jailBreak

DESIGN DOCUMENT
VERSION 2.0
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HUZZAH! GAMES

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VERSION HISTORY

Version 0.1 – April 30, 2013
- First version of the document. Template based on link noted in "Links" section

Version 0.5 - May 7, 2013

- Filled out remaining sections; most gameplay systems and mechanics fleshed out

Version 1.0 - May 14, 2013

- Defined combat system and special events. Created list of needed assets in XLS

Version 2.0 - June 9, 2013

- Added in new features:
    - Dog
    - Train Obstacles
    - Increasing World
    - Difficulty settings/Levels
- Added in new art assets

GAME OVERVIEW

Game logline

jailBreak is a 4-player co-op infinite runner.

Gameplay synopsis

jailBreak pits 4 players against each other in an antagonistic co-op experience. Player's play the role of one out of four prisoners who are on the run from the law after escaping prison. The prisoners are chained together in pairs of two. Player's must work with the partner they are chained to in order to evade the authorities for as long as possible. The prisoners will have to run, duck, jump, and fight to assure they can keep on outrunning authorities. To help them outrun their fellow prisoners, players can attack each other with the aim of causing defeat. In the end, it is every man for themselves as players are then pitted against each other once their opponents are out of the running.

GAME DETAILS

Description

jailBreak pits 4 players against each other in an antagonistic co-op experience. Player's play the role of one out of four prisoners who are on the run from the law after escaping. The prisoners are chained together in pairs of two. Player's must work with the partner they are chained to to evade the authorities for as long as possible. The prisoners will have to run, duck, jump, and fight to assure they can keep on outrunning authorities. To help them outrun their fellow prisoners, players can attack each other with the aim of causing defeat. In the end, it is every man for themself as players are then pitted against each other once their opponents are out of the running.

Game genre?

Arcade / Infinite Runner / Multiplayer / Co-op

Is this single-player or multiplayer game?

Multiplayer

Is this 2D or 3D?

2D

Where does the game take place? (world)

jailBreak takes place in the 1920's at the height of the prohibition era and the mafias rise to power.

What do I control? How many characters? Can I use vehicles?

Players control one of four prisoners. They can speed up, slow down, punch, and jump.

What is the main focus?

In jailBreak, the player's goal is to outrun the other players as the screen increasingly moves by quicker and quicker, presenting harder obstacles for players to avoid.

How long the game lasts? Or how long game matches last?

A typical session will last ~2-3 minutes depending on player skill.

Comparison

Jetpack Joyride - Takes inspiration on the infinite runner aspect, jailBreak differs because it is co-op

BattleBlock Theater - Takes inspiration on the twitch based combat system, jailBreak differs because it uses it in the context of an infinite runner

Super Smash Bros. - Takes inspiration on the competitive fighting aspect, jailBreak differs because it uses it in the context of an infinite runner

What is unique?
Jailbreak is unique because of its combination of mechanics. We are creating an infinite runner in which player's both competitively and cooperatively worked together to reach farther and farther distances. On top of this we throw in a combat system to give them more control over each others' fate in such a fast, twitch-based environment.

Why create this game?
Huzzah! Games is creating jailBreak because we feel that this combination of mechanics from the above three very popular games would make for a fun competitive multiplayer experience that would appeal to each games respective audience.

AUDIENCE, PLATFORM, AND MARKETING

Target Audience
Player's who enjoy fast-paced, twitch-based multiplayer games such as Castle Crashers, BattleBlock

Theater, or Super Smash Bros.

Platform
XBLA, PSN, Steam/PC/MAC

Top Performers
Castle Crashers

Jetpack Joyride

BattleBlock Theater

Super Smash Bros

Feature comparison

	jailBreak	CASTLE CRASHERS	JETPACK JOYRIDE	BATTLEBLOCK THEATER	SUPER SMASH BROS.
Feature 1					
Feature 2					
Feature 3					
Feature 4					

Castle Crashers - Takes inspiration on the fun and competitive 4-player co-op aspect.

Jetpack Joyride - Takes inspiration on the infinite runner aspect.

BattleBlock Theater - Takes inspiration on the twitch based combat system.

Super Smash Bros. - Takes inspiration on the competitive fighting aspect.

FEATURE SET

General features

Infinite World - jailBreak features procedurally generated worlds which continue generating until the player fails at overcoming obstacles!

Simple Twitch Based Combat - Fast, Simple, and Hectic combat!

Tethered Characters - Two players tethered together, forced to work together!

Multiplayer features

4 Player Co-op - Game supports 4 players playing locally on one screen!

Gameplay

Hazardous Obstacles - Players must dodge hazardous obstacles such as bushes, crates, and hope over walls to outrun the law.

