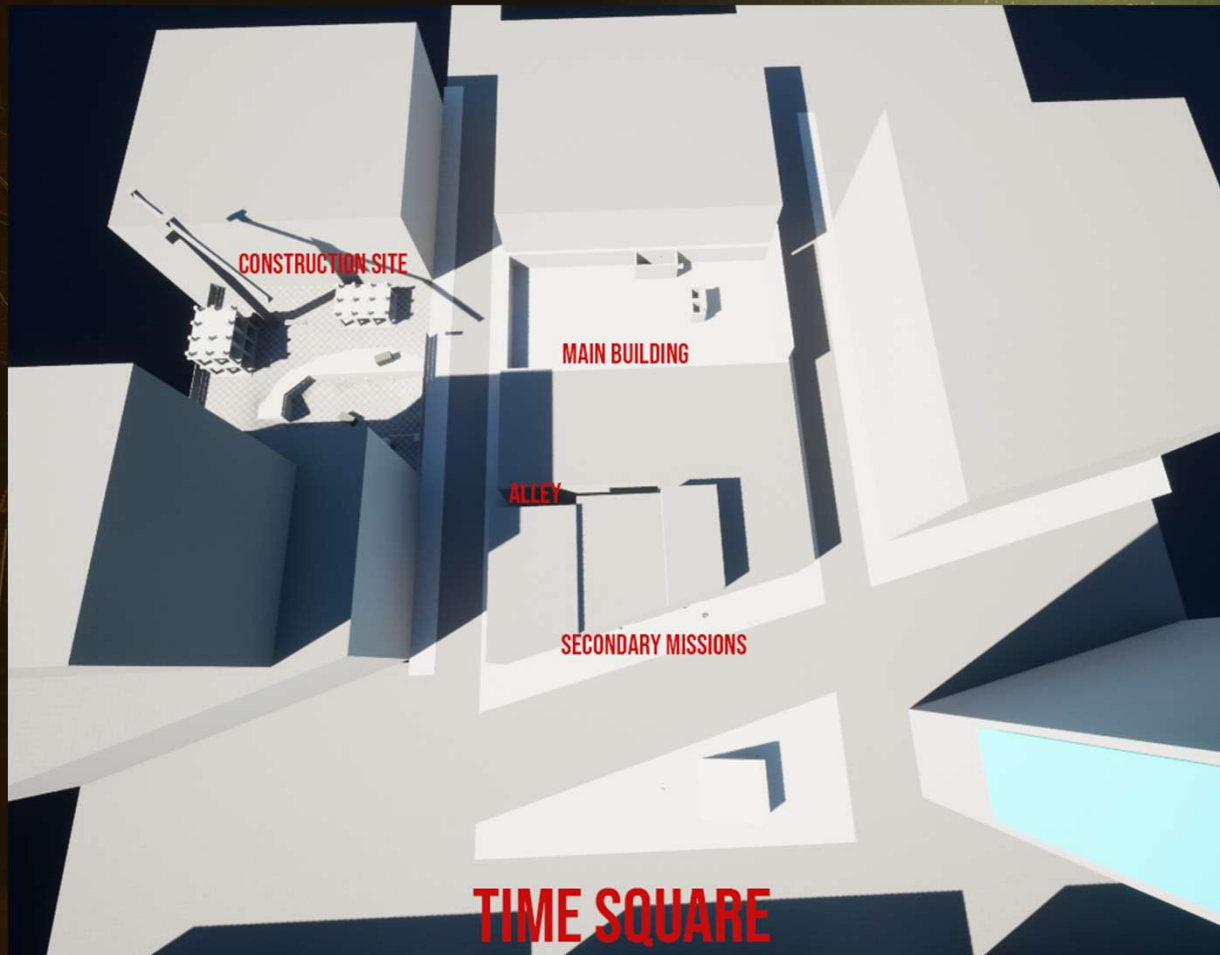
	Main robbery
	Safe house
	Police Station
	Garage
	Armoury
	Activity

LD intentions

The robbery is located in a revisited part of time square. The goal is to leave the maximum different path to the player to succeed (some more brutal than others). The neighborhood invites the player to explore it to help him in his goal. You have to **steal data from a data center**.

