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High Concept

This game is a 3D first person action-adventure game that is set on Alcatraz Island. The protagonist is a gang leader and has been put inside the Alcatraz Prison, known as one of or even the hardest prisons to escape from as its security is at its highest. During the time in prison, the protagonist has been talking with his people outside planning an escape. After years of planning, on a dark night and a full moon the protagonist starts the escape plan. The goal of this game is to escape the prison without being caught by the prison's security. During the escape the player faces diverse challenges and mini puzzles. The game focuses on a slow and stealth movement at all times when traversing the prison which adds to the experience goals of this game. The experience goals are feeling cautions throughout the whole game, feeling of progression and accomplishment.

Block out 1 - Location

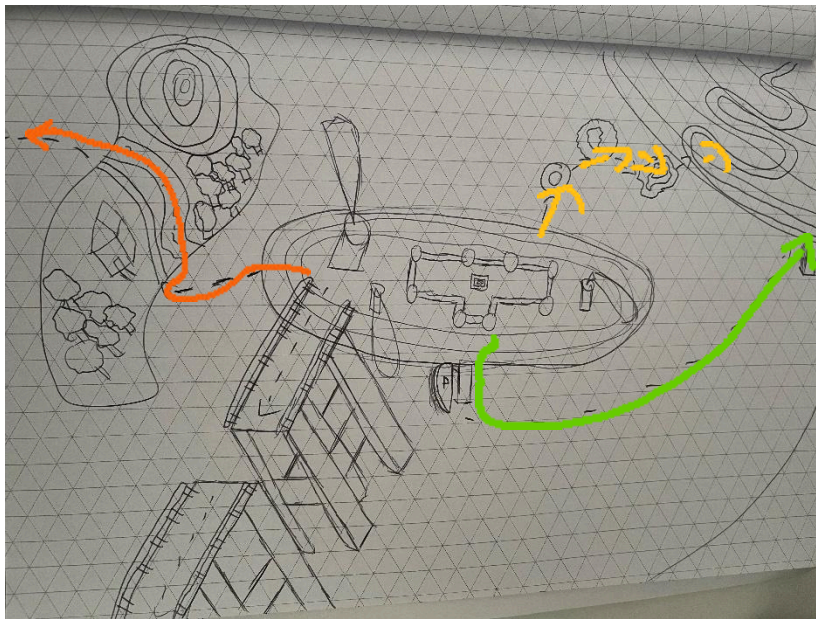


Figure 1 Alcatraz Island Sketch V1

This was the first sketch of the environment and the location the gameplay will take place. In this sketch my main focus was to put the prison in the middle and have 3 different exit points. The green exit involves the player getting into a boat and driving to the other island which. The yellow exit involves the player swimming to 3 different small islands or rocks and getting to the same mountain. The orange exit is similar to the yellow exit, but the difference is that the player will swim to one main island and from there use a boat. The reason why the player can't use the boat on the green route is because half of the bridge has fallen apart and there are parts of the bridge in the water blocking the gap. It needed more thought on, so that's what I did as shown in figure 2.

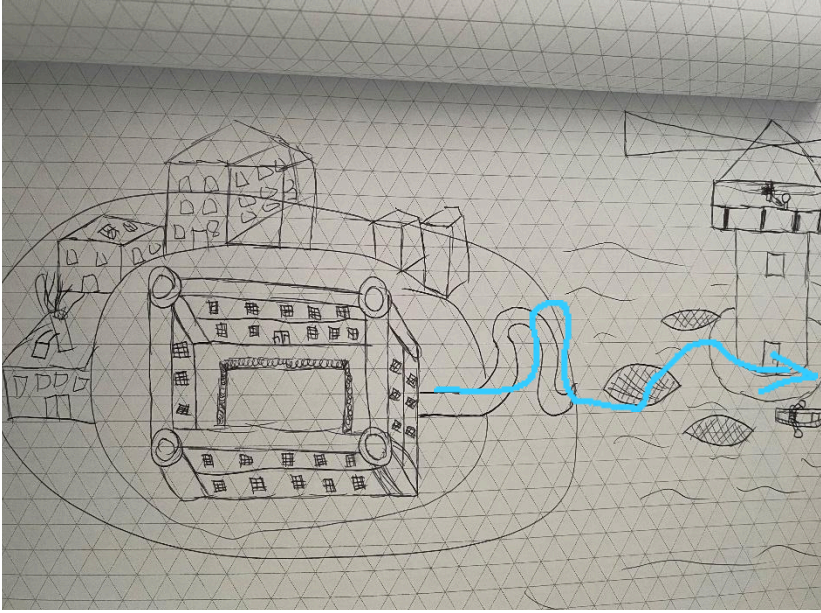


Figure 2 Alcatraz Island Sketch V2

In this sketch I removed all of the exits in figure 1 and created another exit. This sketch shows the prison on the main island and the lighthouse being one of the objectives that the player can see out the window from the prison cell which motivates movement showing the player that the light house is the safe place. I went further with this sketch as shown in figure 3.

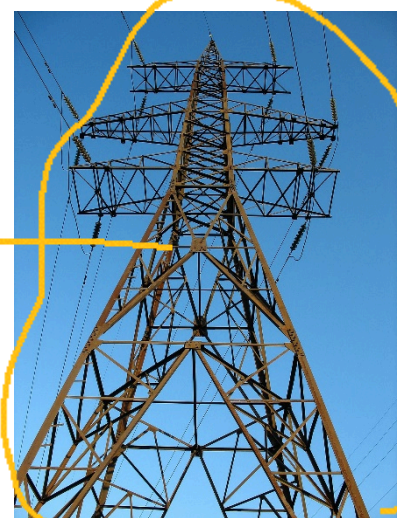
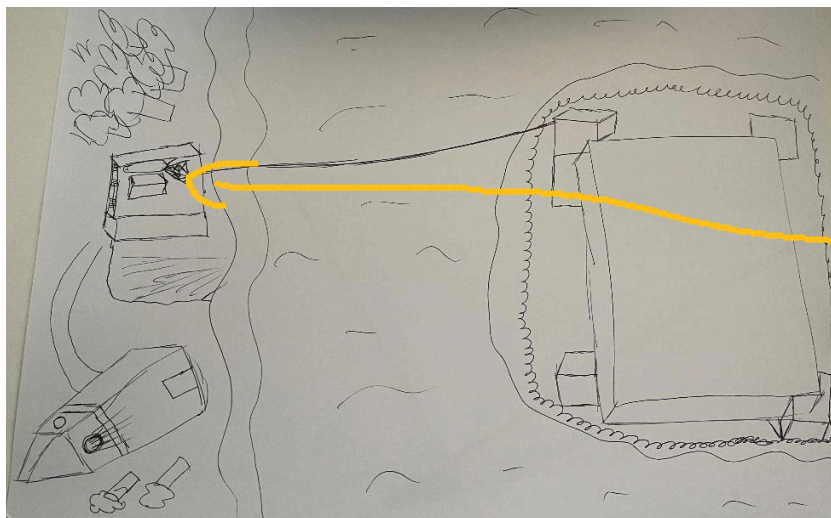


Figure 3 Alcatraz Island Sketch V3

This is the final sketch of the island and the exit paths. This sketch shows that the lighthouse has been moved to a larger island with a building next to it. On top of that building there is a high voltage pole that gives the prison electricity and with that I created the exit where the power cable is attached to one of the watch towers allowing the player to zipline to the building and escape the prison.



