

Keys to the City UI/UX Proposal

The goal of this document is to outline potential interactions between players and Keys to the City mode. This interaction is meant to evoke familiarity with and nostalgia for Keys to the City mode in the original Crackdown, while also updating it to fit with the new game.

Overview

Keys to the City provides players with all the tools to create their own experiences and experiment with everything Crackdown has to offer.

- Keys to the City is bundle of tools that allows the player to manipulate all of the gameplay systems and content.
- Players can spawn props, enemies, vehicles, weapons, equipment and all other player tools. They can manipulate all the game systems in any way they see fit.
- Keys to the City is free to share. Players don't have to own it to join a Keys to the City session.

Proposed Keys

God Mode

Fast Skill Development

Increase Agility Skill Level

Increase Strength Skill Level

Increase Firearms Skill Level

Increase Driving Skill Level

Increase Explosives Skill Level

Super Agent Agility

Super Agent Strength

Infinite Ammo

Supply Point- All Weapons

Enable All Supply Points

Vehicle Impounding

Spawn Agency Car

Spawn Ramp

Spawn Explosive Barrel

Change Time of Day

Freeze Time of Day

Empty Streets

Launch all Hit Squads

Launch Agency Enforcers

Top Player Goals

1. *I know what Keys to the City is*
2. *I know how to make a Keys to the City game/how to change a game to a Keys to the City game/which games are Keys to the City*
3. *I can toggle on/off various keys with ease while in-game*
4. *I am encouraged to use the keys to increase fun and experiment in the open world in ways unconstrained by normal gameplay rules*
5. *I am invited into the developer's shoes and feel as if I am creating part of the game*
6. *I can share my creations with friends/viewers*

Enabling Keys to the City

Rather than a mode entered through the main menu as in the original Crackdown (Image 1), the Keys to the City in Crackdown 3 will be a mode that can be enabled either at the creation of a new World Slot, or after through the Customize World screen which will be accessed when the player selects a world slot. This change was made because as opposed to previous versions of the game, Keys to the City worlds will now be able to be saved.



