

# The Escape

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# Introduction

- “Escape” is a narrative game focused on three individuals that need to escape a hellish Purgatory in order to live again. They each need to navigate through a hellish version of the hospital they died in, though they are not the only ones inside the hospital nor are they the scariest thing inside the hospital.



# Target Audience

- The target audience will be adults Male and Female ages 18-35. Strong violence and horror will be used, so the game will not be suitable for children. The game will have various difficulty modes for all gamer types; Easy for “Casual” gamers, and Hard for the “Hardcore” gamer.



# Platform

- “Escape” will be designed for console’s Xbox One and PlayStation 4.



# Genre

- “Escape” will be an Adventure, Stealth, and Horror game.



# Core Gameplay Overview

- “Escape” is going to be a first-person Adventure Horror game, which places the player in one of three characters. The player can switch between the three characters at any given time.



# Core Gameplay Overview

Cont'd

- The player starts as Jacob a male Nursing Student that mysteriously awakens in the Hospital. As Jacob and the other characters explore the environment, they find clues and answers to puzzles that they are able to relay to each other. This is essential as clues may be in one location that other characters are not able to explore, making equal use of all three characters vital.



# Control

- The player will sense the world visually and with sound. Sound track will be utilized to set a mood and to help create horror atmosphere. The player will also be able to hear the enemy NPC's as well as feel the controller vibrate when enemy NPC's are in proximity.





# Control Cont'd

- The game is organized in levels. Each level contains a variety of rooms and puzzles to solve. Character switching is essential to level progressing. Different characters have access to some switches that other characters do not visa versa. Players are encouraged to openly explore all levels.



# Control Cont'd

- Each level has its only one Enemy character the player must worry about. The player must use stealth and the environment to navigate around the enemy NPC. If noticed by the enemy NPC, the player cannot fight. The player must run and escape via finding a hiding spot or trapping the enemy NPC.



# Control Cont'd

- The player is able to manipulate the environment to aid in escape from the enemy. The player is able to set up obstacles and use the environment to slow down the enemy NPC or possibly even block it from heading your way.



# Components

- The player will be able to interact with the multitude of different objects to benefit the player within each level.



# Components Cont'd

- **Switches-** Switches will be used to unlock different areas of the game for any of the 3 characters.



# Components Cont'd

- **Lights-** Lights will be available in certain areas. But the use of lights will attract the Enemy NPC of that level.



# Components Cont'd

- **Noise Makers-** Noise Makers are a variety of different objects such as telephones, broken glass, and door slams. These can either work for or against the player, as ways to either distract the Enemy NPC or get caught by the NPC.



# Components Cont'd

- **Enemy NPC-** Each level will have one enemy NPC that patrols the level at random. The location of the NPC will not be known unless visible by a player. Audio as well as controller vibrations give clues to the proximity of the enemy NPC. The player can manipulate the environment such as blocking doors or obstructing pathways to isolate or slow down the enemy NPC.





# Components Cont'd

- **Puzzles-** There will be a variety of puzzles characters must complete in order to progress through the level. All puzzles will have clues; some clues will be accessed via a character that does not have to solve that puzzle.



# Components Cont'd

- **Character Switches-** The player is able to switch between three different characters whenever he/she pleases. The player benefits from switching players by gaining access to clues other characters can't get to. Also with every switch the player will see a little clip of the character's subplot to why they are in hell.



# Goals

- The player is trying to get the three characters to escape the hellish hospital. In order to do this the player must switch between the different characters to unlock their paths.



# End Goal

- As part of the game plot the characters work together to escape the hospital. Though the end goal is only one character gets to escape, and it's up to the player based on the information he gathers of the three characters, which the player wants to give a second chance to. Each character has their own sub plot as to why they are in this hell and its up to the player who he wants to live.



# Health and Death

- **Health-** The player's health is non-regenerative and must use medicine to heal. If the Enemy NPC catches a player, death is surely imminent



# Health and Death Cont'd

- **Death-** Death of a player results in the player's character being sent back to the room they were in the beginning. Though level and puzzle completion will remain completed so the player can easily return to game progression.



# Visual Styles

- “Escape” will be set in a hellish hospital. This will be a 3D environment that uses a lot of dark and dull colors. Lighting will be dim, with occasional flickering of lights. Rooms and hallways will be decorated to create a horror mise-en-scene needed for the story. All levels and rooms will differ in design and mise-en-scene that will reflect the hellish hospital theme.



# Story

- **Plot-** Jacob, Sandra, and Randy all wake up in a hospital in the After Life under mysterious conditions to find Death incarnate there waiting for their arrival. After Jacob's arrival Death explains the hospital as a way station before they are sent off to hell, but there is an opportunity to make it back to the living world, and that is they have to escape. The three must help each other figure out where they are, how they got there, and how to escape. Along the way they discover who each other really is, as well as how they ended up in this hell.





# Subplot

- **Jacob-** Jacob is a young college student, studying to be a Nurse. To pay his way through school, He often stole medication from patients to sell. One occasion led to the death of a patient. Jacob is also known to dabble in other narcotic sales, but medication has always been the easiest and preferred method.



# Subplot Cont'd

- **Sandra-** Sandra is an elementary school teacher as well as a functioning alcoholic. It hasn't been a real problem until it led to her negligently getting a young kid killed on a school field trip.



# Subplot Cont'd

- **Randy-** Randy is a 35 year old man that lives with his elderly mother. To make money he utilized Internet scams to target elderly people for their money. Before his death he had stolen up to \$150,000 dollars from elderly people, forcing some of them out of their homes.



# Conclusion

- “Escape” is a narrative game I designed based on game immersion, interactive movie theory, as well as an attempt at interactive storytelling.
- I enjoy games as a new medium of story telling allowing the player to become the character rather than view the character.
- Thank you I hope you enjoyed it.