Special Events - Special Events such as Police, Train, and Dogs provide extra challenges to gameplay.

THE GAME WORLD

Overview

The world of jailBreak consists of procedurally generated scrolling levels filled with obstacles and events aiming to hinder the player's escape from jail.
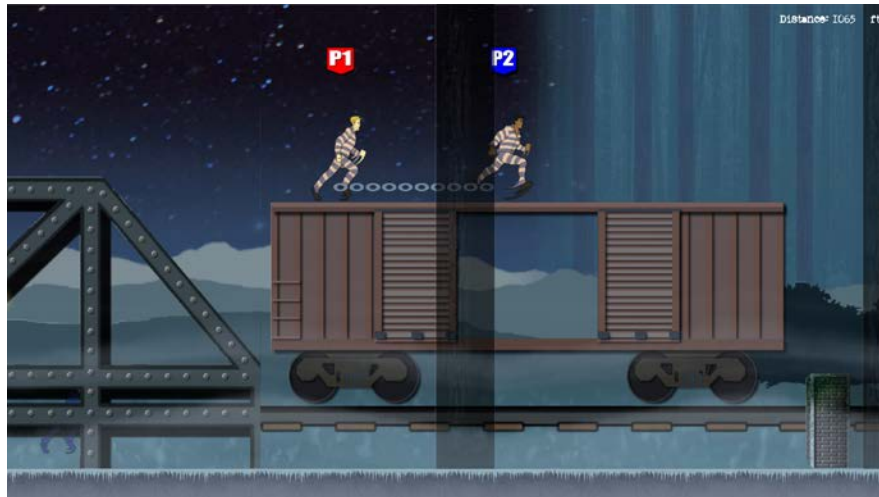
Key locations

The world of jailbreak will feature several levels. These levels will vary in difficulty and can be distinguished by the starting prison from which you escape.

Travel

Players are constantly moving in jailBreak. The player can use the left and right input on a joystick to slowdown or speed up their character. Players are limited to moving within the bounds of the screen and within the range of their partner; their chained together remember!

Objects

Objects in jailBreak consist of various obstacles in the environment for players to avoid. These include fences, cars, or any other contextual objects which may harm a player if the run into it at high speeds.

Train

The train is a special event which occurs in the world of jailBreak. When a train appears, players must jump up on to the roof of the plain before a set time, otherwise they will lose the game.

Police

The Police is another special event which occurs periodically in jailBreak. When the Police appear, they will occupy the back portion of the screen, forcing players to move closer to the front of the screen. Players must not get too close otherwise they will be caught and it is game over. After a set amount of time, the Police will lose their ground and fall back off of the screen.

Dog

The dog is the third special event in *jailBreak*. The dog's run at the player from the front of the screen; coming towards the players. Player's must dodge the dogs by reacting quickly and jumping over them.

COMBAT

Overview
jailBreak features a simple, twitch-based combat system to give players the ability to turn the game in their favor. It consists of slapping, blocking, and a stunned state.

Slap
The slap ability allows players to attack others when they are overlapping. After each slap, there is a cool down time before a player can slap again. Upon a successful slap, the player which was attacked enters a stunned state.

Stunned
The stunned state is entered when a player is slapped by another player. This state takes away control from that player as well as slows down their characters speed. The stunned state subsides after a short period of time. Following the stunned state, players have a brief period of invincibility.

Blocking
Players have the ability to block incoming attacks. While in the blocked state, players cannot input any other controls as well as suffering from a reduced speed.

CAMERA

Overview

The camera in jailbreak remains stationary as the world scrolls across it. The camera acts as the world

bounds for players.

GAME CHARACTERS

Overview

The characters in jailBreak consist of the 4 playable characters and the constantly looming in the distance police force.

Players' Character (Inmates)

The 4 playable characters resemble each other with the exception of small unique identifiers such as tattoos, scars, etc.

