Game Design Document (GDD)

GAME: Escape: Prison Break RPG

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1. Introduction

1.1. **Project Overview**

- "Escape: Prison Break RPG" is an immersive role-playing game set in a maximum-security prison. Players take on the role of a wrongly convicted

inmate seeking freedom while navigating a treacherous world of alliances, betrayals, and hidden agendas.

1.2. **Message and Core Mechanics**

- Our game aims to convey the message of resilience, strategic thinking, and the human desire for freedom. The core mechanics that drive this message include character progression, decision-making, exploration, crafting, alliances, and betrayals. This makes our game an RPG since we are role-playing as mentioned above.

2. Game Mechanics

2.1. **Core RPG Elements**

- The game is rooted in classic role-playing game (RPG) mechanics, focusing on character progression, decision-making, and immersive storytelling. These core RPG elements form the foundation of the player's experience.
- Experience Points and Levels
- Skills and Abilities
- Alignment System
- **View:** Top-Down perspective

- **Movement Controls:** Utilize WASD for character movement, and the spacebar for character action.
- **Interactions:** 'E' key for interacting and using objects, 'Q' key for dropping items.
- **Inventory:** Access the inventory by pressing Tab or 'I'.

Objective:

- The player's character has successfully broken out of their cell and is tasked with navigating the facility. The primary objectives include:
    1. Navigating the halls.
    2. Avoiding detection by security cameras.
    3. Sneaking past waves of guards.
    4. Finding and collecting keys that unlock the openings leading to the next level.

Gameplay Elements:

- **Items:** Players can use a variety of single and multi-use items to aid them in their escape.

This section outlines the core gameplay controls, objectives, and key gameplay elements for the game. The player will have to utilize these mechanics to overcome challenges and progress through the game.

2.2. **Character Progression**

- Skill Tree
- Attribute Development
- Achievements

2.3. **Combat System**

- Melee and Ranged Combat
- Stealth Mechanics
- Tactical Combats

2.4. **Dialogue and Decision-Making**

- Branching Dialogue System
- Morality Choices
- Consequences of Choices

2.5. **Crafting System**

- Players can scavenge materials within the prison and craft items like weapons, tools, and escape-related gadgets.
- Crafting recipes and skill levels to enhance the system.

2.6. **Alliances and Betrayals**

- Prison factions and relationships system, where alliances can provide benefits, but betrayals can have consequences.
- Reputation with different factions affecting gameplay.

3. Story and Quests

3.1. Plot Overview

In "Escape: Prison Break RPG," players embark on a thrilling journey through the unforgiving world of a maximum-security prison. The story revolves around the wrongful imprisonment of the protagonist, a character framed for a crime they didn't commit. The final goal is to clear the player's name, find evidence of their innocence, and execute a daring prison break while navigating the treacherous social dynamics within the prison.

3.2. Main Questline

The main questline is the driving force behind the game's narrative. It comprises several chapters, each with its unique objectives, challenges, and revelations.

- **Chapter 1: Wrongful Conviction**
  - o Introduction to the protagonist's life before imprisonment and their sudden arrest for a crime they didn't commit.
  - o First interactions with key NPCs and faction leaders.
  - o Introduction to the prison environment and the need to adapt.
- **Chapter 2: The Secret Society**
  - o Discovery of a secret society operating within the prison walls.
  - o Infiltration into the society and the player's first mission.
  - o Initial steps in gathering evidence to prove innocence.
- **Chapter 3: Uncovering the Conspiracy**
  - o Delve deeper into the secret society's activities and the role they play in the protagonist's conviction.
  - o Gathering evidence, encountering betrayal, and making alliances with other inmates.
  - o A major revelation about the corrupt justice system.
- **Chapter 4: Building Alliances**
  - o Consolidation of the player's alliances and power within the prison.
  - o New opportunities for crafting, trading, and questlines.
  - o The quest for the ultimate piece of evidence to prove innocence.
- **Chapter 5: The Great Escape**
  - o The climax of the game, as players execute a daring prison escape.
  - o Multiple escape routes to choose from, each with its unique challenges.
  - o The final confrontation with the corrupt prison warden.

3.3. Side Quests

While the main questline propels the player through the central narrative, side quests offer additional opportunities for immersion, character development, and resource gathering.

- **Favor Quests:** Inmates will request the player's assistance, offering various rewards in return. Completing these quests can enhance the player's reputation within the prison and provide valuable items.
- **Exploration Quests:** Players can uncover hidden secrets and lore within the prison, solving puzzles, discovering hidden passages, and unearthing stories about the facility's history.
- **Companion Quests:** As players recruit companions, each character has their own backstory and quests to explore. Helping companions with their personal objectives can deepen relationships and unlock new abilities or information.

