THE PRISON BREAK CONNECTION

Game Design Document

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# Section I – Overview

## D:\Work\Kingston University\Term 2\Game Design\Game Design Document\Images\Pegi 16.jpgID card

Name – The Prison Break Connection

Genre – First Person, Stealth, Co-op

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

Target Audience – 16+ Years

## 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.

## 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*](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.

## Genre

This game is categorized as a Stealth game because the players are meant to escape from prison without being identified. Being identified by multiple police officers could make it impossible for them to escape.

The first person camera view was chosen because of the ability that Daisy holds – to make marks on Lewis’ body. *More about this in the character descriptions.*



## Target Audience

This game has violence and bad language. A target audience of 16+ years would be suitable for this game. Going for a higher PEGI rating is not required since this game would not involve any amount of sexual content and even the violence and bad language aren’t of extreme measure.

## Characters

### Lewis Huber



Lewis Huber is a bald, middle aged man who has a well-built body. He is no ordinary man. He has a special ability to turn into a mist-like thing for a brief few seconds which enables him to get through small and tight spaces as long as the opening wasn’t too far off. Once he turns back into normal form, he cannot immediately use his power again to transform into the mist since it takes up a good amount of his energy and he needs to gain his energy back before he can convert again.

### Daisy Huber

Daisy is a middle-aged, long blonde haired, average-built lady. She has the special ability to read Lewis’ mind and can also make small temporary marks on his body. So often in situations, when they cannot directly talk to each other, they use these powers to communicate with each other. For example, if Lewis wanted to ask Daisy if she’s fine, he’d just have to think “Daisy are you fine?” and then Daisy would just make a mark on his right arm indicating a “yes” or a mark on his left arm indicating a “no”.

### Carlos Mendez



Carlos Mendez is a middle-aged man with a stubble beard, well-groomed hair and an average-built body. He is a very rich and powerful man in the city. Most people do not know that he makes most of his money through illegal activities like extortion, selling drugs, human trafficking, etc.

# Section II – Gameplay

## 2.1. Objective

The main objective of the game is for the players to escape from prison by being stealthy and not exposing themselves. A few breaks in this objective can be found through the story to provide the players with a different experience from the regular flow and get some fast chase sequences in.

## 2.2. Core Mechanics

### 2.2.1. Quick Time Events (QTE)

This game has a lot of quick time events. Quick time events justify decisions and actions taken quickly and in an intuitive way and since this is a prison escape, realistically there are always going to be situations where the person in question would have to take decisions quickly and intuitively.

The quick time events in this game would be very similar to the ones found in Marvel’s Spiderman (2018). As mentioned earlier, this video *(*[*https://www.youtube.com/watch?v=wfBiGDcdA9M*](https://www.youtube.com/watch?v=wfBiGDcdA9M)*)* should give an idea of the kind of quick time events that take place, in terms of how the players need to click the buttons at the right time.



*If there are certain situations with their own different kind of QTE, they are mentioned in the story flow alongside the sequence where they occur.*

### 2.2.2. Stealth

This game has heavy emphasis on stealth while also being in plain sight. The characters must remain normal and not act suspiciously (fast walk or run in front of others when no emergency in the prison is announced) in front of the other cops. They must also not stand in front of other cops for way too long otherwise it may result in them recognizing that their ID card and their face do not match.

The players must try not to engage in conversations for too long and if anyone initiates any conversations, they must try to finish the conversations quickly to avoid being recognized.

### 2.2.3. Conversations

At various points of the story, the players will be pulled into conversations with other people either by force or by their own choice. The players will have to make quick conversations with these people to avoid being recognized. The conversations in the game will happen like in the game, Detroit Become Human *(Reference -* [*https://youtu.be/xVEPpwqQh5k?t=150*](https://youtu.be/xVEPpwqQh5k?t=150) *[Min 2:30 to Min 6:42])*. Choices will be put in front of the player in each conversation where he/she must choose the best option that he/she thinks will end the conversation quickly.

## 2.3. Important Gameplay Sequences

### 2.3.1. Car Chases

There are two car chase sequences in this game. Both following a different way of doing a chase sequence. The first one (while escaping from prison) is more of a escaping while not trying to kill anyone or indulge in combat.

