

A United Gaming Studios Production

PRISON

BREAK

Prison Break

by

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Version History

<u>Version</u>	<u>Change log</u>
V1.0	<ul style="list-style-type: none">• Initial Draft
V2.0	<ul style="list-style-type: none">• Added Level and HUD Layout
V3.0	<ul style="list-style-type: none">• Changed Slide Movement Mechanic to Crouch Movement Mechanic• Added Moving Platforms
V4.0	<ul style="list-style-type: none">• Removed Items from Asset List that were not used• Updated Asset List to reflect assets in game• Added Game Logo• Fixed Game Title

Game Overview

Prison Break™ is a 2.5D, 3D designed Action Side-Scroller in which the player is attempting to break out of the Max Security Prison they wound up in. Work to complete the obstacles in your way, while avoiding traps, enemies, and being detected by The Tower™.

Win/Lose Conditions

Win the game by successfully breaking out of Prison (don't do this in real life)

Lose the game by getting caught or falling into a deadly trap. You only get one shot, do not miss your chance to blow, this opportunity comes once in a lifetime. AKA, don't lose (do it for your family which you may or may not have)

Game Controls

A and D Keys to move left and right. W and S to move up or down. Space Bar to Jump. Left CTRL to crouch.

Game Mechanics

Movement

- Player can move using A or D Keys (generic)
- Player can Jump using Space Bar
- Player can Crouch using Left CTRL Key
- Player can Climb using using the W Key for Up or S Key for down when on a Ladder

Traps

- Spikes
 - Operate either on Timer Based System, or a Zone Based System depending on the depth of the level the Player has reached
 - Time Based Spikes operate on set intervals (mix and match for certain zones)
 - Zone Based Spikes rely on the player being in proximity
 - Every time a Spike is activated a metallic sound is played (noise is ranged)
- Pitfalls
 - Empty crevice in which a Player might fall into
 - If done so, Player will encounter a Death Zone
- Moving Platforms
 - Platforms move across sections, creating a unique challenge to players, especially when the Tower Spotlight™ is involved

The Tower™ Spotlight

- Scans the level (will be fleshed out more upon research of Level Streaming)

Level Layouts







Asset List

Programming

- Character Controller (Walking, Climbing, Crouching)
- Spikes (Timer Based)
- Pitfalls (Death Zone)
- Spotlight Movement and Player Detection
- UI

Art/3D Assets

- Environment (Indoor and Outdoor Prison Areas)
- Environment Textures
- Character Model
- Spikes
- Misc. Objects (Level Details)

Audio

- Walking Noise

Level Design

- UI
- Spawn Zones
- Death Zones
- Win Zone