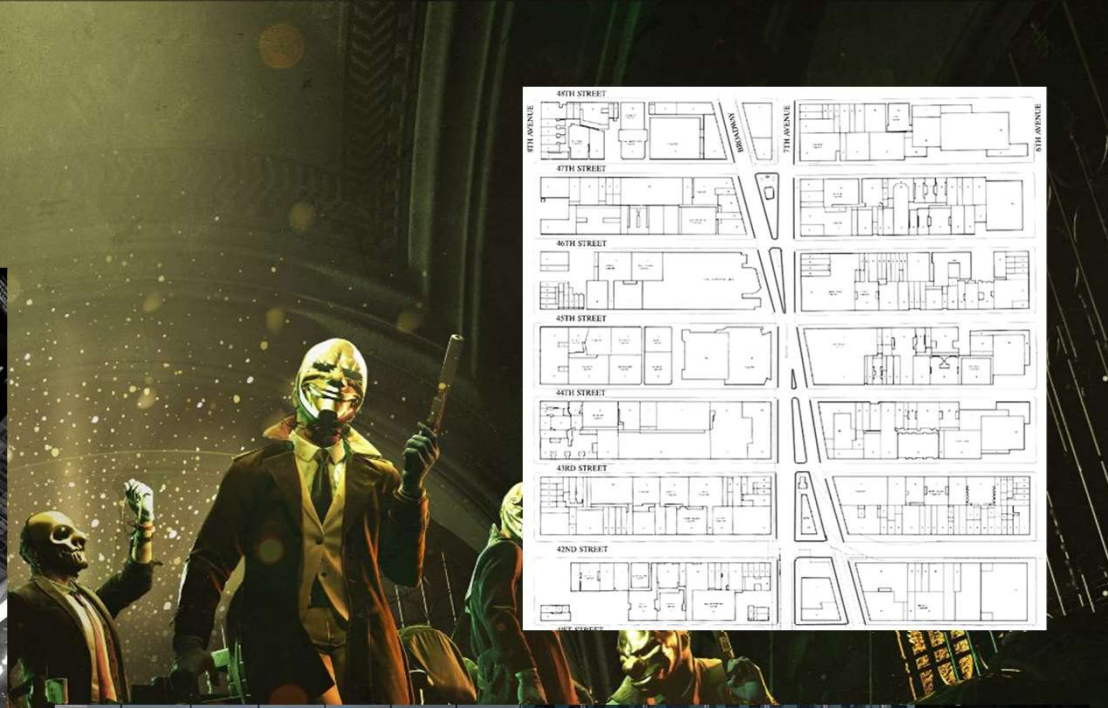


Overall

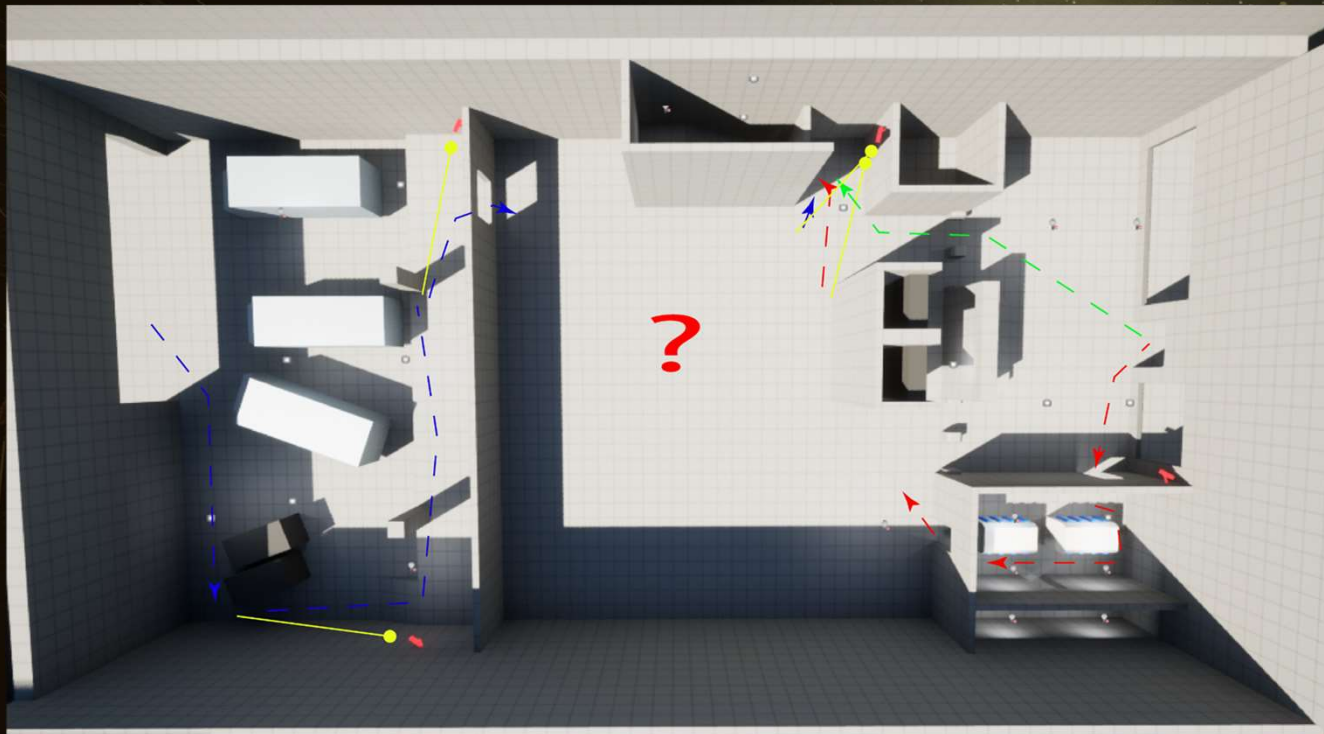


Every district in Payday 4 have a lot of activities near a Main mission.

