The Wine Collector | Heist #1

Abstract: Bailey hunts for the hidden key to a cellar containing a bottle of the most expensive wine in the world.

Riddle: "The best wine isn't always found in the dark"
Purchase Cost: 350 Gold

Mechanic: A backroom with an empty candle sconce has a locked door. The "Unusually Heavy Candle" item is in the bedroom closet and plays the Quest Item sound effect when picked up. Dropping the candle near the empty sconce plays the interaction animation: The candle is placed on the sconce and pulled, opening the door to the cellar.

Design Goals:
Keeping it simple, the first heist should be more about helping players put together how the riddles and challenge mechanics work. Guard avoidance should be secondary to this, so having a simple guard with a predictable path is important. Adding in extra loot in the house-to-be-heisted is also important for providing a big payout that motivates players and equips them for future runs.
Future heists will emphasize avoiding more complex guard patrols and intelligent use of Gear, but for now only two main priorities exist to introduce players to this system:

- Implement loot placement in a way that clearly conveys the theme of the house
    - Wine, cheeses, plates, and similar loot are scattered through the main room of the house, players can piece together theme on moment of entry

- Encourage ransacking (the complete burglarizing of a house) through loot placement to lead players towards Quest Items
    - Scatter an increased amount of low-weight / Uncommon-Rarity loot that provide a high payout with less weight constraints
    - Only have Fine Clothes (which are low-weight / Uncommon-Rarity) within wardrobes to prime ransacking of linen-based furniture. The Unusually Heavy Candle is underneath a stack of Fine Clothes in the bedroom closet and should be completely covered by high value linens.

Level Design Breakdown:

The player will enter the house through the only door in the top right. Here, they see a guard walking across the house as depicted by the Guard Path. The architecture of the house and the position on the main road is designed so that the neighborhood guard won't catch the player when they're standing just outside the doorway, peeking in to watch the guard. The player can also see a darkened room with a pre-opened door opposite of them in the back, where the locked cellar door is. The immediate visual path illustrates a potential for room-hopping in between guard rotations, through the bedrooms and then to the dark backroom.

After two Guard path rotations, the player can see that the guard only stops when in the rightmost dining room, opposite of the bedrooms. Here, the player has ample time (4 seconds) to enter the first or second bedrooms (with respect to distance from the front door). They can easily swipe loot from the two tables in the main room, depending on which room they move to first.

The guard enters the second bedroom, standing in the doorway for a brief second. This is meant to encourage players to dive into the bedroom closet, where they can safely loot the contents before waiting till the guard goes back to the opposite dining room. It's in this period that design goals for ransacking are important to land, as the Quest Item "Unusually Heavy Candle" is beneath a pile of Fine Linens.

Finally, when they are able to sneak around to the backroom, there is a locked door and an empty candle sconce. This is where the mechanic of dropping Quest Items, taught in the tutorial at the beginning of the game, first shows itself in-game without prompting. However, the Quest Item name of "Unusually Heavy Candle" should be obvious enough for players to know that it's related to the locked door. There is a faint orange emissive lantern next to it to illuminate the dark room and draw the player's attention to the sconce. When dropped within vicinity (the entire back room), the candle floats onto the sconce and pulls the lever, where the stairs lead down to well-stocked wine cellar, and The Legendary Loot wine bottle on an illuminated pedestal in the middle.

Heist #1:
The Wine Collector's House