Figure 4 Final block out of the Island

Block out 2 – Level

Prison

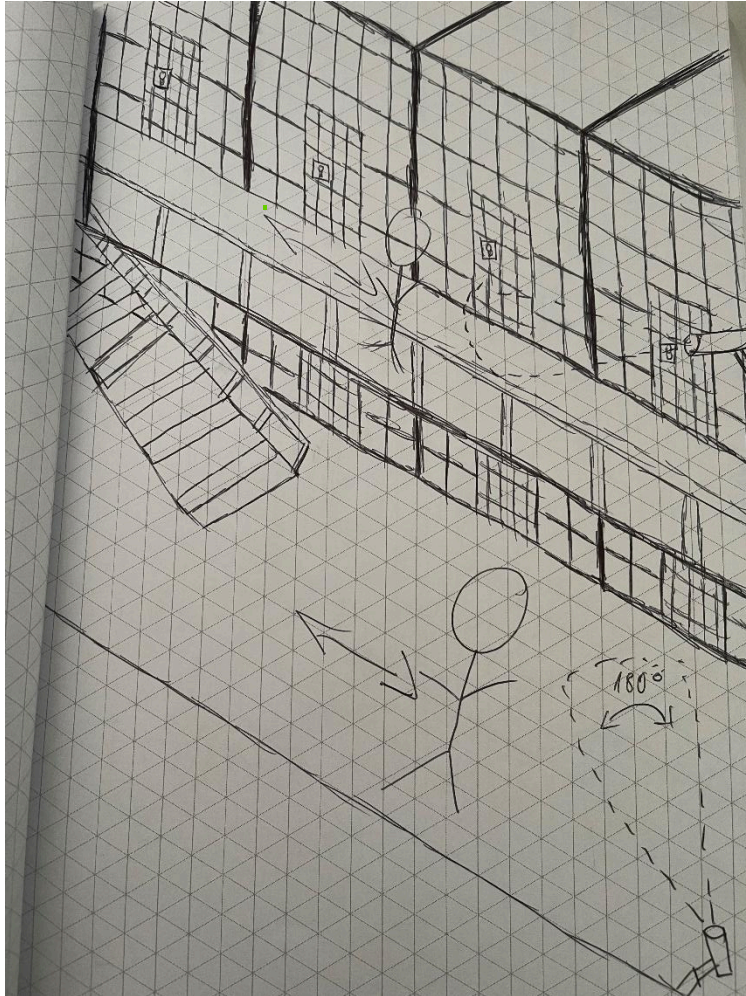


Figure 5 Inside Prison

Prison cell

This sketch shows how the inside of the prison will look like. The player will be spawned in of the prison cells. I wanted to add cameras and patrol guards to achieve that feeling of being watched by cameras and guards. At first, I wanted the player to somehow manage to unlock the door and escape through the prison. But after deep thinking, I wanted the player to escape through the back inside of the prison as shown in this block out (Figure 6). To escape through the back areas of a prison, the player needs to open the vent and go inside the vent. This is where the game starts.



Figure 6 Inside the prison cell

From this prison cell the player wakes up and looks at the window with a clear view of the lighthouse. From there the player sees a light pointing to the, after getting closer the player will see a broken part of the sink where they can take it in their hand. With that then the player looks around where can I use that to. The player then sees the vent thinking I can use the broken part to open this vent.

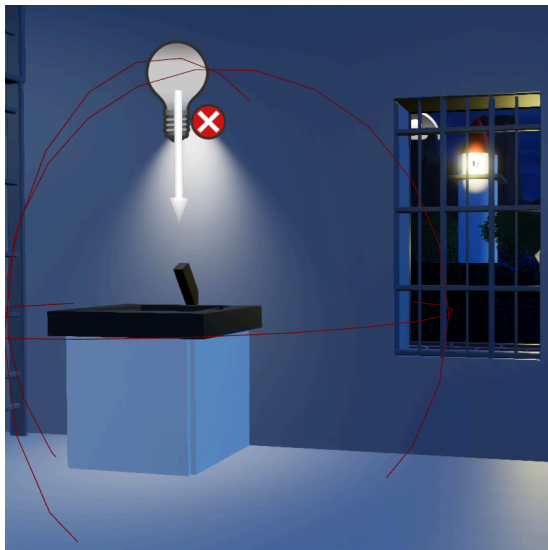


Figure 7 Lighthouse in the distance

Vent

After using the broken part to open the vent this is what the player sees, the broken part remains in his hand. While crouching, the player will slowly move through the vent. Player then is given another vent where they know that they can use the item again to open the vent.

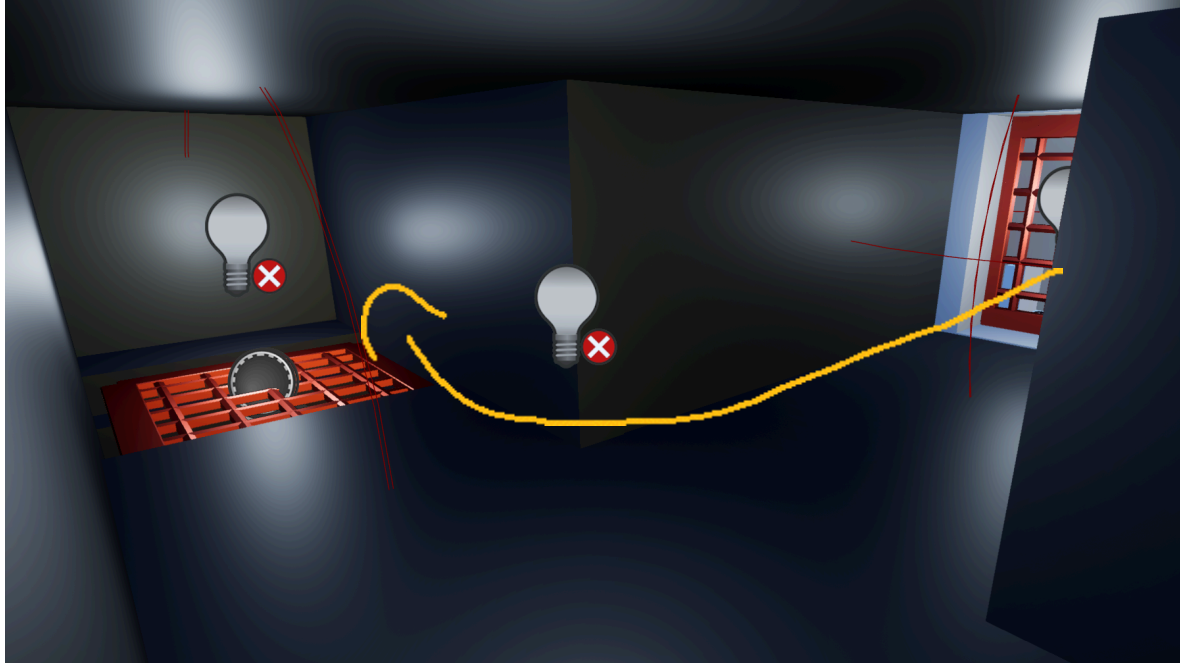


Figure 8 Vent

After falling through the vent, the player is now behind the prison cells where all the water pipes are. With this, the player is forced to crouch in some places.

Back room

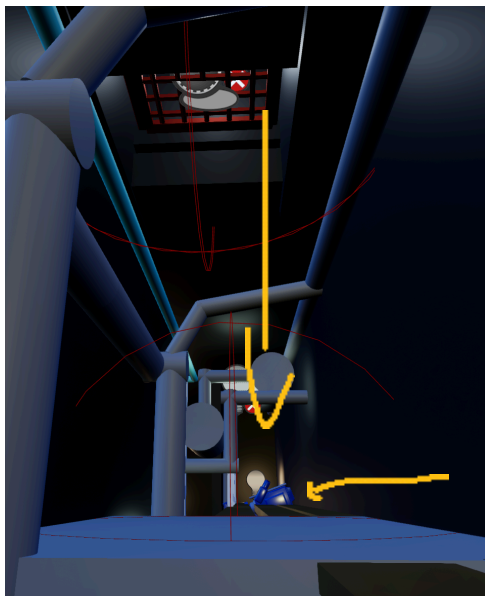


Figure 9 Pipe Room

After the player navigates through this space, at the end of the tunnel the player will be able to see a door below them, making them think that, that door is the way, but to get there the player has to drop down as shown in figure 10 and 11.

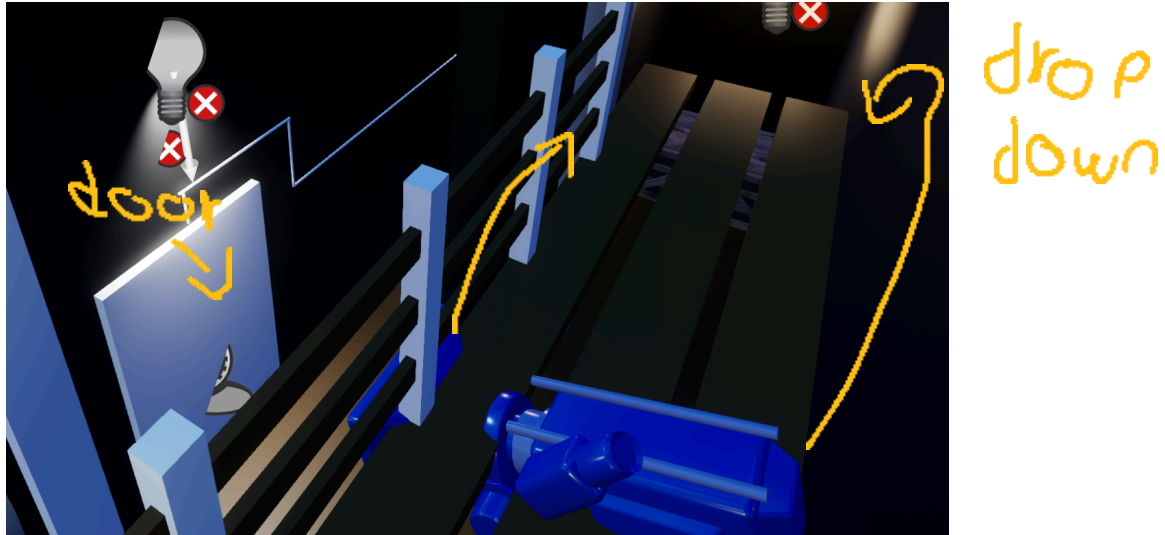


Figure 10 Door below

When player drops down and moves the door, the door does not open forcing the player to explore and look around, finding a way to open the door. Player will have to look above the door and follow the electric wire. After following it, the player gets to a fuse box where they need to switch it on by moving the lever down.

