

Grand Theft Auto V

Quest Design Document

Blood Bound by Loose Ends

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Context

Type, Theme and Goal

Quest Type

Major Side-Quest

Playable Character Restrictions

Blood Bound by Loose Ends is available for all playable characters (Franklin, Michael, and Trevor). The player is contacted by the quest-giver, who wants to hire the player's "team". This means that the quest is available for any of the playable characters.

Theme

The quest delves into themes of betrayal and compassion. Deceit and player instincts are explored as well, the more the player unravels the true story behind the quest.

Goal

The quest's main intention is to put the player in a position of choice, where moral values and monetary gains are opposed. The seeds of uncertainty are sown by differing versions from the quest-giver and the assassination targets, and players must follow their instincts, choose, and face the ensuing consequences.

Quest Relationships and Game Timeline Placement

Quest Relationships

Player Executes Both Targets

If the player chooses to execute both targets (thus completing the mission according to the quest-giver's request), the mafia family becomes one of the providers available for procedurally generated assassination quick-missions (the player receives a text message with a target and a reward, and can accept right away, or decline).

There are additional other quest implications and effects, but none are decisive; which is to say, it doesn't start or prevent any other quests.

Game Timeline Placement

Blood Bound by Loose Ends becomes available soon after *The Hotel Assassination* main mission.

Origin

Origin

The player receives a phone call from the Delaney mafia family's patriarch, telling the player that the family has heard very good things about the player's team, and would like to discuss a business opportunity.

When the player arrives at the Delaney family's house, a cutscene presents the proposal: the Delaney family has been attacked by two rogue former agents of theirs, and they want the player to assassinate them. After the cutscene ends, the side-quest begins.

Prerequisites

There are no specific prerequisites other than what is mentioned in the Game Timeline Placement section.

Description / Walkthrough

Descriptions

Short Description

After the powerful Delaney mob family hires the player to eliminate two rogue agents, the trail of blood behind their departure from the family starts to seem more and more painted rather than actually shed. The mob's version wildly differs from the targets' accounts, and it's up to the player to choose whether to kill or spare a former getaway driver and a tech expert who was tricked into cooperating in criminal activity. But when dealing with the Delaney family, choices have heavy consequences, and what could be a fruitful, long-lasting professional arrangement can quickly become a path to potential new allies, unexpected betrayals, and an inevitable showdown with the family itself.

Locations

Quest Start

- Northeastern Red Desert Avenue
 - Delaney Home

First Target

- Swiss Street
 - First target's home
- Strawberry Avenue, Elgin Avenue, Power Street, San Andreas Avenue
 - First target's chase sequence (driving)

Second Target

- Covenant Avenue
 - Second target's hideout
- Covenant Avenue, Jamestown Street
 - Second target's chase sequence (on foot)

Final Showdown (Optional)

- Southwestern Backlot City
 - Delaney Family's Sweatshop (disguised as a movie studio)
 - Delaney Family's Headquarters

Full Description

Quest Start

In *Blood Bound by Loose Ends*, the player is contacted by the powerful Delaney mafia family, saying that an affiliate had recommended them for a

particular job. The family is interested in hiring the player's team to execute two people, telling the player that the targets had been attacking their family members for a long time. The player is called upon to visit the Delaney house, in the Northeastern stretch of Red Desert Avenue.

The player will simultaneously be given two targets to eliminate. **The order in which the targets are visited does not matter.**

First Target

Just before arriving at the first target's home, the player spots the target driving away from the house, initiating a driving chase segment. Rather than focusing on speed, the target uses sly driving maneuvers to evade the player, such as drifting into tight alleys, tight swerves and a J-turn to turn away from a blocked street.

If the player manages to kill the target during the chase, this target's side of the quest is considered finished.

If the player keeps up with the target, he will eventually swerve from oncoming traffic, and drive off the side of the road, crashing the vehicle.

Approaching the car crash will initiate a sequence where the driver opens the door and crawls out of the car, badly injured. He will beg the player not to kill him, and start explaining his version of the story.

The player can kill him at any time during the explanation.

If the player listens, they will learn:

- Bernard Higgins – the first target – used to be a getaway driver for the mob family. When he tried to get out of the business because his wife was pregnant, his family was stalked and eventually killed by the mob family's goons, with the target taking some out in the process of trying to defend his wife.