3.4. Dynamic Events

To ensure that the prison environment remains dynamic and unpredictable, the game incorporates a series of randomized events. These events include:

- **Lockdowns:** Periods where the prison goes on high alert, restricting player movement and interactions.
- **Power Outages:** Darkness falls, providing opportunities for stealth or chaos.
- **Surprise Inspections:** Guards search cells and interact with inmates, potentially revealing secrets or creating tensions within factions.

The combination of the main questline, side quests, and dynamic events provides players with a rich and ever-evolving narrative experience, making "Escape: Prison Break RPG" a captivating journey through the intricacies of prison life and the pursuit of justice.

4. Level Design

The game features a sprawling, multi-level, and intricately detailed prison environment. It is divided into different security zones, including cell blocks, a central courtyard, administrative offices, and various hidden areas. The prison is designed to be nonlinear, enabling players to explore and approach their objectives in different ways.

- Cell Blocks: Crowded cell blocks with narrow corridors, offering a claustrophobic atmosphere.
- Central Courtyard: A central hub where inmates congregate, trade, and engage in faction dynamics.
- Administrative Offices: Offices where players can find critical documents and information related to their wrongful conviction.
- Hidden Areas: Secret tunnels, maintenance shafts, and abandoned wings provide opportunities for exploration, escape, and uncovering secrets.

4.1. **Prison Environment**

- Layout, Security Levels, and Zones

4.2. **Escape Routes**

- Hidden Tunnels, Sewers, and More

4.3. **Hidden Secrets**

- Collectibles, Easter Eggs, and Lore

4.4. **Interactive Objects**

- Integration of interactive objects like security cameras, secret passages, and hidden contraband, enhancing the depth of exploration.
- Puzzles and obstacles involving these objects.

5. Character Design

- The game features a diverse cast of characters, each with a unique personality and role within the prison's ecosystem. Key character designs include
- The Protagonist: The player character, initially presented as an ordinary individual wrongfully imprisoned, but with untapped potential for survival and escape.
- NPCs: A variety of inmates, each belonging to different factions, with distinctive appearances and motivations.
- Companions: Characters with rich backstories and unique skills, who can join the player's journey, offering companionship and assistance.
- The player's character movements are realistic, with animations that reflect the physicality of prison life. The character's abilities and skills, such as sneaking, combat maneuvers, and crafting, are controlled by player input and character progression.

5.1. **Player Character (PC)**

- Customization Options
- Backstory Development

5.2. **NPCs and Factions**

- Varied Inmate Personalities
- Unique Faction Beliefs

5.3. **Customization Options**

- Clothing, Tattoos, and Personalization

5.4. **Companions**

- The option to recruit fellow inmates as companions, each with unique abilities and backstories.
- Companions can aid in combat, provide additional quest opportunities, and affect the story.

6. Camera, Control, Character (3C)

- The game employs a dynamic third-person perspective, allowing players to have a clear view of their character and the prison environment. The camera system automatically adjusts based on the player's actions, ensuring optimal visibility during combat, exploration, and interactions.

6.1. **Camera System**

- Third-Person Perspective
- Dynamic Camera Controls

6.2. **Control Scheme**

- Players can choose between keyboard and mouse or gamepad control schemes. The controls are designed to be intuitive, enabling smooth character

movement, interaction with objects, and navigation through the UI. The game prioritizes responsiveness and ease of use.

- Keyboard and Mouse, Gamepad Support

6.3. **Character Movement**

- Free Movement and Interactions

6.4. **Stealth and Cover System**

- A cover system for stealth sections, allowing players to hide from guards and plan ambushes.
- Stealth skills and mechanics, such as sneaking, line of sight, and noise.

7. Game Metrics/MAth

Mathematical Description of Game Aspects

- **Size of the Game World:** The prison spans a vast area with a detailed map, including various security zones. The map size is approximately 2 square kilometers.
- **Movement Speed:** The player character's base movement speed is set at 5 units per second, with variations for sprinting and stealth movements.
- **Unit:** The standard unit of measurement is one meter. All distances, sizes, and movement speeds are measured in meters.

7.1. **Size of the Game World**

- Prison Size and Layout

7.2. **Movement Speed**

- Character Speed and Climbing

7.3. **In-Game Units**

- Measurement Standards

8. Economy

- Within the prison, an underground economy thrives. Inmates can trade goods, services, and information using a unique in-game currency. Players can engage in this economy by bartering for items, contraband, and critical quest-related information. The economy is influenced by the scarcity of resources, shifting supply and demand dynamics, and the player's reputation within the prison.

8.1. **In-Game Currency**

- Prison Currency and Bartering

8.2. **Item Economy**

- Scarcity of Resources

8.3. **Trade System**

- Inmate Trading Networks

8.4. **Contraband Trading**

- Black market economy within the prison, where players can engage in illegal trading of contraband items.
- Risk-reward mechanics; trading carries the risk of getting caught.