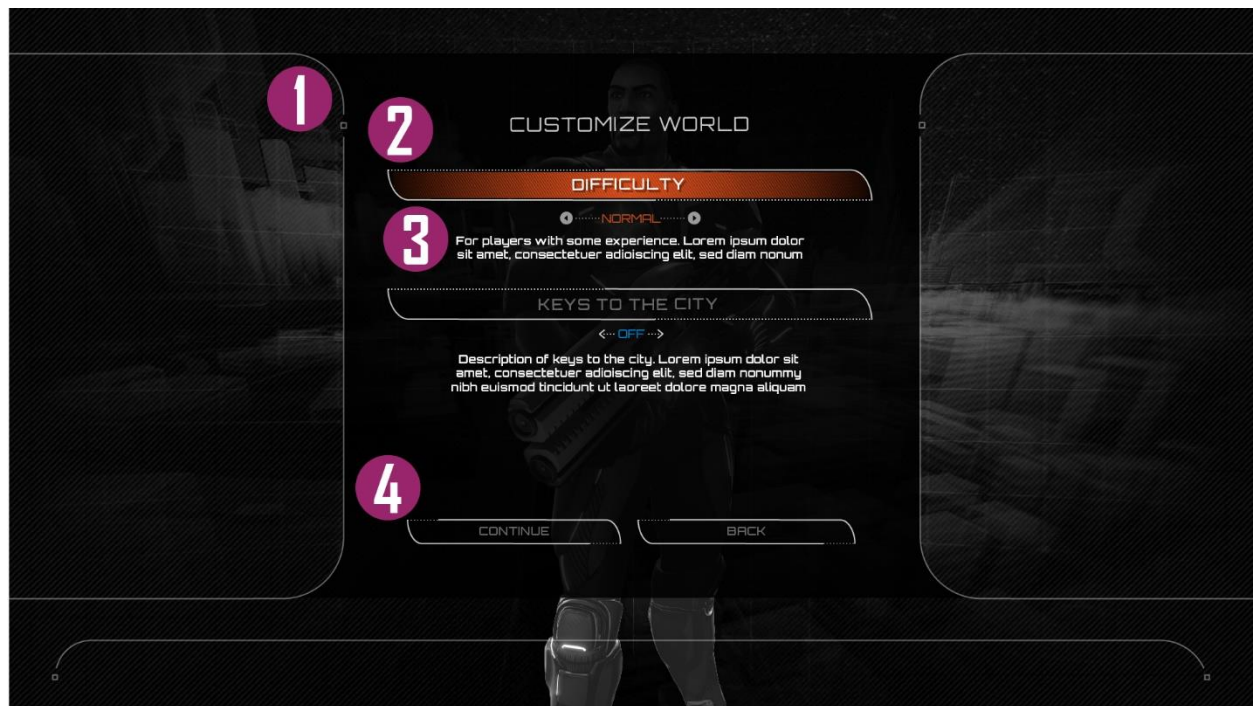
Image 1



Select World Screen

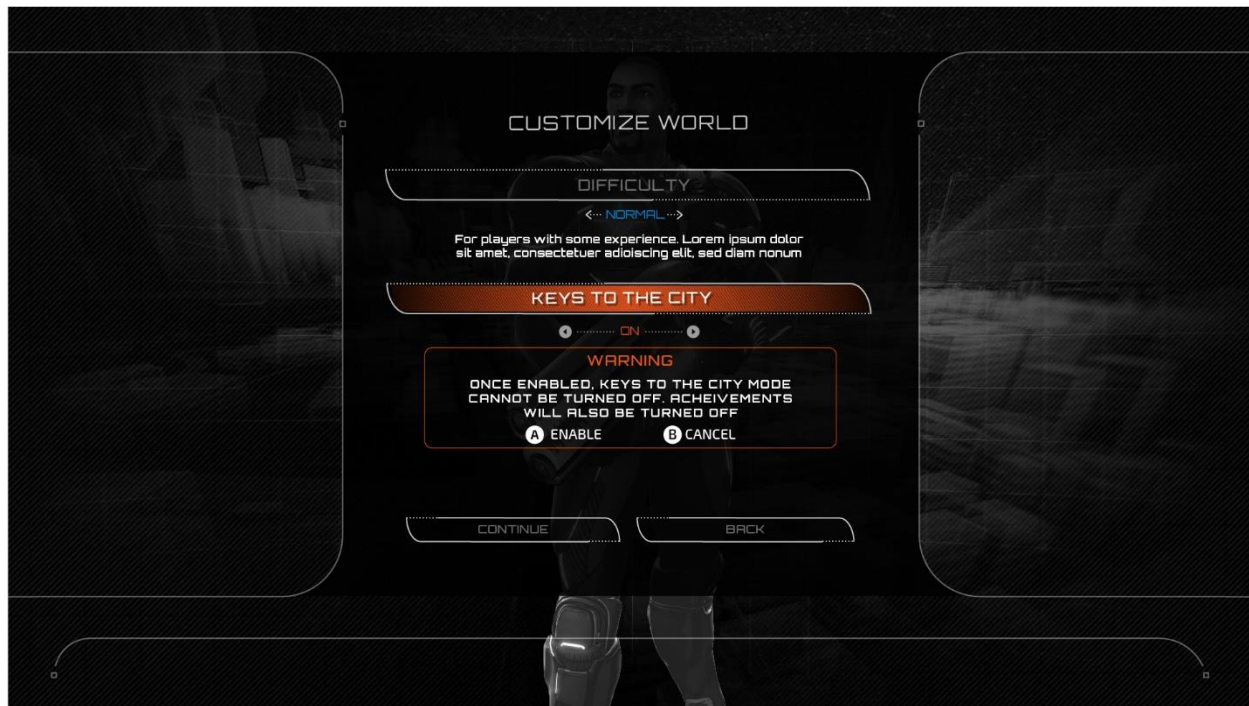


1. Y to open customize world screen
2. Shows current status of options within customize world screen in selected world slot
3. Side bars that will animate when opening customize world screen



1. Animation of side bars from Select World screen.
2. New button style based off navigation style guide

3. Scroll left/right using joystick to select difficulty. Description of difficulty below.
4. Smaller version of new button style



Enabling Keys to the City/Changing Difficulty (From Select World Screen)

1. Press Y to open Customize World Screen
 - a. Animation of side bars occurs
2. Scroll down to Keys of the City button
3. Scroll to the right
4. Warning will appear alerting players that once enabled Keys to the City cannot be disabled, and that when on achievements will be locked.
5. Press A to Enable, B to Cancel
 - a. If A: On is locked
 - b. If B: Goes back to Off

In-Game

Overview

Originally, Keys to the City for Crackdown 3 was supposed to be accessed through a tab on the crime map. However, we decided that it would make more sense to create an interface based off the Keys to the City from the original Crackdown. That being said, there are updates in style and a few different button interactions to accommodate new controller. This allows us to both update Keys to the City while not forcing avid users of the feature from previous versions of the game have to learn a new way to navigate. In the original Crackdown the Keys to the City panel would be activated using the "Back" button on the Xbox 360 controller. Since that button is now the "Map" button which is being used for the crime map, the left D-pad will be used to open Keys to the City Panel. The idea here is to allow the player to continue in-game while activating Keys to the City, as if they were a developer and in-time

hacking the game to allow them to do things they normally cannot. Allowing players to stay in-game while toggling keys on/off reinforces the idea of a sandbox world where things change in front of their eyes.

Social Aspect

As demonstrated by both Crackdown 1 and 2, players love sharing videos of the crazy experiences they can create using Keys to the City.

Examples: https://www.youtube.com/results?search_query=crackdown+keys+to+the+city

By keeping Keys to the City similar to the previous versions of the game, and more specifically as a panel in-game rather than a separate interface screen, it encourages players to make more Keys to the City streams/videos. People like watching gameplay, not navigation.

Panel Not Open



Full in-game view



Zoomed in view

Panel Open



Full in-game view



Zoomed in view

Activating a Key

1. Press Left D-Pad to open panel
2. As in the original Crackdown, scrolling through keys is done using the up and down D-pad. All other D-pad functionality like calling the agency vehicle is disabled while the Keys to the City panel is open.
3. Press Y to toggle key on/off
4. When on, Key text in blue and check mark on right
5. Right D-Pad to close panel

Other Notes

- There is a scroll bar on the right to indicate that players can scroll.
- The currently selected key is highlighted using the orange/black gradient used in navigation buttons from the style guide.



Full in-game view



Zoomed in view

Toggling Skill Levels

1. Left D-Pad to open panel
2. Up/down D-Pad to scroll

3. When a skill level is selected, pressing Y goes through a cycle of Off-Level 2- Level 3-Level 4-Level 5
4. Currently activated level number displayed instead of check mark for active key

Other Notes

- In this screenshot, infinite ammo is active as demonstrated by the orange check mark. The orange is used instead of blue when the key is selected because the blue stands out too much against the orange and black background