Bernard asks the player to leave him there. The player can then execute him, or leave the area, sparing the injured driver. If the player leaves the area, Bernard will disappear, but his car will remain in the same spot, undriveable.

Second Target

The player can also pursue the second target. After arriving at the second target's hideout, the player catches the target running away into a back alley. This initiates an on-foot chase sequence through a few streets, with cars and pedestrians in the way.

Upon turning the corner into an alley, the target falls down to the ground and sprains her foot. She pleads for the player to let her get up and explain her side of the story. After that, she will slowly start getting up.

The player can shoot the target while she's getting up, which will finish her side of the quest.

If the player decides to let her get up, she will begin her explanation, and the player will learn:

- Lucia Castro – the second target – used to date the family head's daughter. She was also a tech expert, so they got her involved with the mob's operations without her knowledge, masking their operations as other activities. When the target found out the true nature of the work, she broke up with the mob boss's daughter, and went into hiding. The mob has been stalking her ever since.

The player can then choose to kill her, or spare her. After her explanation, Lucia will slowly make her way towards the end of the alleyway. If she turns the corner, it is assumed that the player has spared her, and she disappears.

Occasional Skirmishes

If the player chooses to spare only one of the targets and kills the other (regardless of which one was spared), the Delaney family finds out about the spared target and will **periodically send chase cars with goons after the player for a while** after the mission is completed.

What this means in practice is that the player will receive a message upon concluding the mission saying that the mob has spotted the spared target fleeing town, so future collaborations are off the table. In the days following the mission's conclusion, the mob will send a car with goons to attack the player. **After the given period, the mobsters will inform that they're done wasting resources, and will leave the player alone**, wrapping up by saying they expect the player's full silence with the authorities, as they have proof of the deceased target's assassination.

Final Showdown (Optional)

The consequences of the player's choices regarding the two targets may lead to a final showdown with the Delaney mob family and their goons, if both targets were spared. The Delaney's second-in-command will contact the player saying that they're furious, and the player has just become an enemy.

This will trigger a behavior similar to Occasional Skirmishes, i.e. **the Delaney family will send a car per day after the player**, trying to kill them. The only way to stop these encounters is to **head to the Delaney headquarters, and finish the job**.

Arriving at the fake studio lot the Delaneys run their operations from, the player must enter a sweatshop, where tons of guards will attack as soon as the player enters. The sweatshop is full of civilians. **The main idea is for the player to avoid killing the civilians** caught in the crossfire, but **it is possible to kill them** (accidentally or deliberately) with no mechanical consequences.

After the sweatshop is cleared of guards, **the player will progress towards the Delaney headquarters**, a studio lot organized similarly to an office, with cubicles and offices. At the end of the building, **the player will enter the Delaney**

patriarch's office. Here, the final blow is dealt, and the Delaney mafia family is no more.

Quest Flow

Main Story Beats

1. Initial Meeting with the Delaneys – Cutscene

The player arrives at the Delaney home, and is briefed on two rogue former agents of the mafia family. The meeting ends with the player character agreeing to carry out the assassinations.

The player learns the Delaney family's motivation for wanting these two people dead.

2. Confrontation with Bernard – In-game cutscene sequence

After crashing his car against a tree and being badly injured, Bernard comes out of the vehicle, asking the player not to kill him. Provided that the player does not kill him in the meantime, he proceeds to tell his own accounts of his departure from the mob, effectively going against what the Delaney family had told the player.

The player learns that the story told by the mafia about Bernard was untrue.

3. Confrontation with Lucia – In-game cutscene sequence

After falling down and hurting her leg, Lucia begs the player not to kill her. If the player doesn't stop her from getting up, she will explain her side of the story, and how everything the Delaneys told the player was a lie.

The player learns that the story told by the mafia about Lucia was untrue.

4. (Conditional) Showdown with the Delaney family – Gameplay sequence

After sparing both Bernard and Lucia, the player will head towards the Delaney headquarters, but not before passing through a sweatshop where the mobsters take advantage of civilian workers as cover.