Door Mechanism

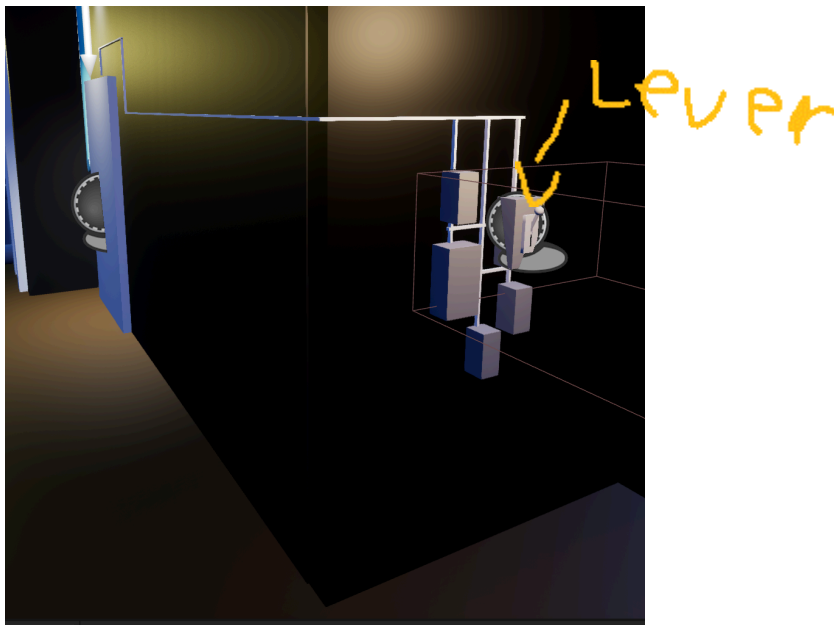


Figure 11 Fuse box

Then the door will open allowing the player to go in. The player then does not see the other door and is forced to move without knowing where the exit is. This motivates movement as it's blocking the player

sightlines forcing them to move to gather information. After following the path, the player will be able to identify the exit.

Water Storage room

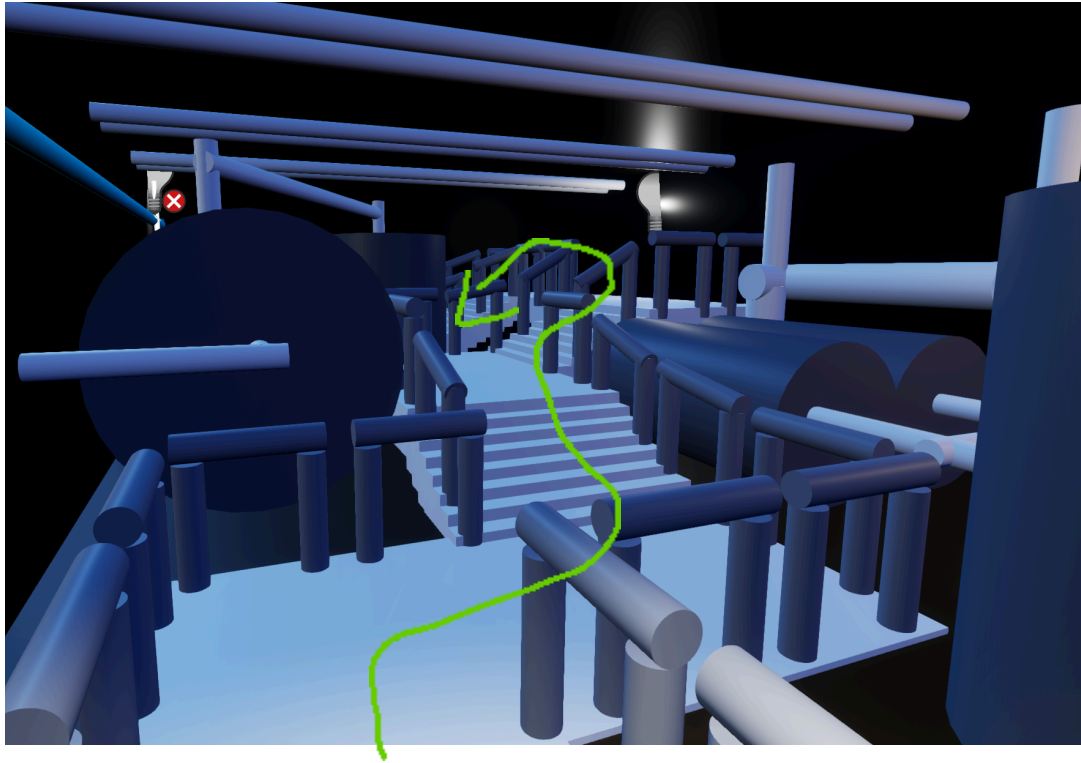


Figure 12 Water storage

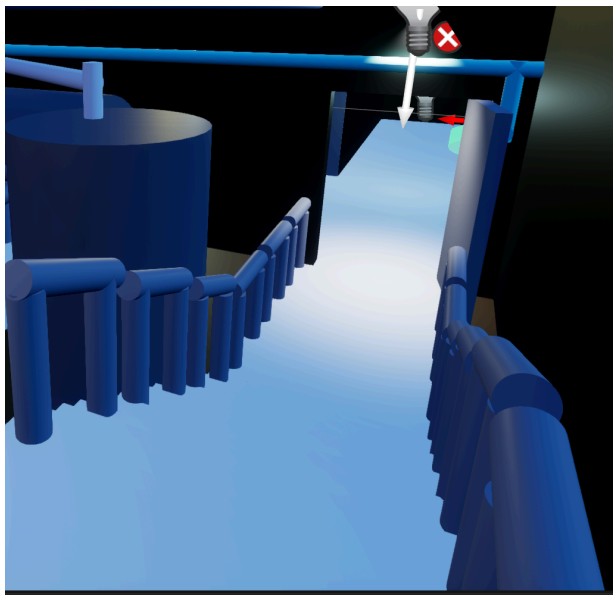


Figure 13 Exit door

When the player exits the room and enters a hallway. On players left hand side, there is a security room where the player will be able to watch the screen which is connected to a camera that sees the rest of the hallway. With this the player can identify if there is any guards patrolling. If a guard is seen on the camera the player will then identify if its walking towards them or away from them. This creates decision making, the player decides when its safe to go without being seen by the guards.

