# Game Design Document

Student number: 10621871

Game Name: Prison Outbreak

# Game Story

The world is in turmoil, after the ice caps melted the world sank underwater, now land is highly sought after to feed the re-growing population for the two remaining governments, the east and the west. After the melting polar caps allowed scientists to discover a hidden alien artefact in the ice a strange element was found inside. Scientists believed by exposing humans to various strains of the molecule they could create a more powerful solider to help the ongoing war for land. An underwater prison is set up as a front to house POWs and to secretly experiment on prisoners with the molecule without causing further civil unrest from the already rebellious citizens of the new world.

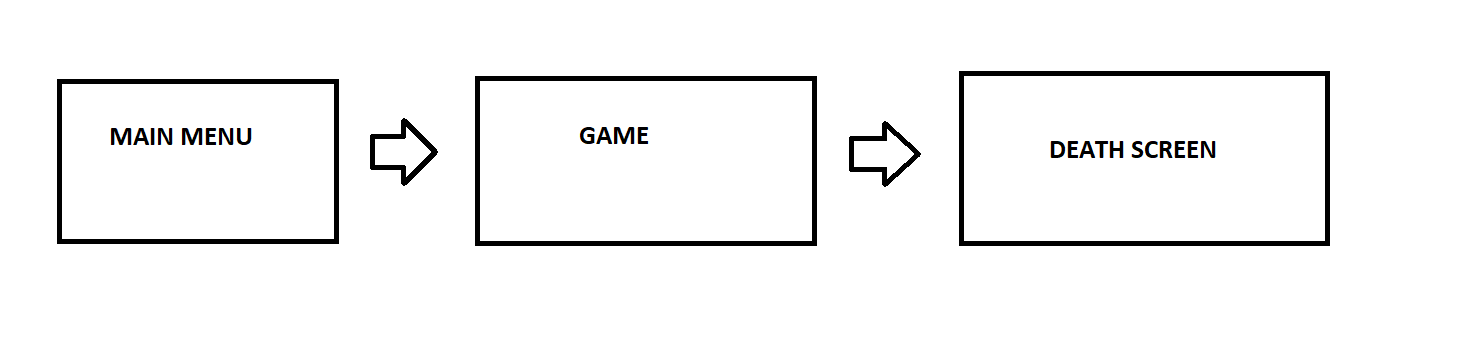
The game starts when a rouge strain of the molecule causes infected humans to break out of their containment and assault the guards and scientists. The player must defend himself from the zombie onslaught with a weapon he’s picked up from a mutilated guard during the chaos of the initial prison riot.

# Character 1

Daniel Hurt escaped his cell during the riot, during the commotion he was able to take a gun from a guard’s corpse and utilise it as a weapon to protect himself.



# Menus



## Main menu

Contain two buttons