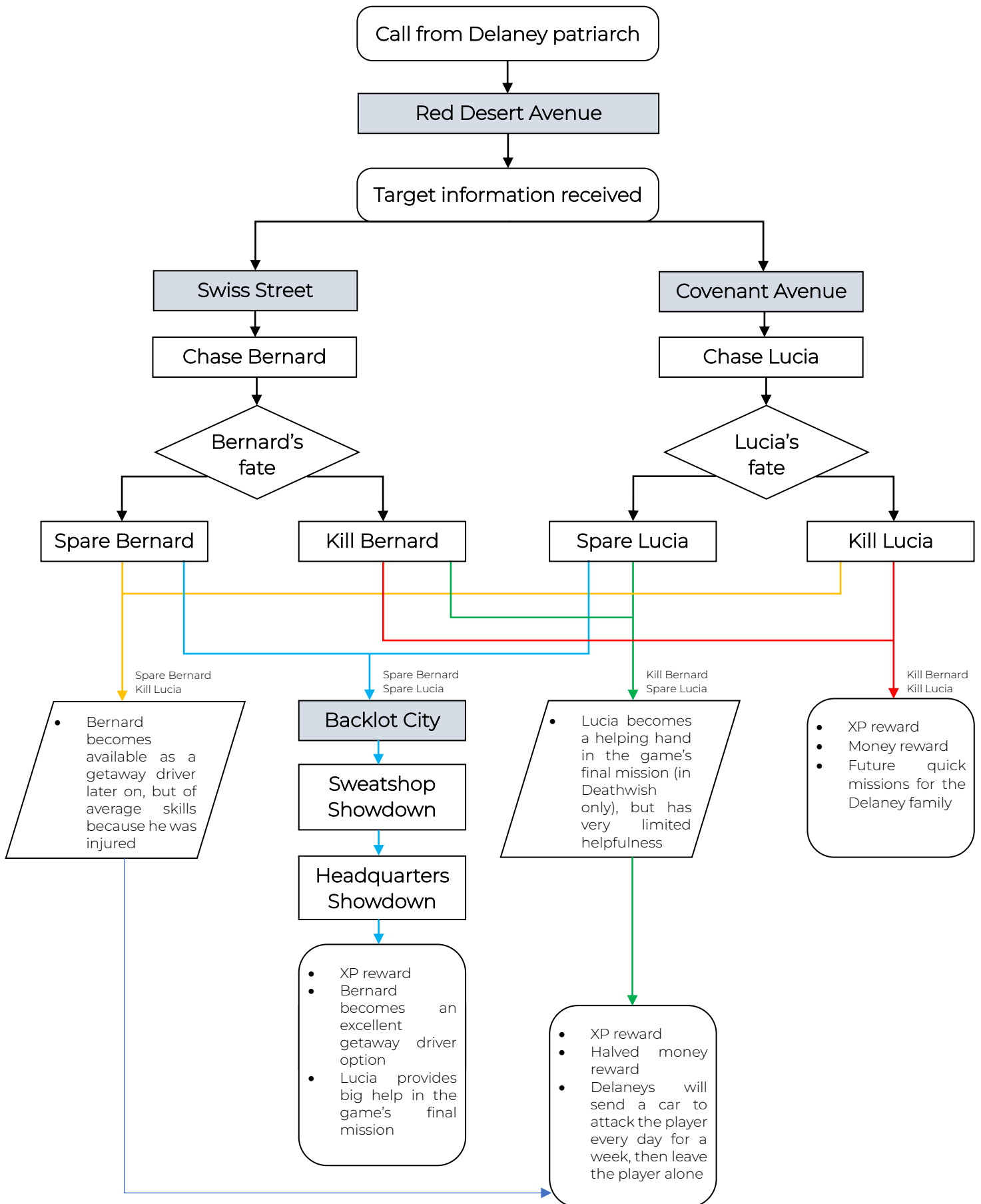
The player learns that they were right to suspect the mafia was trying to manipulate the stories.

5. (Conditional) Final faceoff with the Delaney patriarch – Boss battle

The player, reaching the far end of the Delaney sweatshop and headquarters, faces off against the Delaneys' family head.

