



UNIVERSITY OF THE WEST OF SCOTLAND

PRISONER 99

DESIGN DOCUMENT

THE GAME DESIGN DOCUMENT BY JAW & LAJ PRODUCTIONS

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STORY

As the imminent threat on earth emerges through the clouds and blue sky, crowds of people gather to watch their fate. Local security guard, Max, looks on in anger as the alien race begins to descend, Max, like many others, stepped up to defend his planet, in what would be mankind's most trying time.

As the war rages on, the streets are littered with human remains, the skies no longer blue but full of fire and darkness. Max is part of what has become the planets last hope, its last defence against these invaders...The Fighters for Freedom.

As with many people, Max was eventually captured....

He stood face to face with the conquerors of Earth, an alien machine race which has enslaved what is left of mankind.

Max is taken to a surgery room where he experimented on with gruesome instruments. After days when his will is finally broken, his memory is wiped and he is fitted with a control collar and info helm.

After many years as a slave the man once known as Max but now only know by his identity number, catches a break! His collar malfunctions, he starts to remember, he can now attack from the inside of the invaders base, but first he must escape....

He has no life, no identity, no weapons and nothing to lose, he is.....

PRISONER 99

<http://prisoner99.weebly.com/>

CHARACTERS

Prisoner 99 – Captured by the Alien Robots, memory wiped and sent to a high security prison. His memories start to come after his collar malfunctions and starts to attempt to escape the prison.

Jim Steel – He was friends with Prisoner 99 during the war and was placed in the same cell as him after the war. With no recollections of who they were before, they still became friends.

Jim Steel was injured during battle, losing a leg and arm, when taken by the robots; they started to replace his missing limbs with robot technology. With a steel arm and leg, he helps Prisoner 99 escape the prison.

Robot Security Guards – Fitted with the latest alien technology, they are equipped with; paralysers guns; lasers; human detectors; warning signals and the good old classic machine gun, the bullets having the latest nano technology in them.

These are the most common robots you will encounter, they will be placed in several areas of the map and at times waves of them will come.

P O W ' s – These will be the NPC of the game, when you help them they will give you something in return, whether it be weapons, health upgrades and so on. You will be able to chat with some of them and learn their stories, which help makes you start to remember more about the past.

O t h e r s – They have taken our animals and added their own technology to them, these are elephants with steel trunks, that can apply a lot of damage; explosive mice, which are very quick and sneaky!

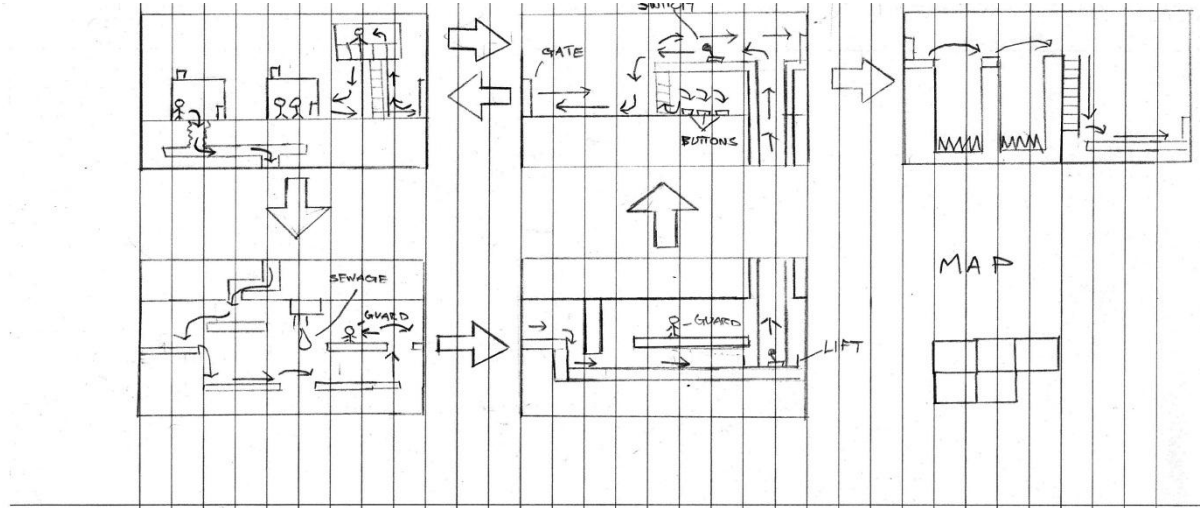
B o s s e s – These will be the robots that were your captures, there are 5 of them each with their own different technology. They all hold one of five keys to escape the prison.

