THE PRISON BREAK CONNECTION

Game Design Document

By

Anuj Patwari

K1840581

Table of Contents

[Section I – Overview 3](#_Toc30176160)

[1.1. ID card 3](#_Toc30176161)

[1.2. High Concept 3](#_Toc30176162)

[1.3. Story 3](#_Toc30176163)

[1.4. Gameplay in a Nutshell 3](#_Toc30176164)

[1.5. Genre 4](#_Toc30176165)

[1.6. Target Audience 4](#_Toc30176166)

[1.7. Characters 4](#_Toc30176167)

[1.7.1. Lewis Huber 4](#_Toc30176168)

[1.7.2. Daisy Huber 4](#_Toc30176169)

[1.7.3. Carlos Mendez 5](#_Toc30176170)

[Section II – Gameplay 6](#_Toc30176171)

[2.1. Objective 6](#_Toc30176172)

[2.2. Core Mechanics 6](#_Toc30176173)

[2.2.1. Quick Time Events (QTE) 6](#_Toc30176174)

# 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 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.*