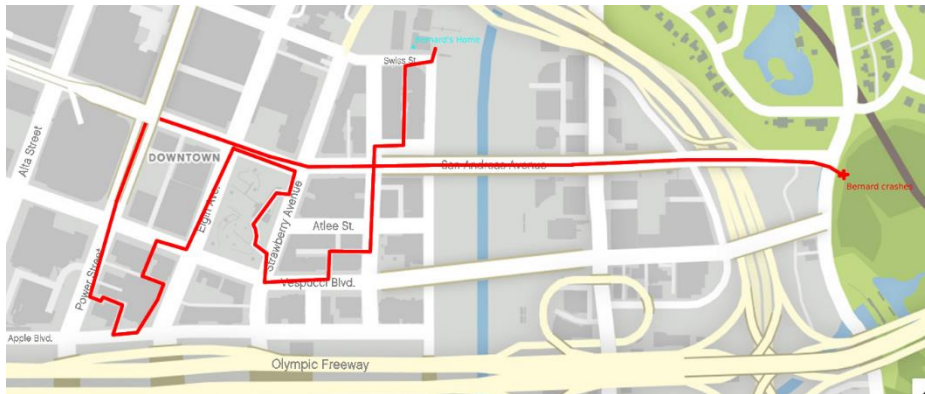
The player gets a satisfying ending to the Delaney crime family.