SPECIAL EVENTS

Overview

In addition to obstacles and pits, jailBreak also features two types of special events; The Police and The Train. The goal of special events is to make the game more difficult for players. Special events occur separately from the randomly generated obstacles and pits.
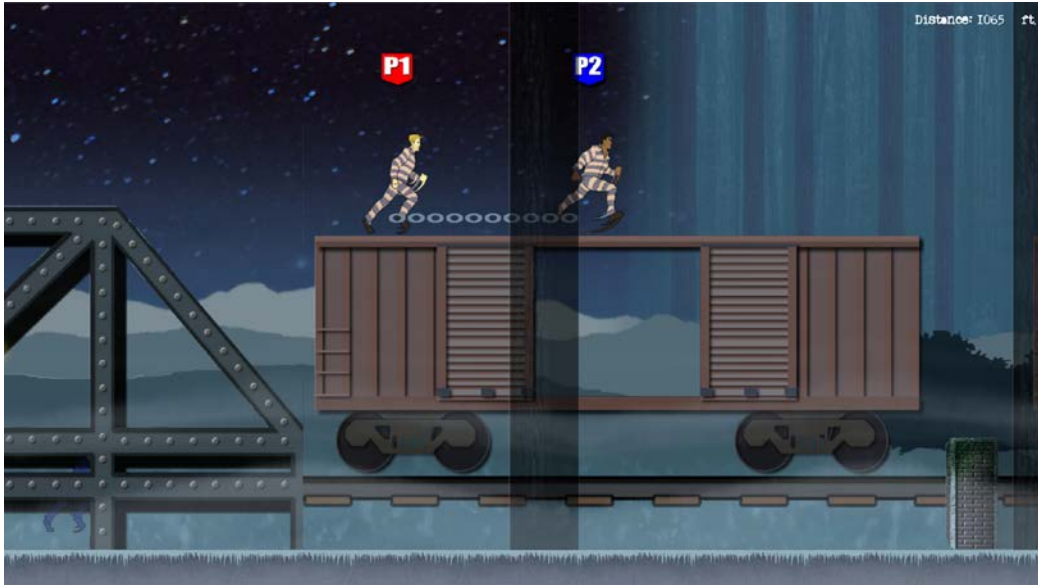
The Police

When the Police appear, they will occupy the back portion of the screen, forcing players to move closer to the front of the screen. Players must not get too close otherwise they will be caught and it is game over. After a set amount of time, the Police will lose their ground and fall back off of the screen.

The Train

This object consists of multiple pieces. The train will be made up of several train carts linked together moving across the screen. Each cart will have to have a platform representing the floor of the cart and another representing the roof of the cart.

The Dogs

This object spawns at the front of the screen and runs towards the players at high speeds. If it collides with a player it successfully attacks them, equaling game over for the player and the dog.

USER INTERFACE

Overview
The UI for jailBreak gamepley will very minimalistic as there will be a total of four players on the screen at one time. The game will feature a map of various prisons that serves as the level select menu. It will also include menus for selecting the number of players present and the desired control scheme.

On-Screen Indicators
Both special events, the train and the Police, will have on screen indicators towards the back of the screen that appear and begin to flash to signal that a special event is about to occur.

OBSTACLES

Overview

The objects in the world of jailBreak, consists solely in the obstacles players must dodge and the train special event

Obstacles
Obstacles generate randomly in the world for players to dodge. There are three tiers of obstacles which can appear; small, medium, and large.

Small Obstacles:

- Bush
- ~~Barrel~~

Medium Obstacles:

- Stacked Crate
- ~~Cars~~

Large Obstacles:

- Fence or Wall

Train Obstacles:

- Signs (Drop Down)
- Lights (Jump Over)

MUSIC AND SOUNDS EFFECTS

Overview
jailBreak will feature an overall casual and arcade-like soundtrack/sound effects style.

Music tracks
jailBreak will feature one background track which plays during the levels. The track will be fast paced

and arcade-like

Sound effects
jailBreak requires sound effects for the following events:

- Jump
- Double Jump
- Entering Stun State
- Slapping
- Incoming train horn
- Moving train
- Incoming Police
- Police on-screen noise/dialog
- Chain rattle noise

ART

What kind of style will be used in the game?
jailBreak will feature a cartoony and stylized art direction. Think Samurai Jack meets Batman: The Animated Series

Scenery models
jailBreak will feature 1 to 2 backgrounds

Character models

jailBreak's will require 4 character models. The 4 character models will be made from the same base but feature slight variations for player distinguishability.

Obstacle models
jailBreak's obstacles consist of crates, bushes, cars, delivery trucks, and fences. Each will need a unique model

Special Event models

The Police special event will require a model of running police officers. The police model will be styled after prohibition era police.

The train special event will require a train cart made with the door open. The model will feature distinguished platforms for the player to jump on.

MULTIPLAYER GAME

Overview

Max players
4

Servers
jailBreak features local co-op

Customization
Players will be assigned one of four character models, all similar yet featuring slight definable

characteristics

Is the world persistent or not
The world changes upon each play through as it is procedurally generated.

Saving and loading
jailBreak will no block players from any content, therefore saving or loading is not necessary

Scores
The winner of jailBreak is determined by the player who reaches the farthest distance.