Security room

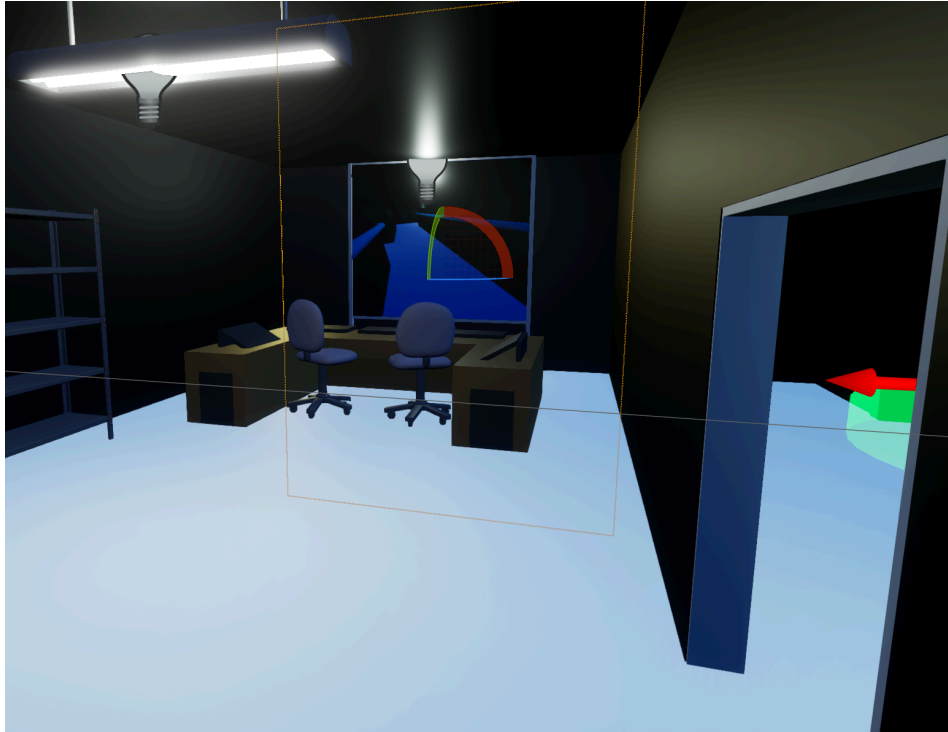


Figure 14 Security room

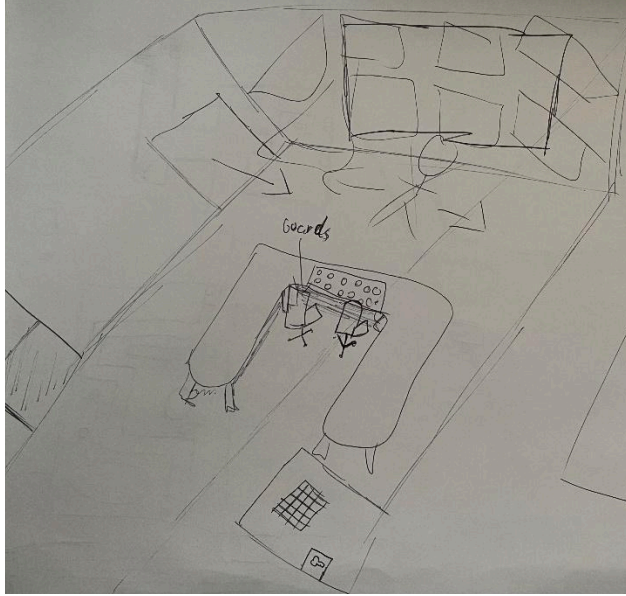


Figure 15 Security room Sketch

When the player decides that is clear to go, they need to follow the hallway until they are forced to make a left or right turn. There is a door on each side but only one of them is open. When the player sees the right side door which is wide open, it forces them to go inside that room as its open. Whether as on the left side the door is fully closed plus its far away from the player. This creates a natural thinking feeling where the player will not waste time to go to the closed door and will rather choose the closes door to them and on top of that its open too, even though it might be the wrong decision, the player will still make it as it can go back.

Hallway

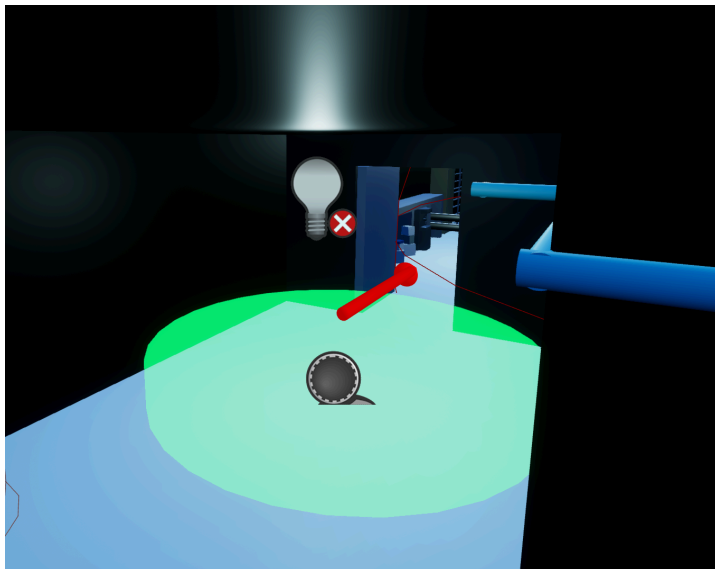


Figure 16 Right door open

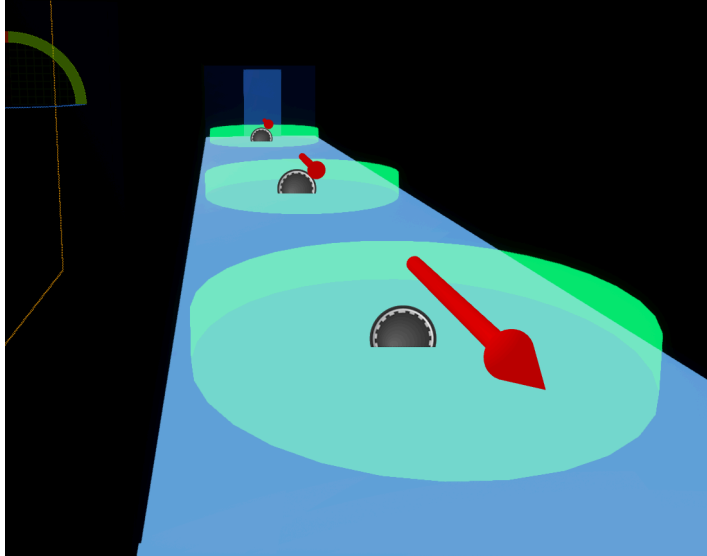


Figure 17 Left door closed

After choosing naturally to go to the opened door, the player enters a room (Figure 17). In this room, the player will see directly another vent which they know from the beginning that it can be open but only with a specific item. With that knowledge the player is forced to move around and explore. When the player gets close to the vent, realizes that they cannot reach it, so they have to look around for things to grab in order to help them climb up, in this case, there are boxes that the player can pick up that will help them climb to the vent. When grabbing the boxes the player will see an electric drill. Which the loop beings again where they pick up an item that can be used to open a vent. With the item in its hand, they are allowed to open the vent and go inside it.