References

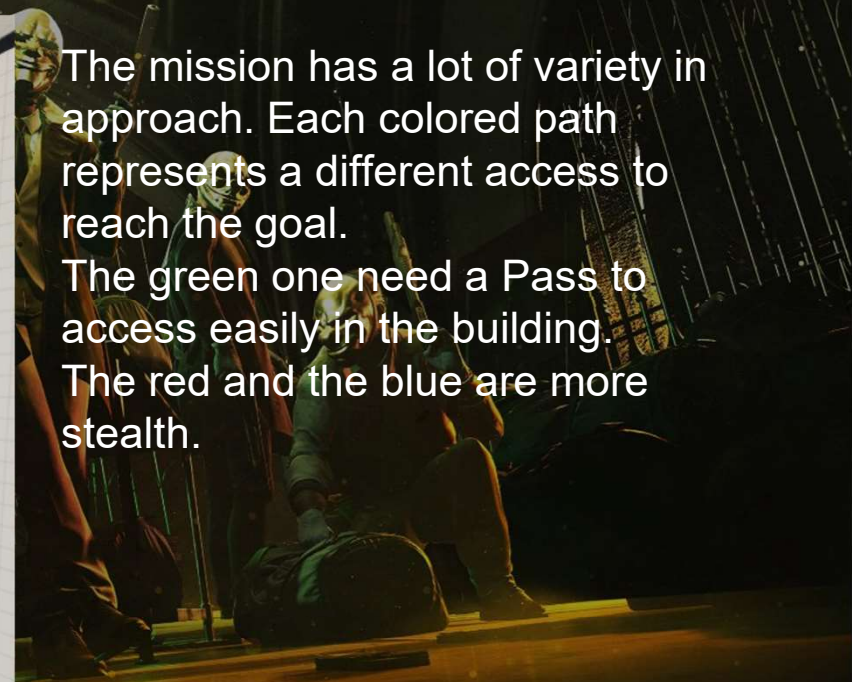


Main building paths

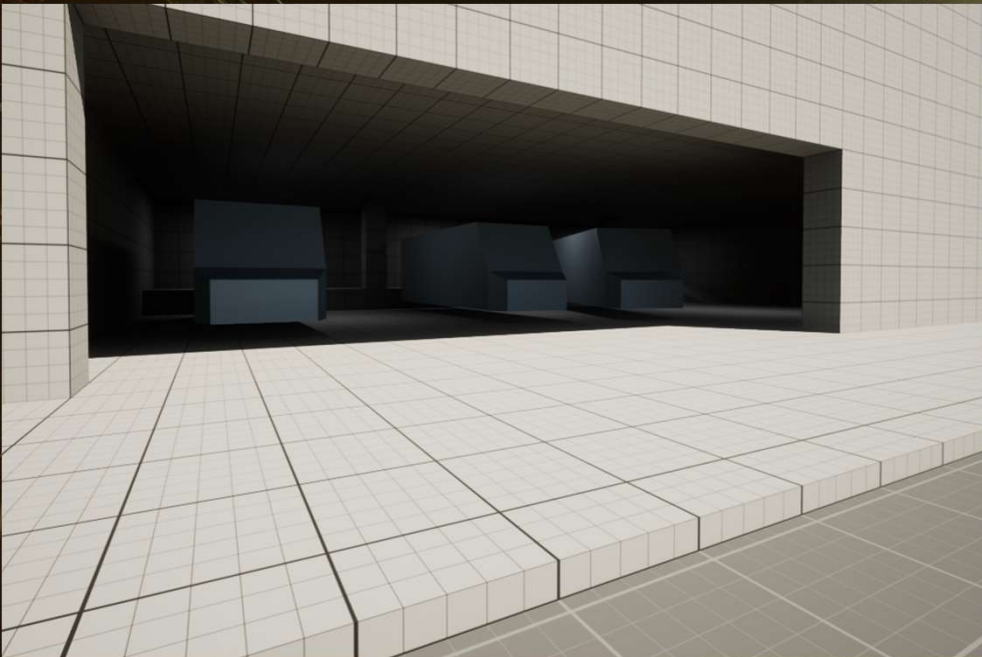


The mission has a lot of variety in approach. Each colored path represents a different access to reach the goal.

The green one need a Pass to access easily in the building. The red and the blue are more stealth.



