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Jail Escape

You Are dropped in on a jail filled with prisoners, your job get them out. Take out the guards on the roof and then proceed through the jail finding the keys to open all the doors so the prisoners can run to safety. Once you have freed the prisoners they are under your command.

Only certain keys open up certain doors, in the future I would like to colour coat these keys so you can visually distinguish which key opens what lock. I would also like to implement a radio voice chat with instructions on what your suppose to do next.

The biggest improvement I would like to make is to create new character models, as the prisoners and guards all currently look identical. The prisoners specifically need a new model with ragged old cloths, and unique details from each other. I would also like to be able to talk to the prisoners as to hear their desperation to leave the jail.

The AI also needs improvement, as the guards on top have just a randomly set path with no specific choice based on cover. The inmates don't react until all doors are open, but they should wonder when just cell doors are open. They should also wonder when within there own cells.

Also I would like to implement guards within the building, that react to the alarm and scout the building within. That way you are not just running through the jail looking aimlessly for a key. Also to place trinkets within the cells, and decoy keys that are incorrect, and keys that open more than one door, where you can only hold only one key as they are too heavy, and cannot shoot well holding the key. To make it a true puzzle, stealth game.

I also have found that input events and triggers currently require some tweaking to their activation radius and the duration of their activation. As they currently can become buggy if not in the correct position.

Finally I would like to increase the world size and with your new found troops escape the desert, overthrowing everything and everyone in your path by a combination of brute force by your troops and stealth by yourself!

References

Brainspace Showcase, Youtube channel: <https://www.youtube.com/user/MrMdb81>

WorldofLevelDesign, Youtube channel: <https://www.youtube.com/user/WorldofLevelDesign>

Game Link

The game and all content can be found here:

<https://drive.google.com/folderview?id=0B8o1eoxGjAwYNGtxb2VxLTV5TFk&usp=sharing>

Video Showcase

Level run through can be found here:

<http://youtu.be/mQ2ukkbHNKc>