Storage room

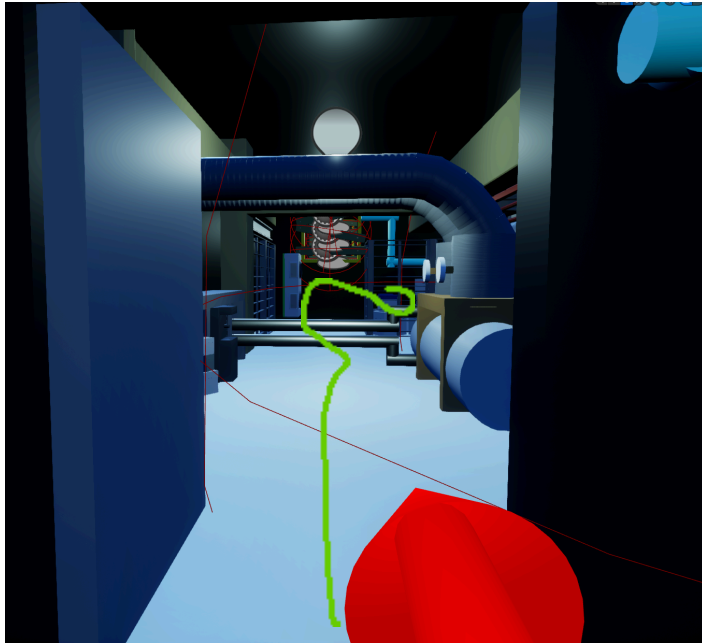


Figure 18 sees the vent

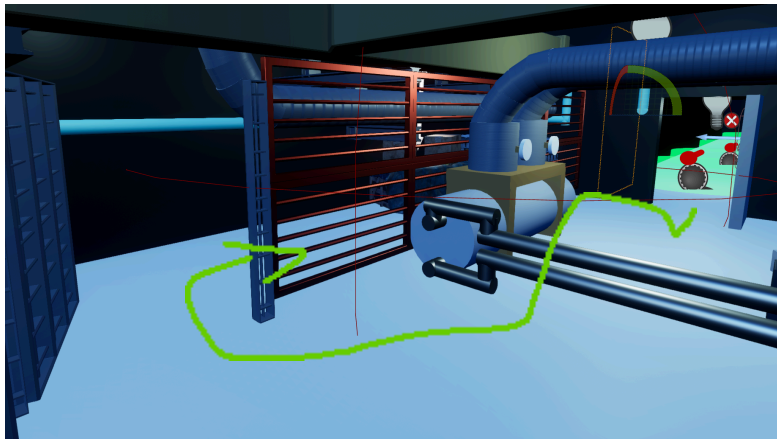


Figure 19 exploring the room

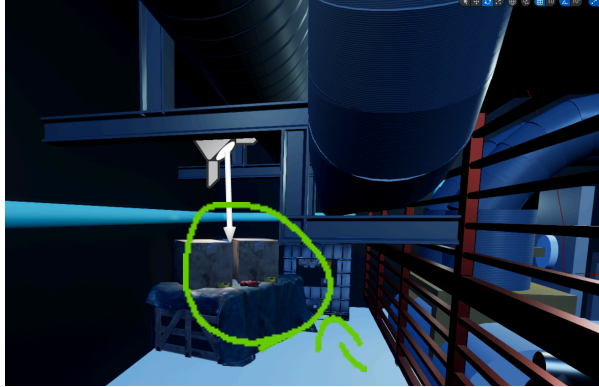


Figure 20 Two boxes and the electric drill

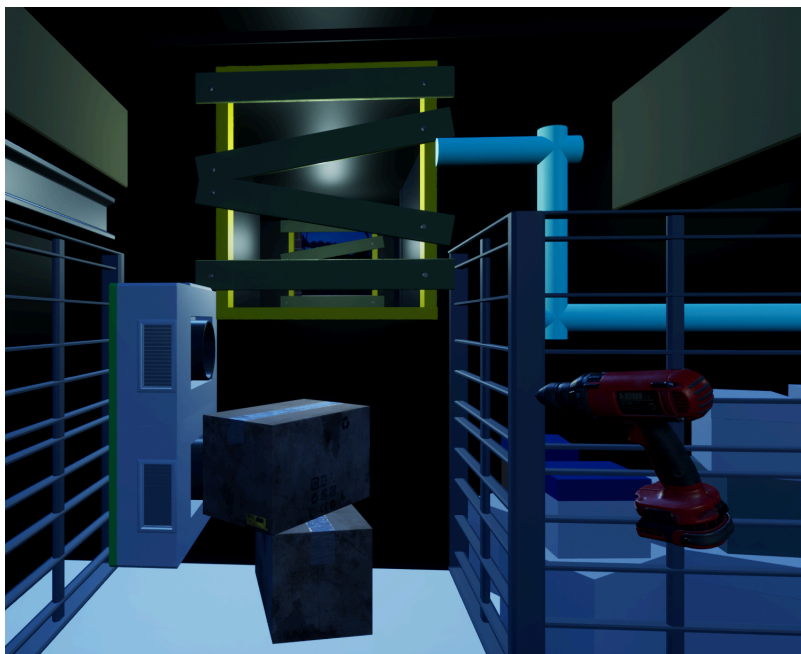


Figure 21 climbing and using the drill

Outside the prison

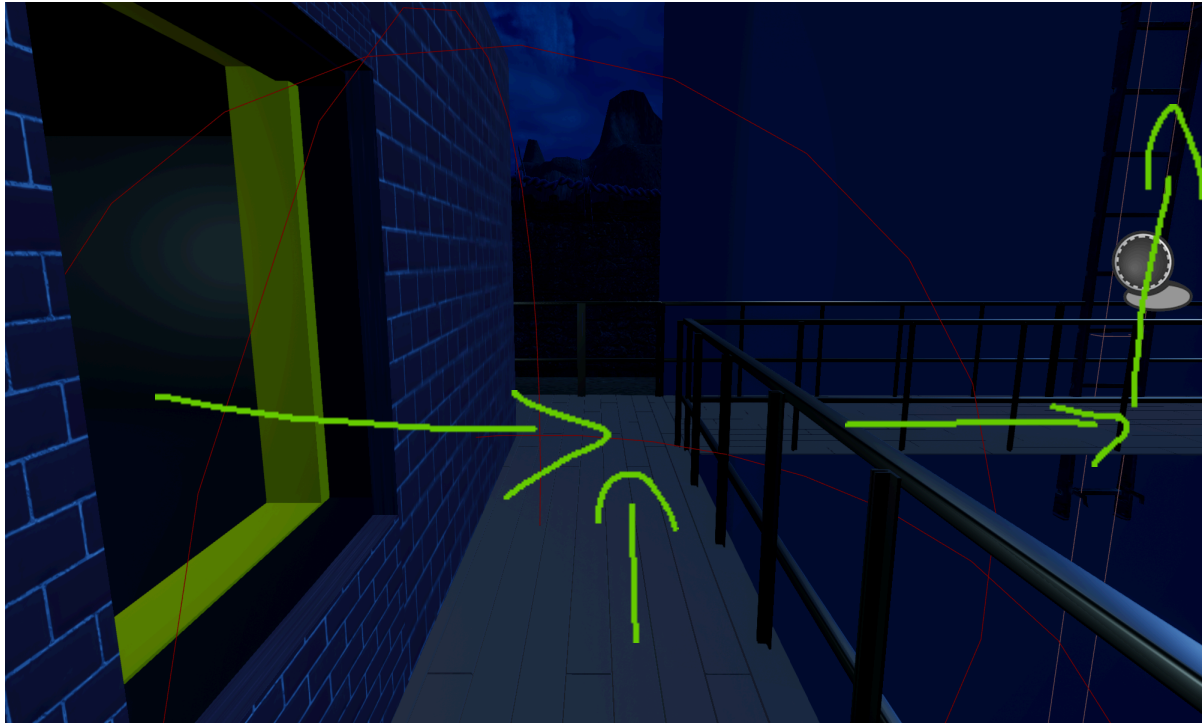


Figure 22 outside the vent

When the player has open the vent that leads outside, they will be to walk around the building. The game again invites the player to make a decision on where to go and since the first decision was made where the closes path was the correct path, the player will think that this one is the right path too. The level design forces a bit the player to follow the closes path. When chosen to go right again, the player will see a ladder where they automatically think that they can climb it. After climbing the ladder, the player realizes that it's a security tower.

Security Tower

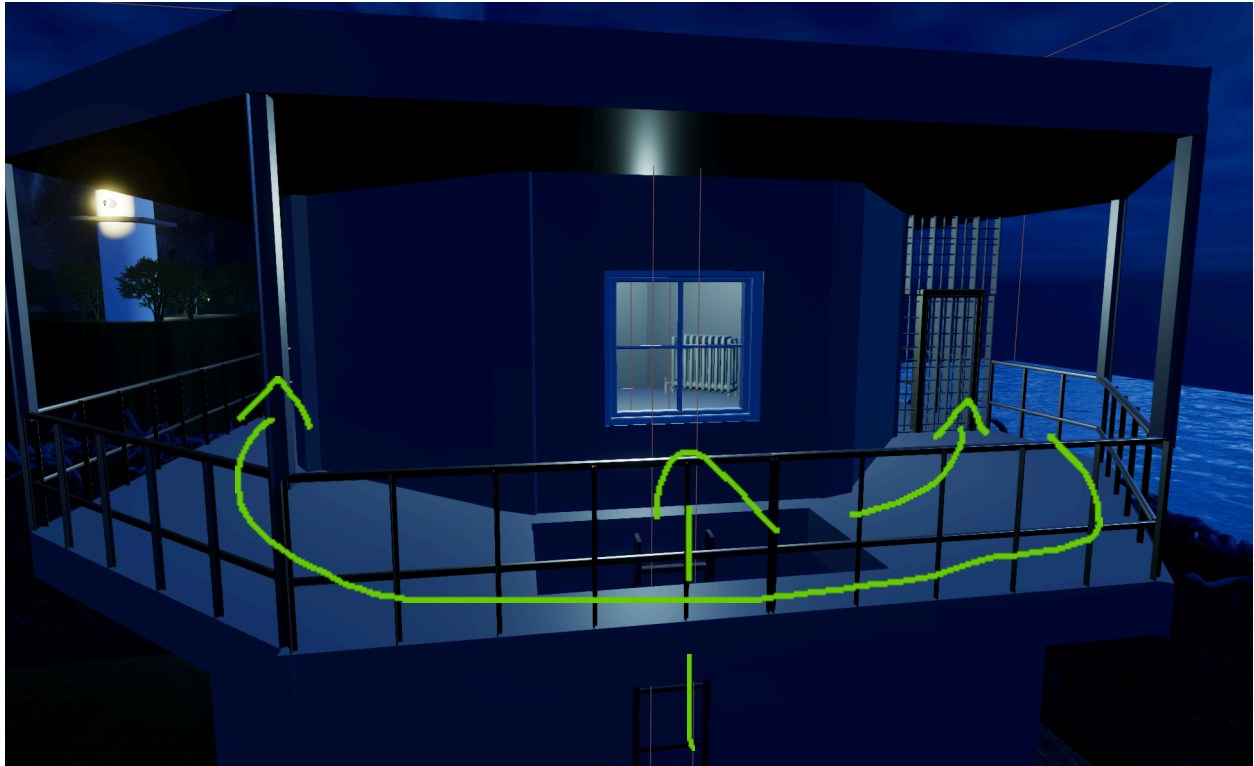


Figure 23 Security tower

If the player decides to go right they will face a locked door that they cannot open which forces them to go the other way. The player will follow the fence around it and they will see a wire that is attached to a high voltage pole then they will keep going until they get to that open door that they can go inside the light house.