Main building entrances

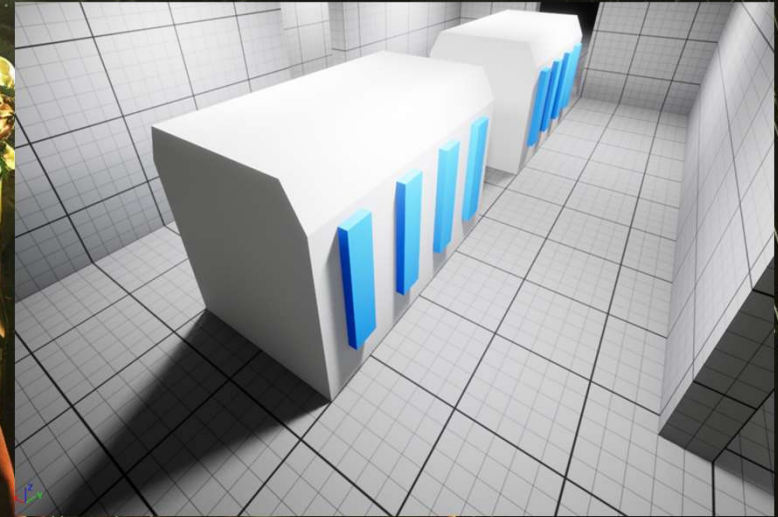


Garage



Main
entrance

Main building

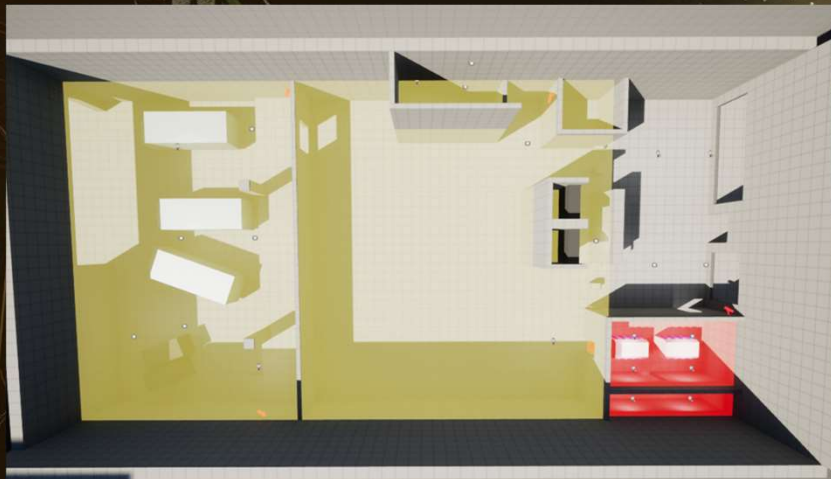


Security Changing room