9. Artistic Style

9.1. Visual Style

- The game employs a realistic visual style, with a gritty and grim atmosphere. The prison environment is meticulously detailed, reflecting the harsh reality of incarceration.
- Realistic Graphics with Gritty Aesthetics
- Detailed Prison Environments

9.2. Audio Design

- The audio design is immersive, featuring a range of ambient sounds that vary based on the location and time of day. Sounds include echoing footsteps in corridors, distant inmate chatter, and the distinct clanging of prison bars. Music is used strategically to heighten tension during key moments.

- Environmental Sounds and Music
- Prison Ambience and Inmate Conversations

9.3. **Lighting and Atmosphere**

- Dynamic lighting effects to create tension and realism.
- Day-night cycle and weather conditions affecting the atmosphere.

9.4. **Soundscapes**

- A comprehensive range of ambient sounds, including echoes in the prison corridors, distant inmate chatter, and guards' footsteps.
- Music transitioning to reflect the mood of different game segments.

10. **User Interface (UI)**

10.1. **HUD Elements** - Health, Inventory, Map, and Quest Tracker

- The user interface is designed to be unobtrusive, offering essential information such as health, inventory, and quest updates. The mini-map and wayfinding elements assist players in navigating the complex prison layout.

10.2. **Menus and Inventory** - Character Sheet, Equipment, Crafting

10.3. **Mini-Map and Wayfinding** - A mini-map for navigation within the prison, helping players to find their way through complex environments. - Wayfinding system providing hints for objectives and quest markers.

11. **References and Uniqueness**

- The game draws inspiration from various sources, including classic prison break films like "The Shawshank Redemption" and "Escape from Alcatraz." It also takes cues from successful RPGs like "The Elder Scrolls" series for open-world exploration and "The Witcher" series for branching narrative and decision-making.

11.1. **Inspirations** - Inspirational Films, Games, and Literature

11.2. **What Sets Our Game Apart** - Unique Gameplay Mechanics and Storytelling

11.3. **Unique Gameplay Features** - The player's ability to gather evidence, revealing the truth behind their wrongful conviction, which becomes a central plot point. - A "trust" system where the player must earn the trust of certain NPCs to progress or unlock specific questlines.

12. Flow

- The game's flow is carefully structured to balance action, exploration, and storytelling. The player starts as an inexperienced inmate and progresses towards becoming a skilled escape artist. Pacing is designed to increase in challenge and complexity as the player advances through the chapters.

12.1. **Game Flow Overview** - Game Start to Escape Resolution - Chapter-Based Progression

12.2. **Pacing** - Balancing Action, Exploration, and Storytelling - Increasing Challenge and Complexity

12.3. **Player Progression** - Growth from Inmate to Freedom Fighter - Skill and Equipment Upgrades

13. Virtual Environment Laws

- The virtual prison environment adheres to the rules of realism and consistency. The physics engine replicates real-world physics to create a convincing and immersive experience. Social dynamics within the prison are influenced by player actions, affecting NPC behavior and faction relationships. The game world maintains a consistent layout and lore to provide a believable and engaging backdrop for the narrative.

13.1. **Game Rules and Physics** - Realistic Physics Engine - AI Behavior Algorithms

13.2. **World Consistency** - Realism and Lore Adherence - Consistent Prison Layout and Lore Elements

13.3. **Social Dynamics** - NPC Interactions and Factions - Influence of Player Choices on NPC Behavior

13.4. **Player-Driven World Alterations** - Players' choices can impact the prison environment, such as triggering riots, changing factions' dominance, or

influencing NPC behavior. - These alterations reflect the consequences of players' actions within the virtual world

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Glossary

- **Contraband:** Prohibited items and substances within the prison that can be traded for various benefits, but their possession can lead to severe consequences if discovered.
- **Faction:** Distinct groups or alliances formed within the prison, each with its beliefs, goals, and hierarchy.
- **HUD:** Stands for Heads-Up Display, it's the graphical user interface element that displays critical information such as health, quest markers, and inventory.
- **Morality Choices:** Decisions made by the player throughout the game that affect the protagonist's alignment and the outcomes of certain events.
- **NPC:** Non-Playable Characters; characters controlled by the game's AI rather than by the player.
- **Questline:** A sequence of related quests or missions that together form a larger part of the game's narrative.
- **Reputation:** A measure of the player character's standing within the prison, influencing interactions with NPCs, factions, and the outcome of certain events.

- **RPG:** Role-Playing Game; a video game where players assume the role of a character and as them. You make decisions that affect the game's outcome.
- **Sprint:** A game mechanic allowing the player character to run at a faster speed for a limited duration.
- **Stealth Mechanics:** Gameplay elements related to avoiding detection, such as sneaking, hiding, and distracting guards.
- **Supply and Demand Dynamics:** Economic principles that govern the pricing and availability of goods and services within the in-game economy.
- **UI:** User Interface; the visual and interactive elements that provide players with information and controls within the game.
- **Wayfinding:** A system designed to guide players to their objectives through visual cues, maps, and directional indicators.

This glossary provides definitions for key terms and concepts used throughout the GDD, ensuring clarity and a common understanding of the game's terminology.