Quest Flowchart

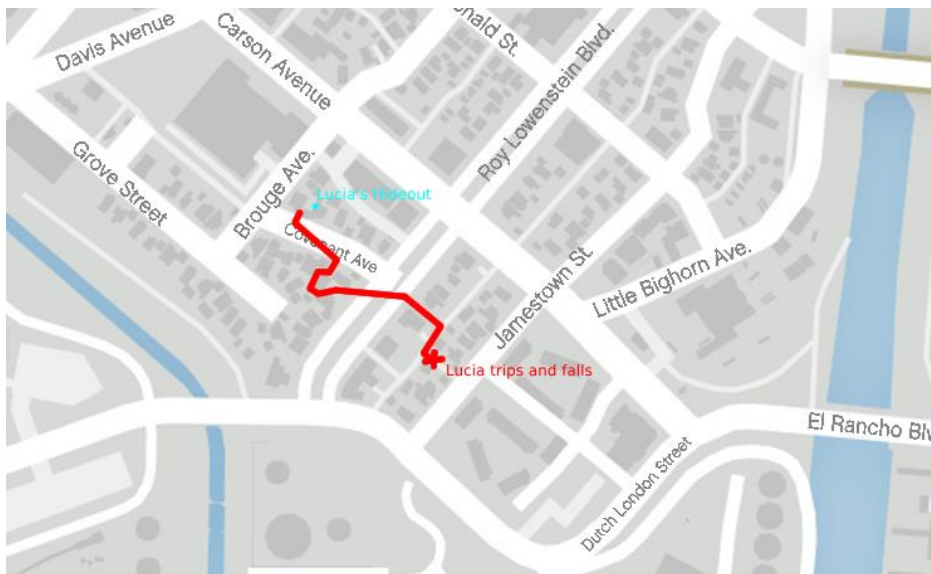


Chase Sequences / Paths

Bernard Car Chase Sequence



Lucia On-Foot Chase Sequence



Final Showdown Path



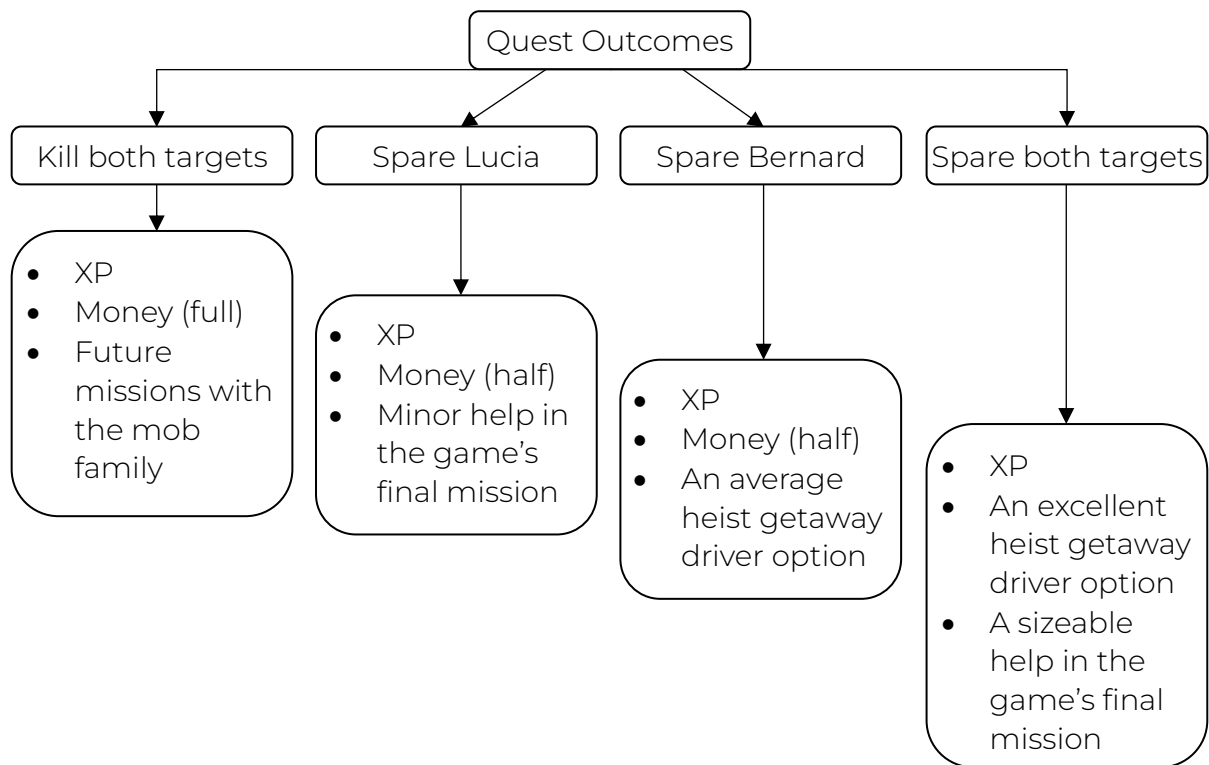
Outcomes and Rewards

Outcomes

As mentioned above, the player can choose to kill or spare either or both of the targets.

- If **Bernard is spared** (regardless of Lucia's state), he contacts the player a while after the mission is fully concluded, saying that he's got no family left, and might as well make some money. **He will then become available as a getaway driver for heist missions.**
- If **Bernard was spared and Lucia was killed**, Bernard will have been spotted trying to leave town. So, he will be injured in the process of escaping, and **his stats as a getaway driver will be reduced.** He will mention this when he eventually contacts the player about wanting to work with them, stating that he has a couple of nerves on his right hand messed up for good, but he's good to go otherwise.
- If **Lucia is spared** (regardless of Bernard's state), **she will help the player in the endgame mission** if the player pursues the Deathwish option.
- If **Lucia was spared and Bernard was killed**, Lucia will have been spotted trying to leave town. So, she will have been injured in the process of escaping, and **her contribution in the game's final mission will be reduced.** Lester will mention this when he refers to Lucia as a potential partner when planning the mission.
- If **only one target is assassinated**, the player will get an anonymous text saying that **the spared target had been spotted** leaving town after talking to you. **The mob family will periodically send chase cars against the player throughout the following in-game week** after the mission's completion. After this, the player will receive an anonymous text message affirming that the family "doesn't want to waste any more resources on pieces of shit with no professionalism". After this, the chase cars will stop coming, and there will be no subsequent side-missions tied to the mob family.
- If **both targets are spared**, the mob family will contact the player saying that the two targets have been spotted leaving town, and the mob family will turn against the player. The player will have a new objective of heading towards the mob family's headquarters. **On the way and every day until the mission is finished, cars with goons will be sent to attack the player.** On arrival at the headquarters, **the player will have to go through the mob's sweatshop, killing members until they arrive at the mob's headquarters and the patriarch's office, where they'll finish the job.**
- If **both targets are executed**, the player will unlock **assassination missions for the family.** These assassination missions will arrive via text message, with targets and rewards.

Rewards



References

Moodboard

The Delaney family lives and operates out of (forcefully) “abandoned” lots and storage units that used to belong to the Backlot City studios. They were from the set of a vintage-noir detective movie, and the family has kept the style to live some sort of Peaky Blinders-adjacent fantasy.