Zipline

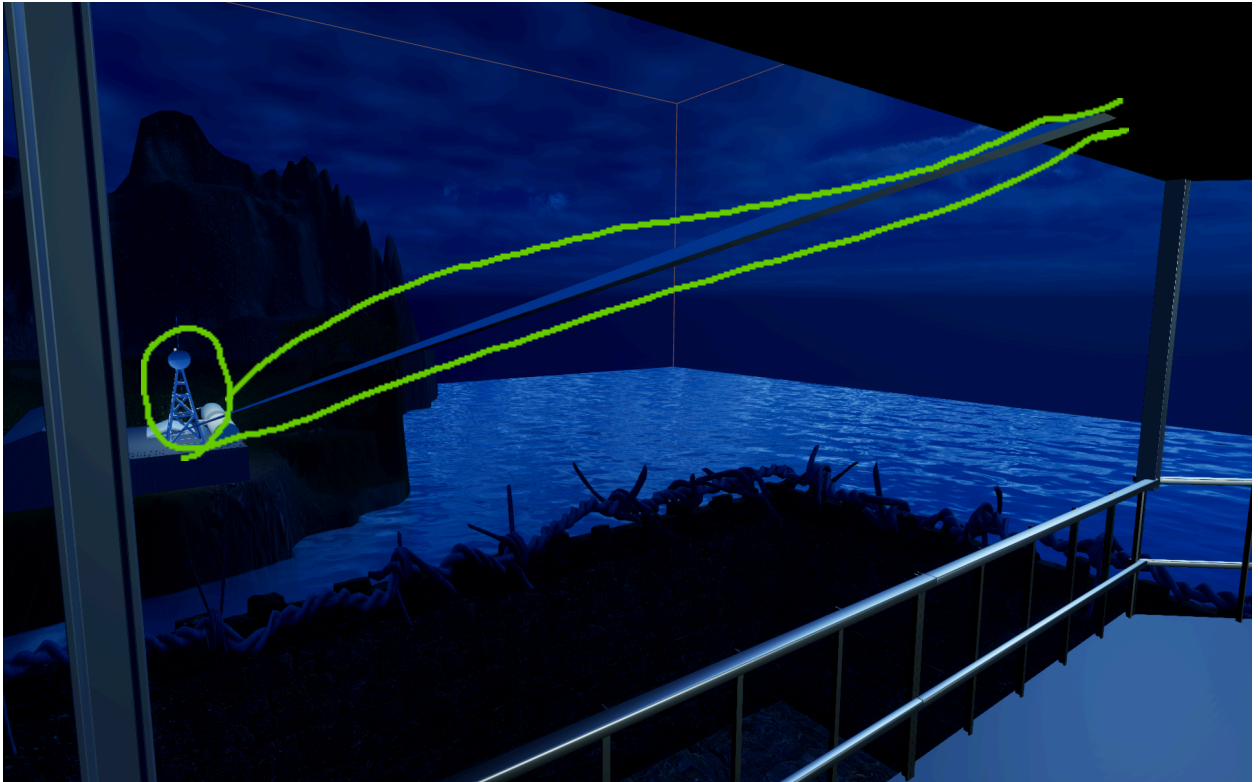


Figure 24 High Voltage Pole wire

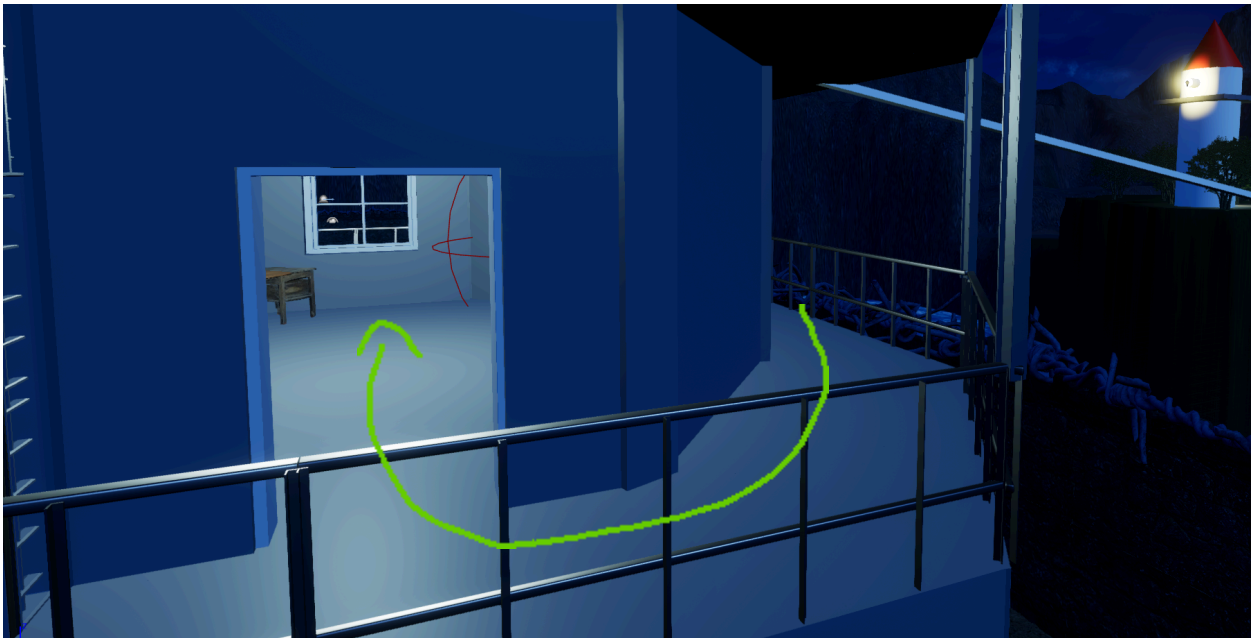


Figure 25 security tower door

When entering the room, the player will look around. When looking, the player finds an object being a cloth hanger that can be picked up and used. The player will make the connection that they can use that hanger to go down the wire making it a zipline.