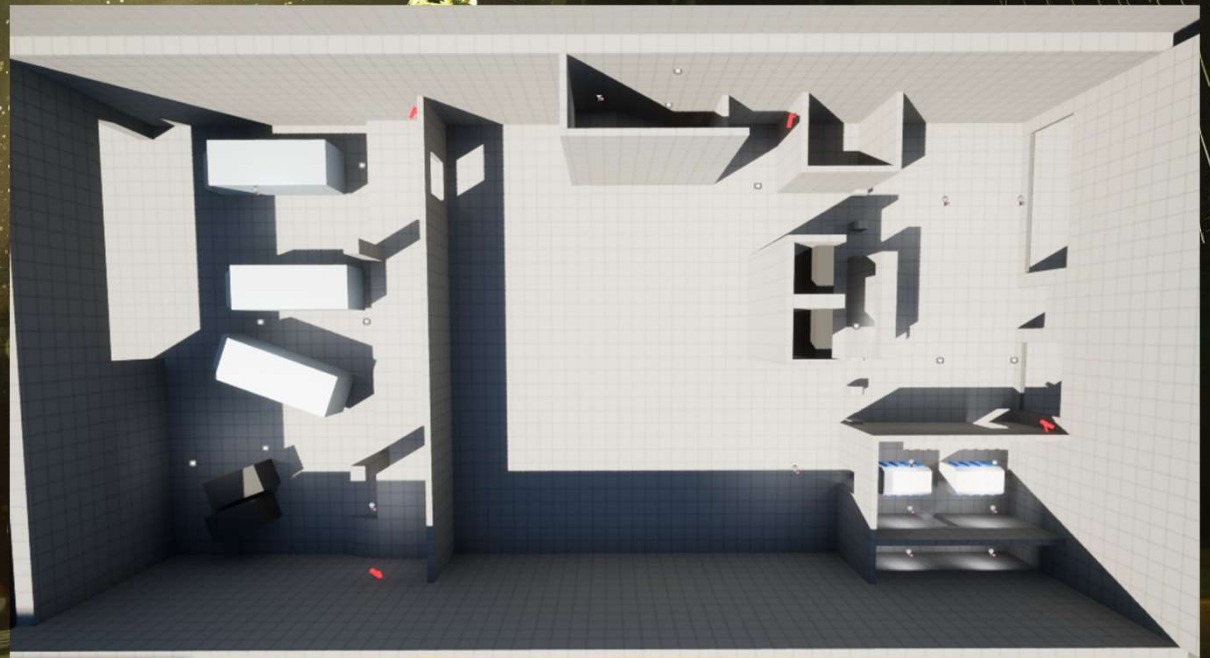


Hub

Main building

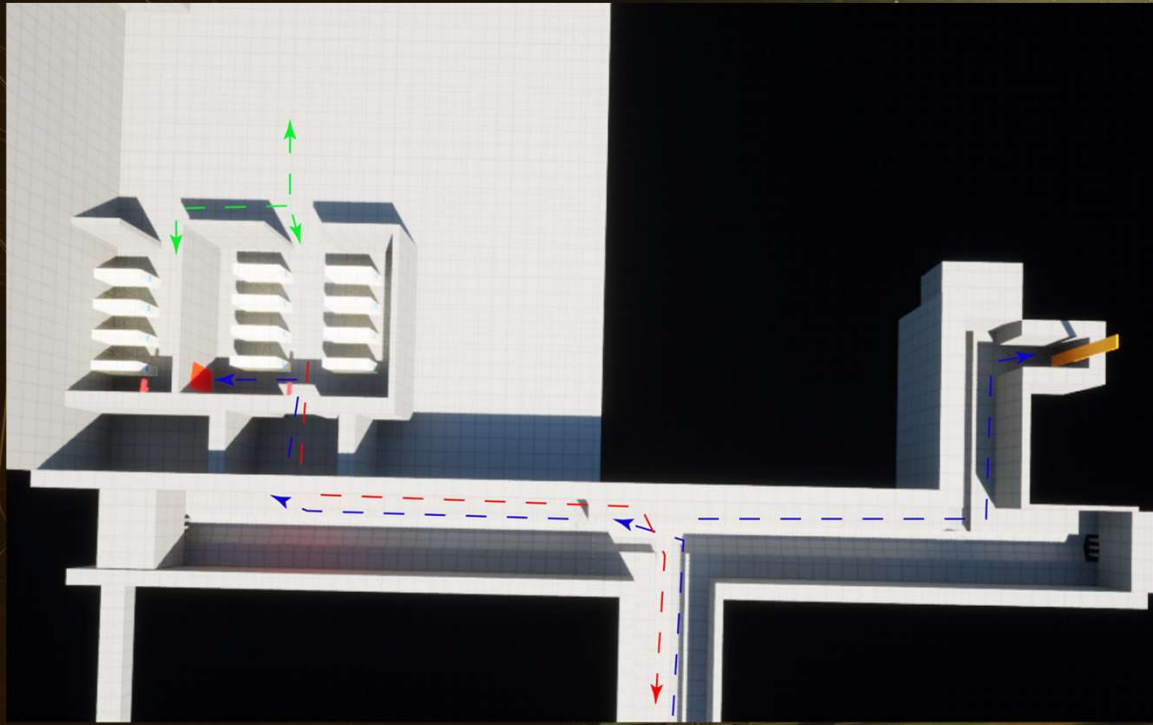


prohibited area
regulated area

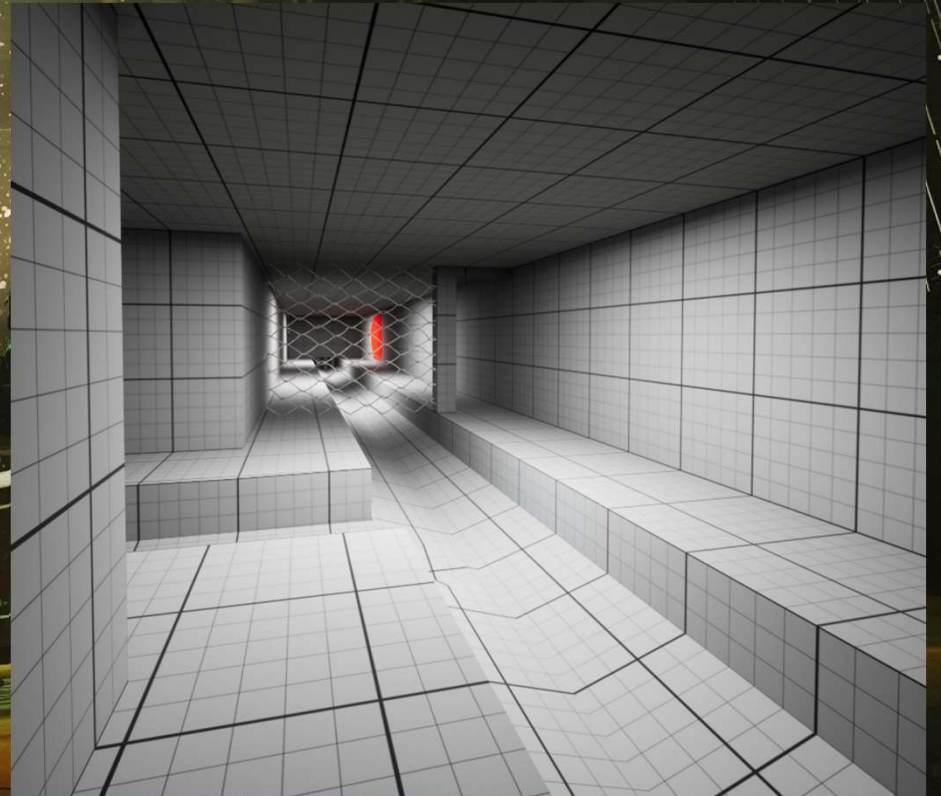