ENVIRONMENT

The target platform for this game will be suitable for anyone who likes science fiction style games. The game will be set in a futuristic environment with the theme that our main character has to escape a prison guarded by a machine race. A lot of time will go into the development of the world and we will hope to create this environment using Unity game development tool. Unity describes itself as the ultimate tool for video games development, architectural visualizations, and interactive media installations which can be published to the web, Windows, OS, Wii, and Xbox, iPhone, android and other platforms. Below is a guide of the level design plus storyboards and level design created in Unity.

1. You are in your prison cell, if you try to approach the gate on the right, you will be fired upon by the guard in the watch tower, who is constantly looking in your direction. There are two prisoners trapped in the cell next to you, their door is locked. To rescue the prisoners, you will need to be able to break the lock, while the guard is incapacitated. Right now you can't do either of these things, so you will proceed down the hole in your cell into the ventilation shaft.
2. Once you have left the vent, you will drop onto a ledge. To the right there is a guard who paces from left to right on his ledge. You will need to drop down to the lower ledge to the left when he is not looking in your direction or he will fire at you and then drop onto the lowest ledge. Next you will proceed to the right (while sneaking, so you don't alert the guard) and you will reach a hole in the ledge caused by the leaking sewage from the pipe in the ceiling. You will need to jump across while avoiding the sewage. Once you have jumped across you will continue onto the right (still sneaking) then jump and hang from the platform where the guard is. Wait till he has turned away, then climb up and choke him. Once you have killed him, he will drop a gun with only 5 bullets. You now have the means to break the lock and free the prisoners. Proceed to the right.
3. Drop down the ledge and crawl under the low wall. Continue to the right and sneak under the guard's ledge. He will be pacing from left to right. Use the lift to the far right side while the guard isn't looking to proceed. It is up to you whether to kill him or not, you will not get any additional ammo.
4. Once you have used the lift, you will notice there is a locked door to the right. It can only be opened when there are three people on the switches below, so you need the prisoners to assist you. Move to the left of the lift and activate the switch to open the gate to the courtyard where the prisoners are. Move down the ladders and proceed towards the left gate.
5. Sneak a little to the left and climb up the watchtower. The guard will not change direction as long as you're quiet, so once you have climbed up the ladders, sneak behind him and choke or shoot him. You can now free the prisoners, so climb down the ladders and go to the left, shoot the lock on the door and tell the prisoners to follow you. Go back to the right into the interior of the prison with the prisoners.
6. Get the prisoners to stand on two of the buttons and you stand on the other button, the door in the upper right corner of the room is now open. Leave the prisoners behind, climb up the ladders and go towards the gate.

7. Proceed to the right while carefully avoiding the pitfalls. There is a ledge to the right, but it is too low down for you to survive the drop, so use the ladders to climb down. The ladders are broken at the bottom so once you have climbed down as far as you can go; jump on to the ledge to the right. Continue on to the right, towards the door.



LEVEL DESIGN

As we are making a futuristic prison style series of levels, the options are limitless. Needless to say, we will be drawing our ideas from Tron and Prince of Persia. We chose Tron for its unique futuristic style and Prince of Persia for its fluid movements.

The levels will be a series of platforms with numerous pitfalls such as flame throwers, laser beams and obviously killer robots. There will be various sections blocked off by laser bars that will not be passable until the player has unlocked a certain part of the game.

We will also be taking inspiration from the old Flashback game, as this game was way ahead of its time and incorporated short movie clips to keep involved in the story. By creating a captivating story mixed with beautiful art work and special effects, each level will be a delight to play and should increase the overall durability of our game.

GAME MECHANICS

You will play the character prisoner 99, who was captured by the robotic alien race and his memory wiped, then imprisoned with all the other inmates. His collar starts to malfunction and he starts to remember what has happened, as he plans his escape.

In Prisoner 99 your objective is to fight your way through prison and try to escape. You are able to do this by breaking out other prisoners, to which you will acquire clues, weapons, upgrades, health packs and so on.

