Game Design – CI7870

The Prison Break Connection

Report

Portfolio Link: <https://anujpatwari.com>

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MA in Game Development (Design)

# Introduction

## High Concept

The Prison Break Connection is a first person, co-op stealth game where the players have to escape prison, find evidence to prove their innocence and clear their name off from the criminal records.

## ID Card

Name – The Prison Break Connection

Genre – First Person, Stealth, Co-op

Platform – PC, PS4, PS3, XBOX One, XBOX 360

Target Audience – 16+ Years

## Story

***\*Please go through the Story document for the full details story sequence.\****

The players play as Lewis and Daisy (husband and wife) who have been framed by Carlos Mendez and wrongly arrested for something they did not do. Both the players are kept in different blocks of the prison for interrogation. The cops leave each of the interrogation rooms which the players take advantage of and escape.

After each of them leave their respective interrogation rooms, they both knock out a police officer, steal his clothes and act as police officers themselves now. Before doing anything else, both the players need to find each other. After they are re-united, they must find a way to escape from prison and then find evidence against Carlos Mendez and prove their innocence.

## Gameplay in a Nutshell

Most of the game takes place in a small prison where the two players are impersonating police officers. Many sequences through the game require the players to do quick time events. References to how these quick time events will look and feel are all mentioned through the Story document. The main inspiration for how the Quick Time Events (QTE) are supposed to feel is from the new Marvel Spiderman game. This video should give an idea of how the QTEs will take place in The Prison Break Connection - <https://www.youtube.com/watch?v=wfBiGDcdA9M>

During regular play phase, the players have to make sure they do not stay in front of police officers for too long otherwise it may lead to suspicion and their identification (Reference - <https://www.youtube.com/watch?v=jLoowk_7cXc> [Watch first 15 seconds]). This leads to the players always being aware of their surroundings and being careful with every action they take. If the players are identified, the game is immediately lost.

There are multiple varying chase sequences also that take place through the game. References for each of them are mentioned in the story document for where they are relevant.

## Technologies and Resources

### 3D Art

I used **Autodesk Maya 2019 student version** for the artefacts of this project. I had decided to do so because of the following reasons:

1. **Personal Development –** With every new project, I aim to learn something new. These opportunities occur mostly at a student level and prepare me for the industry. So, since I have never done 3D Modelling before and have been wanting to do it for a long time now I decided to learn 3D modelling through this project. Having an idea that revolves around a 3D environment gave me the perfect opportunity and platform to start learning 3D modelling through Maya.
2. **Help and Support –** I have a few friends who are quite familiar in 3D modelling tools like Autodesk Maya and 3Ds Max and are very approachable if I required any help at any point through the development of my 3D models.  
   Apart from these friends, there are tonnes of tutorials and ‘how to’ videos on YouTube which make learning this software a lesser of a challenge.

### Version Control

Like with every project, I set up a GitHub repository for this project as well so that I don’t lose any progress through the development of this project. I feel this is a good practice because version control is a huge part of many studios and this habit would be one of the things employers would look at as a good habit during any potential hiring process.

## Aims & Objectives

With this project, I had three major aims which are:

1. I wanted to write down a very detailed story line for the game idea I had. This story had to be immersive and interesting along with unique gameplay sequences which would lead to a fun playing experience.
2. I had to create a “10-pager-document” with the aim of explaining the desired game design in as much detail as possible with relevant references to videos and illustrations where necessary.
3. Learn 3D modelling on an industry standard software.

To achieve the above aims, I set out the following objectives:

1. At the beginning of the project, I had this very vague idea of what kinds of special abilities I wanted the characters to have, so I took that idea and keep brainstorming on it until I had something that could be explained to others. I then spoke about this idea with a number of people and got various opinions from each of them and came up with a base story outline. Then after some more weeks of brainstorming, I finally had a story which I documented immediately before I had forgotten any essential part of it.

For a long time I had wanted to learn how to do 3D modelling, especially **hard surface modelling** because it is a very essential skill for anyone who wishes to be a level designer for a 3D game. So I thought, why not take this opportunity and make some 3D models for my main artefact submission?

I started off with making some minor models (clock, axe, table, chair, etc.) and then decided to make the layout for the prison. So I did the level design for the prison on Paper first