The second chase sequence (while escaping from Carlos Mendez’s warehouse) has more of combat where Lewis is made to jump from car to car to take down Carlos’ men while Daisy drives the car trying to avoid all the hurdles in her way.

### 2.3.2. Police Chase

The first playing sequence of the game happens with a police chase at Carlos Mendez’s mansion. Lewis and Daisy try to escape from the cops. The sequence is supposed to look and feel something like this - [*https://www.youtube.com/watch?v=yf-sMV9gZvc&feature=youtu.be&t=188*](https://www.youtube.com/watch?v=yf-sMV9gZvc&feature=youtu.be&t=188) *[Min 3:08 onwards].*

### D:\Work\Kingston University\Term 2\KU_Term2_GameDesign\Game Design Document\Images\Wall climb.jpg2.3.3. Ventilation Climbing

When Lewis and Daisy get into the ventilation duct from the security room, they eventually come out in a narrow vertical room. They have to climb this room to get to the opening which is at quite a height. They have to put both their backs together, interlock their hands and climb the wall *(*[*https://www.youtube.com/watch?v=cRp2V6NttRY*](https://www.youtube.com/watch?v=cRp2V6NttRY) *Make sure you mute your audio, it’s pretty loud).* Every step, they have to click the right button (based on what comes on screen) in order to climb successfully. If one person goes too high and the other fails to stay up to speed, it will result in both of them losing grip and falling.

## 2.4. Controls

The game will be best experienced when playing with a controller, but PC players may use a keyboard and mouse too if they cannot use a controller.

The way Daisy’s player makes the small temporary marks on Lewis’ body is by holding down her special ability button and then pressing the left or right arrow to say a no or a yes.

### 2.4.1. Sony PlayStation – Dualshock Controllers



### 2.4.2. Nintendo Switch – Joycon Controls



### 2.4.3. Microsoft XBOX Controls



### 2.4.4. PC Keyboard and Mouse Controls



## 2.5. Game World

### 2.5.1. Carlos Mendez’s Mansion

The game starts in Carlos Mendez’s mansion where the players get arrested. A huge chase sequence is supposed to take place in this setting so a fairly large mansion is required. Reference - <https://www.nbcdfw.com/news/local/look-inside-the-cedar-hill-mansion-perched-high-above-north-texas/136260/>

The mansion in the link above should give a clear idea of the kind of mansion size and structure required. The mansion has many expensive artefacts, paintings and furniture spread all over. There are also quite a few people in the mansion who are either Carlos’ relatives or the workers who help maintain his mansion.



### 2.5.2. Prison

A majority of the game takes place in the prison where Lewis and Daisy are taken after being arrested from Carlos’ mansion. This is a fairly small prison in comparison to other prisons. It does not hold many prisoners hence it does not have too many police officers stationed here. The prison is populated by tables, chairs, police officers, vending machines (visitor’s room), potted plants, wall clocks, tools (workshop), prison cells, computers (staff office), etc.

The image below shows a very huge prison. For this game, the prison building will be like one of the “X” shaped buildings along with a tower in the centre at the intersection.



### 2.5.3. Woods

The surrounding area around the prison is very woody. It’s like a small forest at the other end of which is a bridge that leads to the main land where the city is located. In this forest area, there are a few cut trees, a weathered axe, an old well, small animals, birds and a small pond.



### 2.5.4. Warehouse

After laying low for a few weeks, Lewis and Daisy are determined to clear their name off and hence go looking for evidence that would prove their innocence and hopefully get Carlos Mendez caught. The head over to his “Warehouse” where there are drugs being manufactured by children that Carlos smuggled into the city.



## 2.6. Game Experience

This being a stealth game, the overall experience through most of the game should be of being very concentrated and always be on the lookout that no one has spotted you. There are a few sequences where the players are involved in no stealth whatsoever and this is because bringing in breaks into the flow by introducing some high paced moments makes the game more fun and unpredictable.

## 2.7. Enemies

As such, everyone around the players is an enemy, but none of them are enemies until they have identified the players as escaped prisoners. At such situations they are just like mere passers-by on a road. But there are a few characters that the players have to take down because of the structure of the story.

# Section III – Multiplayer & Bonus Content