First Floor

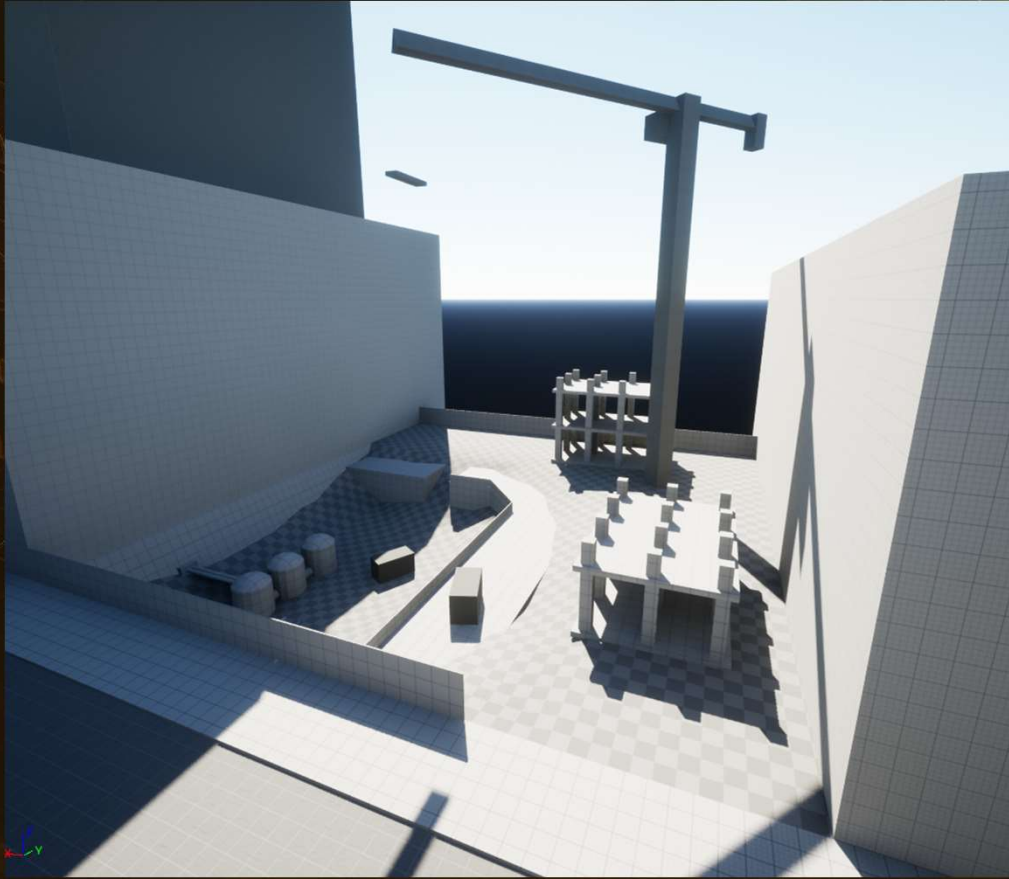
Sewer and server room



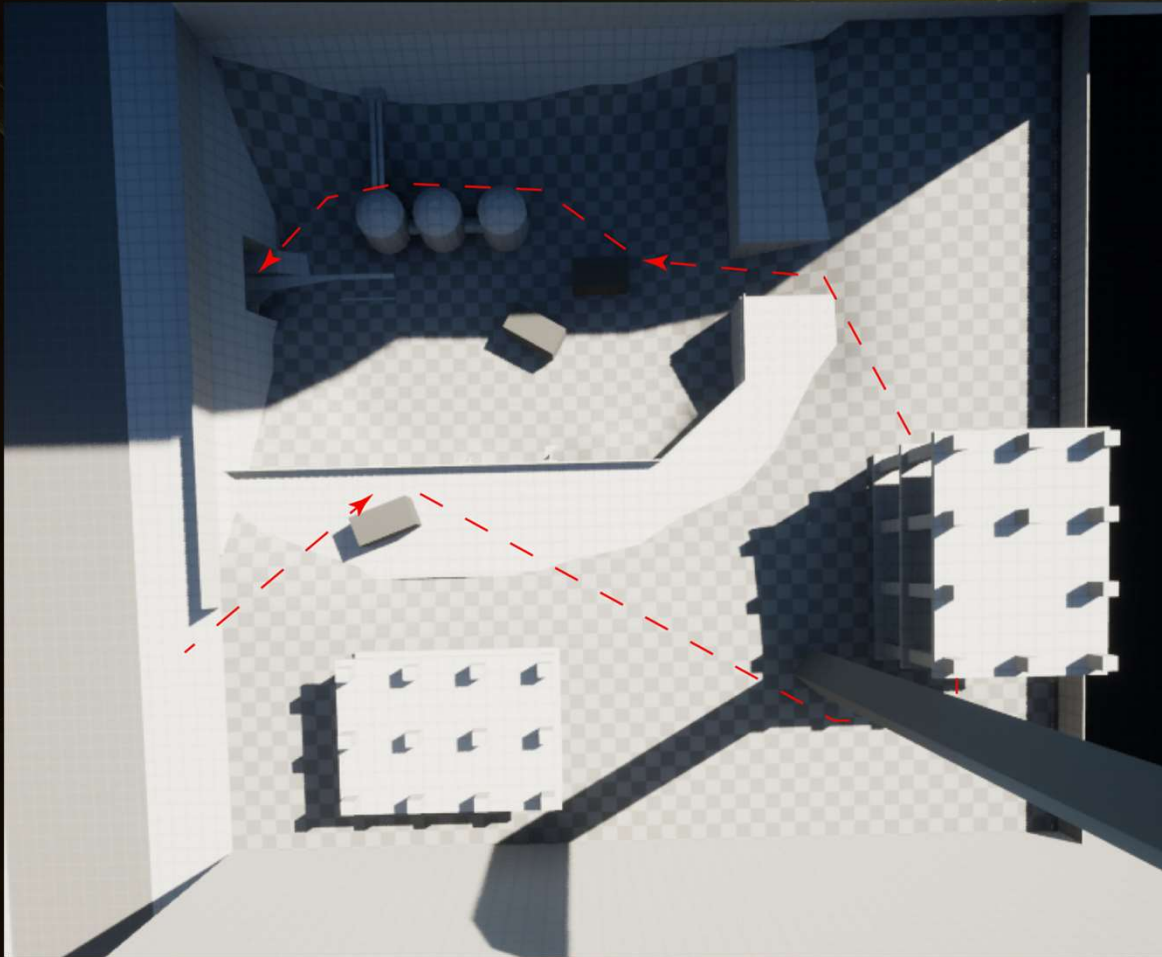
Underground main objective



Construction site