Security tower room

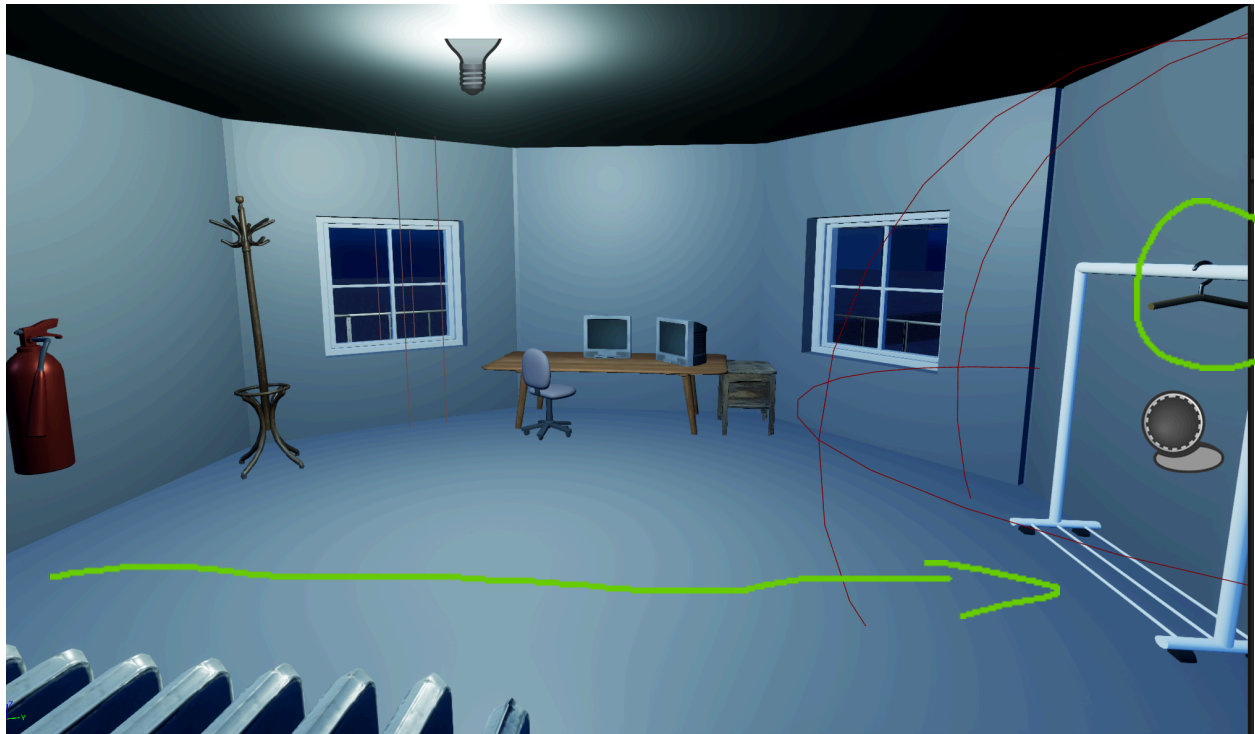


Figure 26 Inside the tower room

As they get down the zipline and get to the other side. The player will try and escape as quickly as possible without being seen by the other security towers.

Zipline connection building

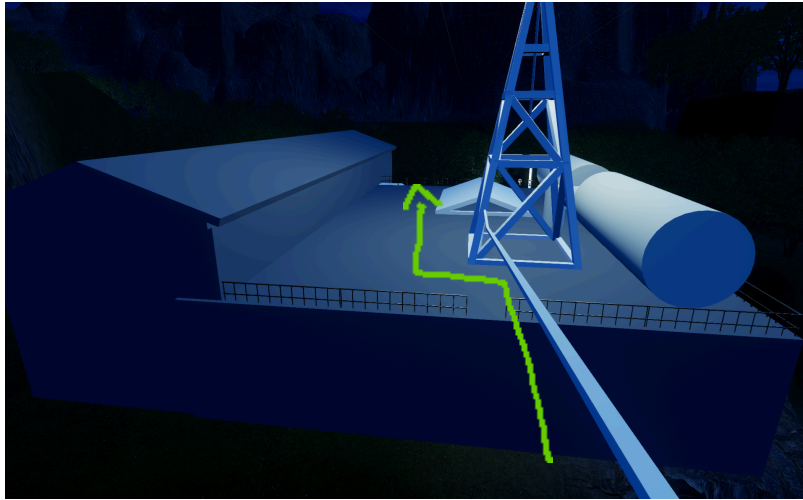


Figure 27 Zipline building/roof

Roof building/stairs

Here the player will run and make it to the other side of the building as fast as possible.

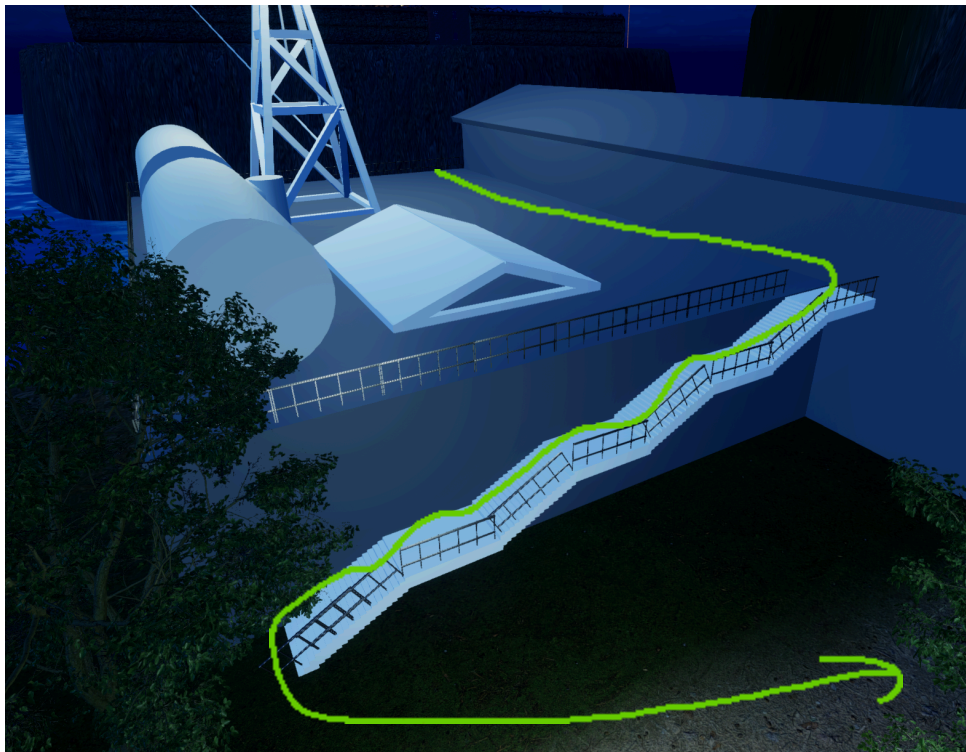


Figure 28 other side of the building

Forrest path



Figure 29 touching land

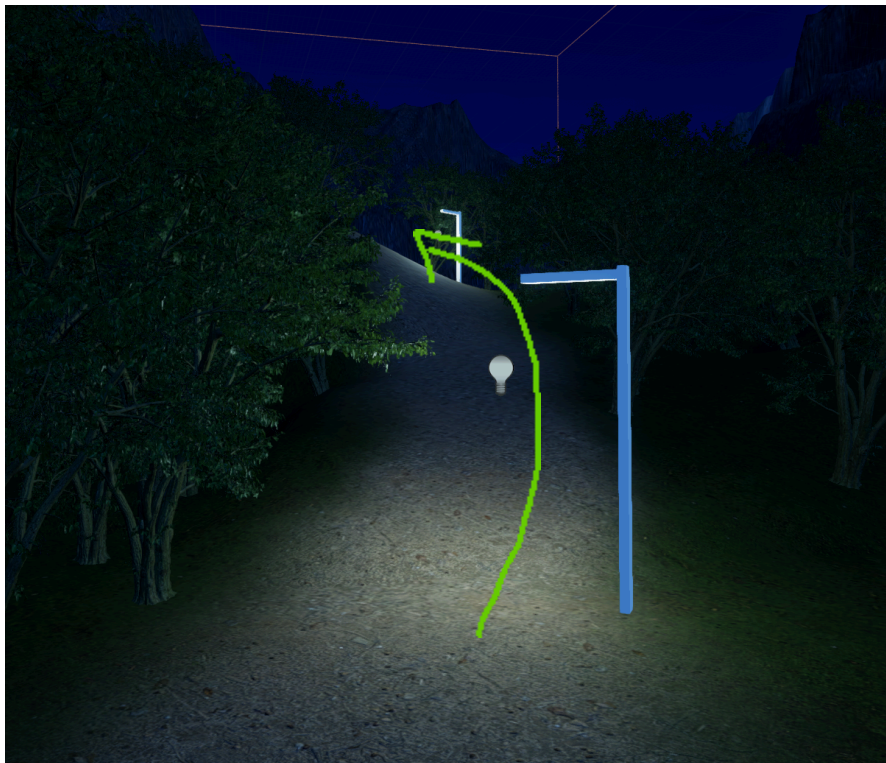


Figure 30 Path to the lighthouse



Figure 31 Path to the lighthouse

When the player reaches the light house the game ends.

Inspirations

When I came up with this idea I got inspired by two games and a series. The first game is A way Out which is an intense CO-OP action-adventure video game, allowing the player to control two characters, they take the role of prisoners making their daring escape from prison. From this game I liked some of the mechanics that they used to provide gameplay such as the zipline, door mechanism and movable objects to benefit the player. The second game is Prison Break: The Conspiracy, which has a similar experience as a way out. The goal is to escape prison. But what I liked from this game and got inspired from is the storyline behind their characters which there two brothers and one of the is sent to prison for life for a crime. The series is called 60 days in where police officers and former prisoners are sent as “prisoners” inside the prison and their role is to find all the illegal things such contraband, weapons etc.