Delaney House



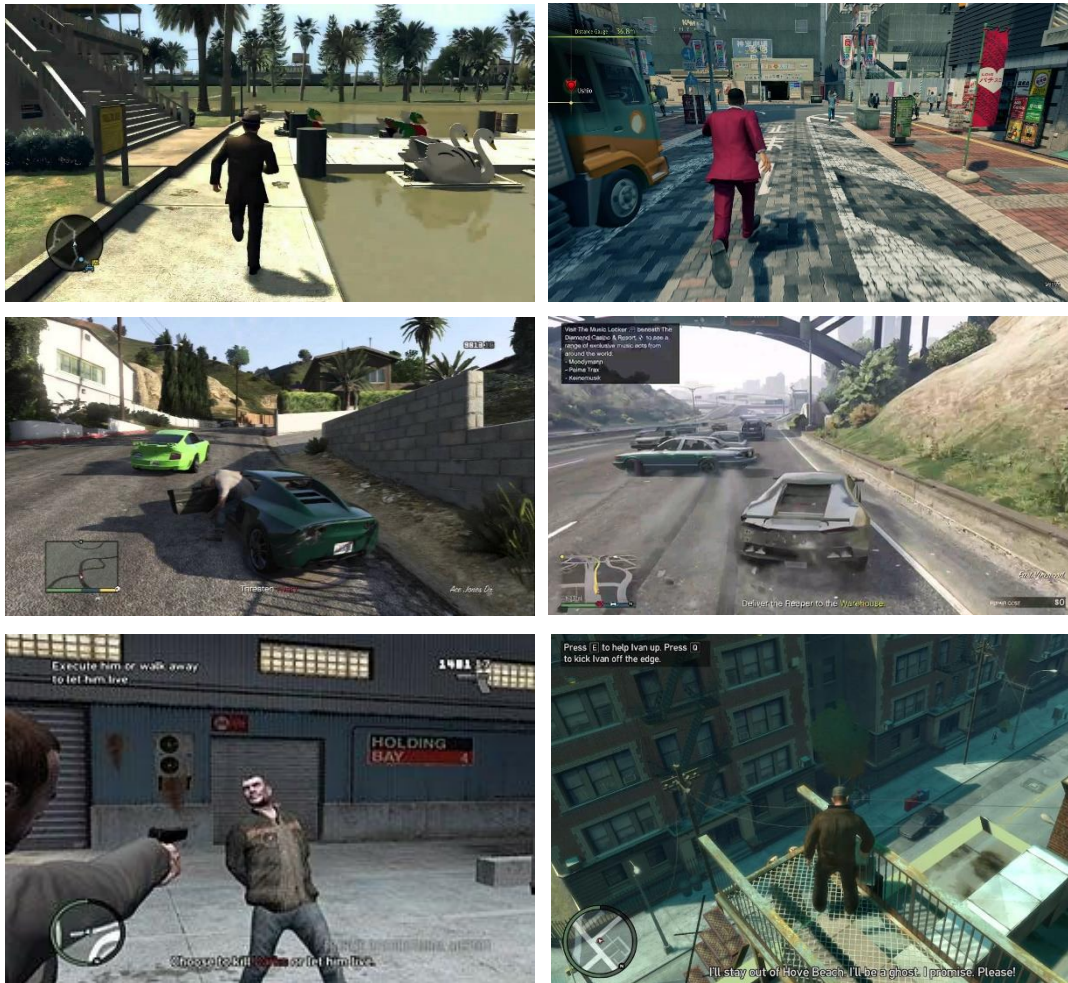
Delaney Sweatshop



Delaney Headquarters



Mission Sequences



Thematic Details

Visual Notes

Delaney Mob, and Their House and Office

A very forced, movie prop-based scenery reminiscent of LA Noire describes the Delaney house and their office, due to the properties being adapted from former studio lots.

Although the buildings and decorations are filled with Art Deco-like objects and architecture, the mobsters themselves are pretty modern. The **higher-ups wear formal suits** at all times, while their **goons wear all-black tracksuits**. There is a clear hierarchical division between the actual family members and their underlings.

Bernard Higgins

Bernard looks like a regular guy with a regular home. His car is perceptibly powerful, but visually unappealing and could easily go unnoticed in a busy street. This is purposeful, as his vehicle choice allows him to get away on quick notice, and attract as little attention as possible doing so.

For visual reference: as generic-looking as he is, Bernard could easily be one of the default characters from GTA V Online.

Lucia Castro

Lucia's fashion style could be described as a punk-rock retro-cyberpunk. She has wild hair and clothes, but nothing about her actually screams that she's a tech expert.

Her home, however, is covered with technological gadgetry outside. The reason why Lucia gets a head start on the player is because she spots them from the moment they step foot on her property.

A good visual reference for Lucia would be an augment-less Lucy from Cyberpunk 2077.