Construction site path



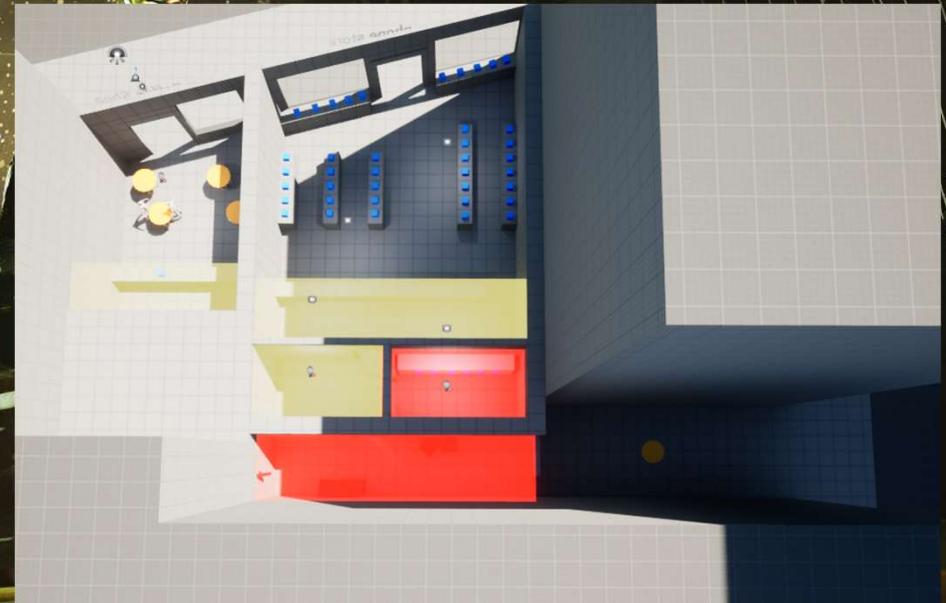
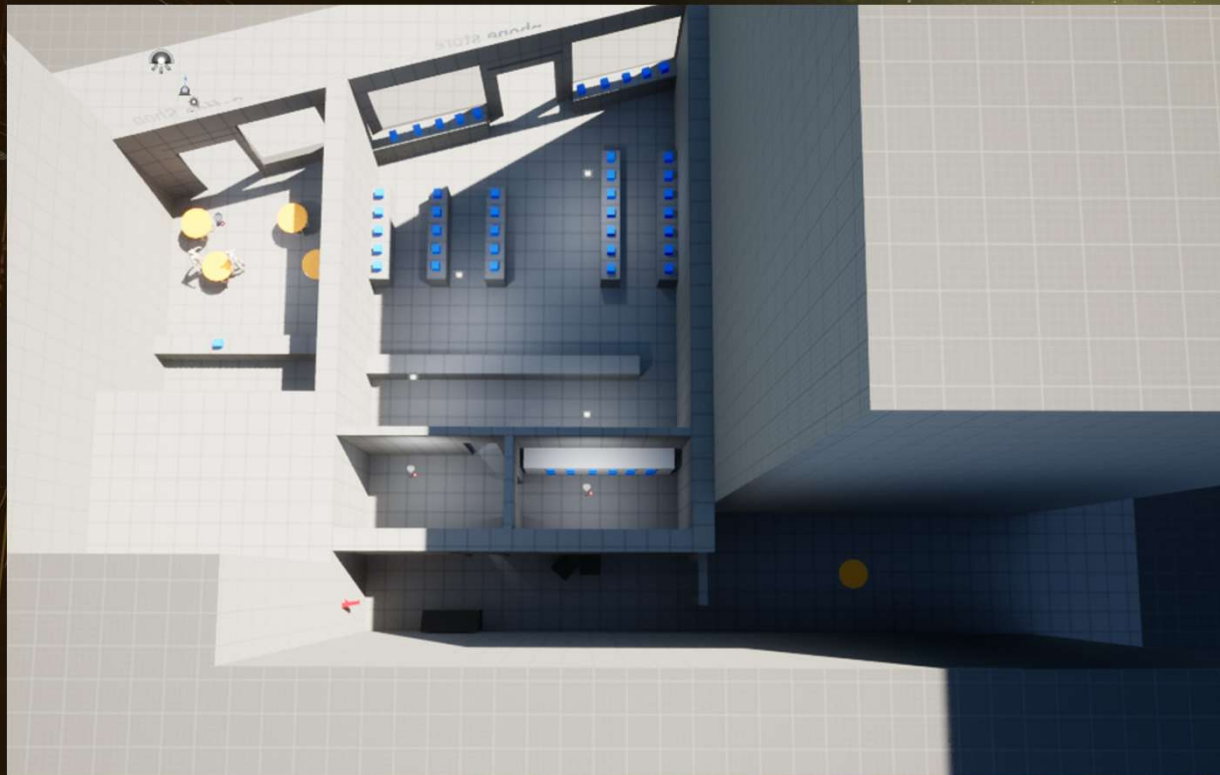
The construction site is an optional path to access in the data center.