Figure 32 A Way Out

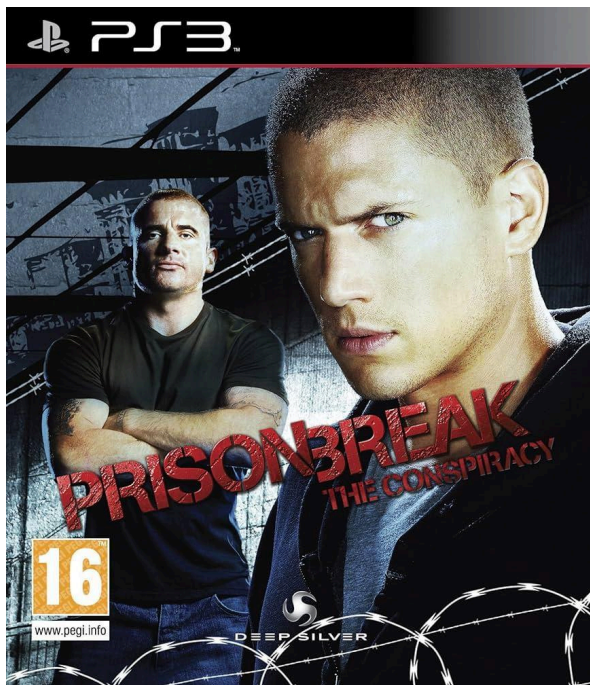


Figure 33 Prison Break: The Conspiracy



Figure 34 60 Days In

Sketches

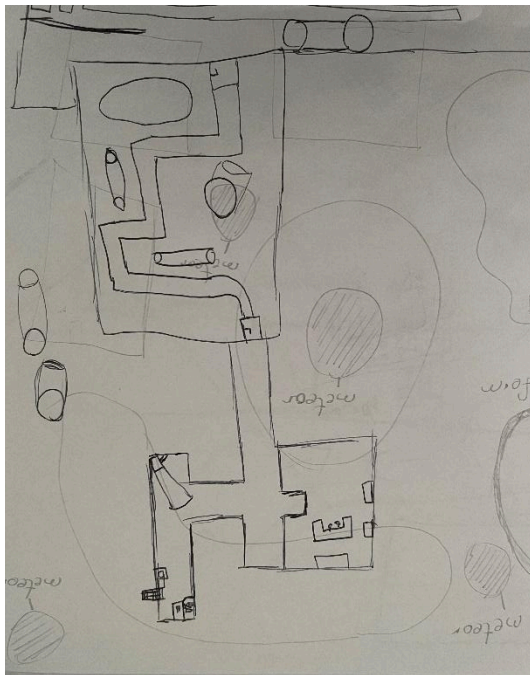


Figure 35 Level Sketch 1

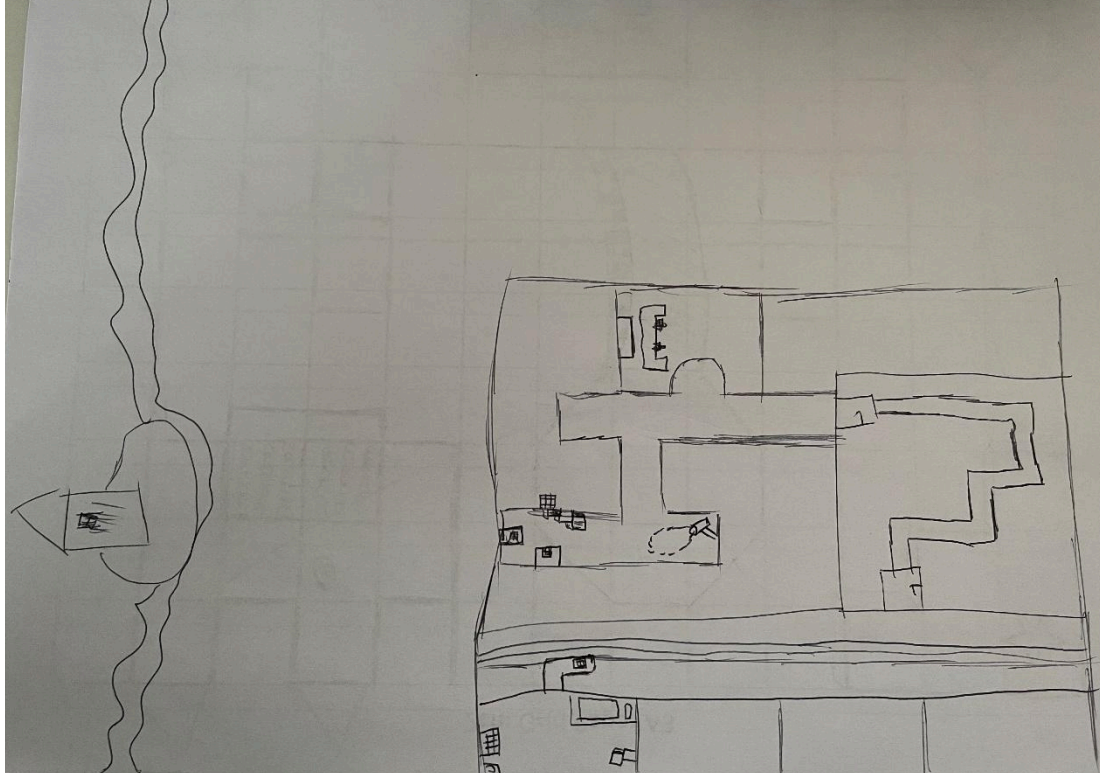


Figure 36 Level Sketch 2

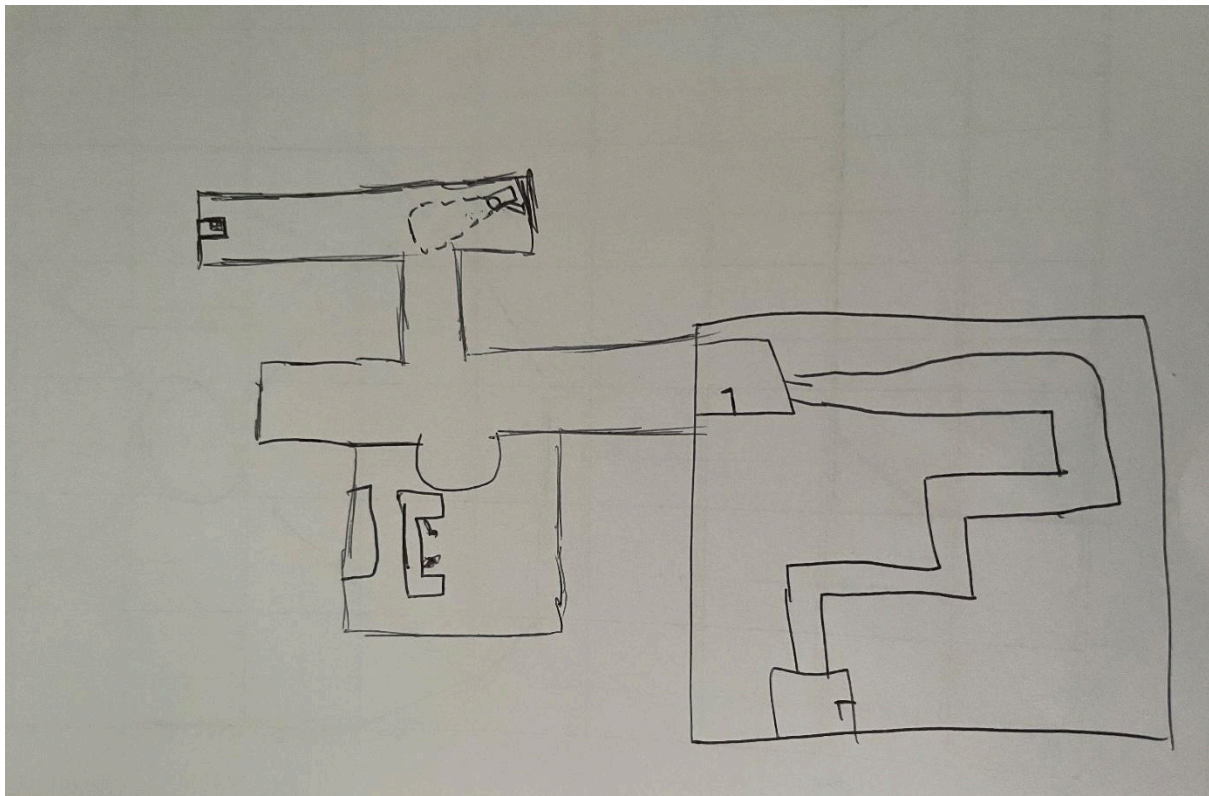


Figure 37 Level Sketch 3

Links

Itch.io - <https://rickkyxx.itch.io/escape-prison>

YouTube - https://youtu.be/2G4Evn_ZMUI