Game Design – CI7870

The Prison Break Connection

Report

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

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# 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.