Secondary missions

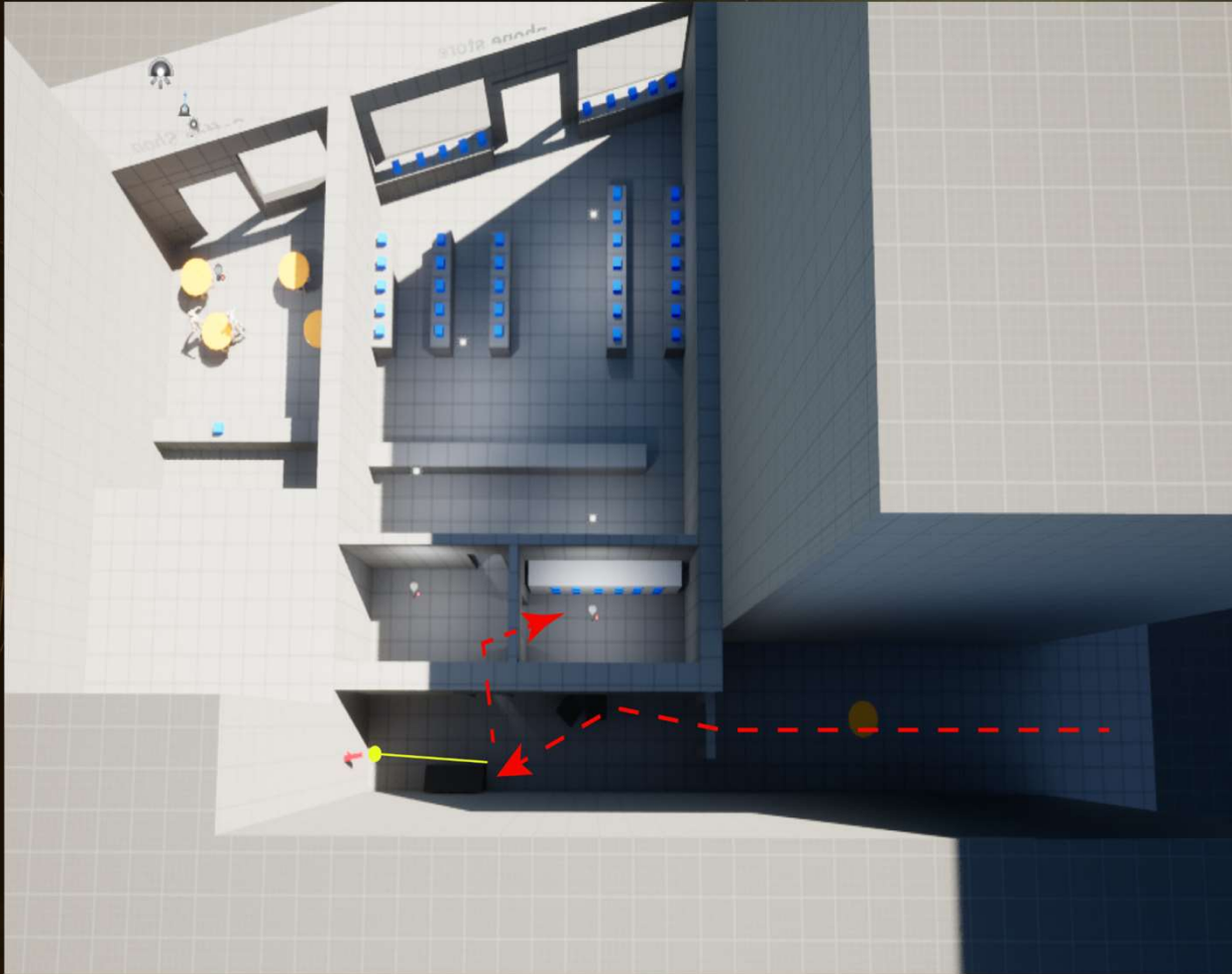
Optional activities make it easy to make money but offer few different approaches.



Secondary missions



Secondary missions Path



Optional activities make it easy to make money but offer few different approaches.