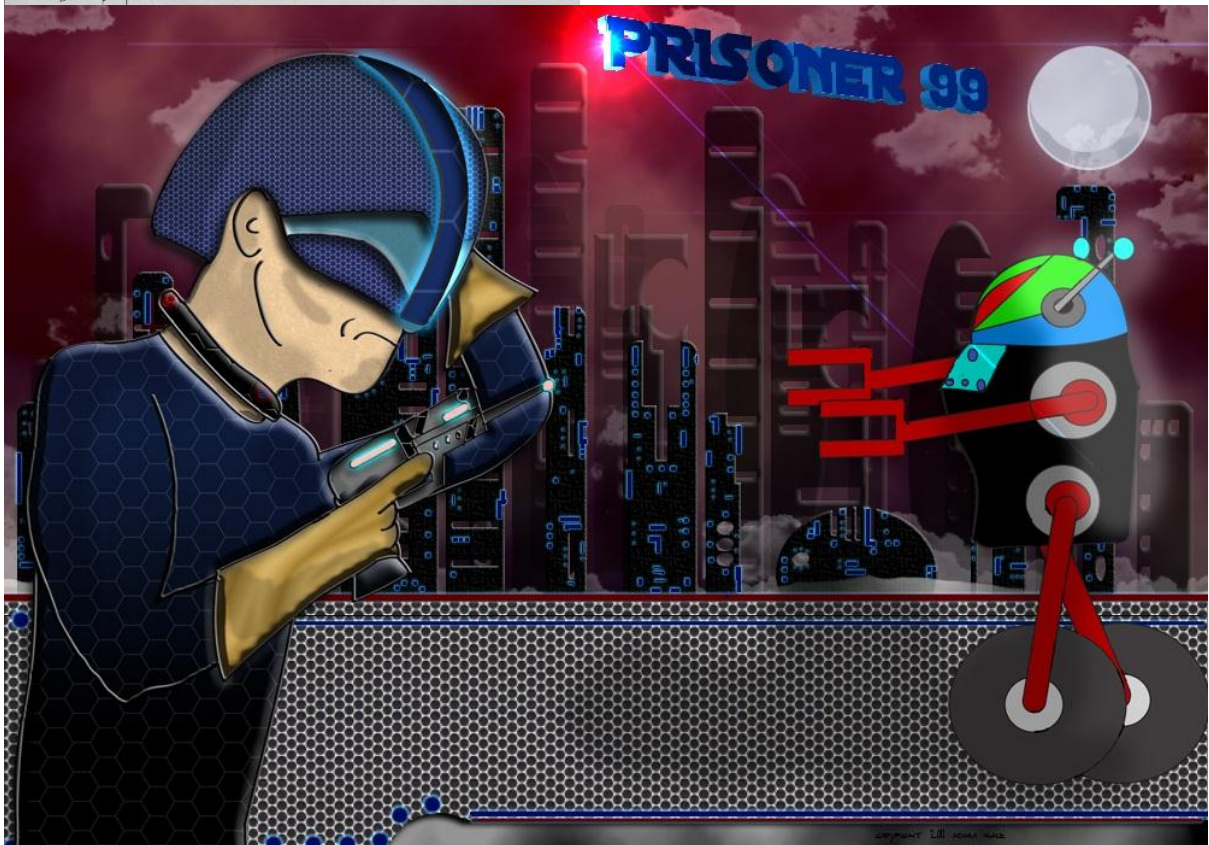
As the game progresses Prisoner 99's memory will slowly but surely come back, he will get flashbacks at certain points of the game. These will be of his capturers, friend/family and of his planet being taken over by the robots.

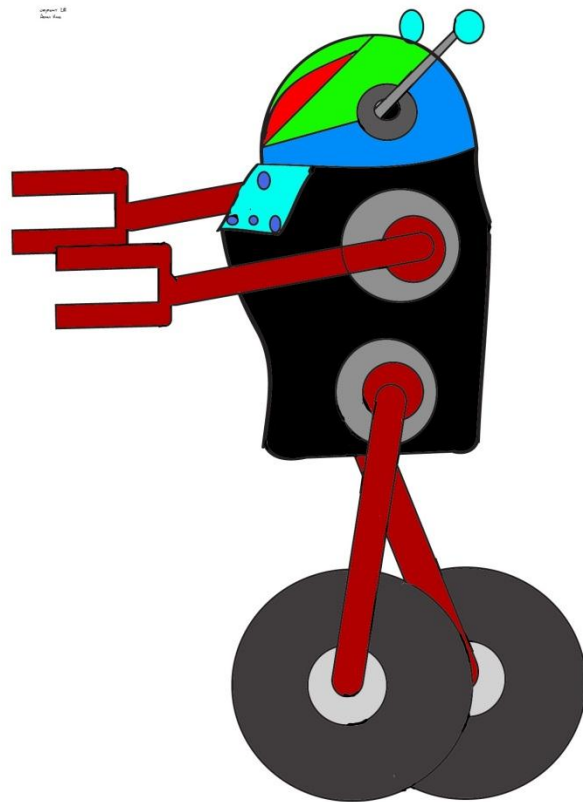
The style will be quite futuristic; the prison will be full of alien technology, so the limitations of weapons, cells, areas etc. are endless.

You will be able to freely move around the map; however you will have to gain access cards and work out alien scripture to get through to secret areas, hidden rooms and locked doors. Robots guards will be placed around the map, so you have to be careful where you walk. There will also be security monitors, cameras and sensors.

You can re-program the robots to either terminate or help you for a short while, this can be done using stealth mode. Otherwise you can just use acquired weapons to destroy waves of them and anything else.

ART





Music & sound effects

M u s i c : Most of my sounds will be gathered from the [free sound project](#) which is a collaborative database of audio snippets, samples, recordings, bleeps. The game will use explosion and gun sounds effects from this website. This will help immerse the player in the game, both visually and audio alike. More and more these days people like good games that can give them great audio to create the perfect atmosphere and immerse the player in the story/action. Emotionally we are all bonded to music from our favourite games, and a good soundtrack has the ability to make a good game, a great game. This will be one of our main focuses and something we will have to consider from the start of the development process. The music in our game will be exciting and invigorating for the player and will be suitable to “Prisoner 99” surroundings as the user progresses throughout the game. “Prisoner 99” will feature custom music that will bring out the audio mood of the level. It will be used to enhance particular moments of tension and action scenes. We will use a combination of music to add audio immersive elements to parts in the game, such as dramatic action scenes, and high tension/suspense scenes. This will have a purposeful effect to add an extra dimension to our game both visually and audio alike. All music will be sourced from artists who have had their work available online with royalty free licenses.

S o u n d E f f e c t s : As audio tech has gotten more advanced, sound effects in games have become more important, thus creating better immersive environments and a better gaming experience for the player. As we are developing a platform game it is very important for us to consider this factor. For example it is very important for the player to be able to locate where certain enemies are coming from. To accomplish this we will use high quality sound effects for each of the weapons, items/collectables, player actions, enemy actions and surroundings. Various sound effects will be used for things such as firing, impact sound effects, background noises, character sound effects. This again will enhance the players overall enjoyment, their gaming experience and should enhance the players overall satisfaction from using the weapons and playing in the environments we have created. Again all sound effects will be sourced from artists who have had their work available online with royalty free licenses.

ACKNOWLEDGMENTS

INTERESTING MOVIES/TV

🔗 TOTAL RECALL

<http://www.imdb.com/title/tt0100802/>

🔗 GREAT ESCAPE

<http://www.imdb.com/title/tt0057115/>

🔗 MAX PAYNE THE MOVIE

<http://www.imdb.com/title/tt0467197/>

🔗 ALIEN 3

<http://www.imdb.com/title/tt0103644/>

🔗 PRISON BREAK

<http://www.imdb.com/title/tt0455275>

INTERESTING BOOKS

🔗 BATTLE ROYALE

Author: Koushun Takami

🔗 V FOR VENDETTA

Author: Alan Moore

USEFUL LINKS

🔗 UNITY3D (UNITY IS AN INTEGRATED AUTHORING TOOL FOR CREATING 3D GAMES)

<http://unity3d.com/>

🔗 PRISONER 99 DEVELOPMENT WEBSITE

<http://www.wix.com/adamkale/games-dev>

🔗 DEVIANT ART (AN ONLINE COMMUNITY SHOWCASING VARIOUS FORMS OF USER MADE ART WORK)

<http://www.deviantart.com/>

🔗 UNITY 3D TUTORIALS (DETAILED TUTORIALS ON HOW TO MASTER UNITY3D)

<http://unity3d.com/support/resources/tutorials/>

🔗 GOOGLE IMAGES (SEARCH SERVICE THAT ALLOWS YOU TO SEARCH THE WEB FOR IMAGE CONTENT)

<http://images.google.co.uk/>

🔗 WIKIPEDIA (THIS IS A FREE ONLINE COLLABORATIVE MULTILINGUAL ENCYCLOPEDIA)

<http://en.wikipedia.org/wiki/Wikipedia>

🔗 **GAMESPOT (A VIDEO GAME WEBSITE OFFERING REVIEWS, PREVIEWS, NEWS AND DOWNLOADS)**

<http://en.wikipedia.org/wiki/Gamespot>

INTERESTING GAMES

🔗 **SHADOW COMPLEX**

http://en.wikipedia.org/wiki/Shadow_Complex

🔗 **CHRONICLES OF RIDDICK ESCAPE FROM BUTCHERS BAY**

http://en.wikipedia.org/wiki/The_Chronicles_of_Riddick:_Escape_from_Butcher_Bay

🔗 **TRANSFORMERS**

<http://www.transformersgame.com/>

🔗 **DUKE NUKEM**

<http://www.3drealms.com/games.html>

🔗 **LEFT 4 DEAD**

<http://www.l4d.com/blog/>

🔗 **BIOSHOCK**

<http://www.2kgames.com/bioshock/>