The Great Escape

By Patrick Abold
GAME GENRE

- ACTION
- RPG
- PUZZLE
Game Premise

Your name is Marcus Antony, and you have been just sentenced to prison for life for a crime you didn’t commit. You vow to escape and get revenge on the person who did this to you.
You are married, have 2 children, and a well paying job. You are out with some co-workers at a bar, celebrating the finishing of a project you have been working on for months.

When you arrive at your home later that evening, you find that your wife has been murdered and a crime scene set up to frame you as the culprit. Before you know it, the police arrive and you are arrested and later convicted of murder.
Target rating

**Expected ESRB rating:**
- Blood and Gore
- Cruel Humor
- Strong Language
- Gratuitous Violence
- Simulated Gambling
- Drug Reference
Player Motivation

- After you are thrown into prison, the killer visits you, he’s none other than a jealous ex-coworker: Jim Hothwell
- He reveals what unfolded that terrible night and taunts the possibility of “finishing” the job
- Not only for revenge, but the fear the killer might go after your kids as well in the near future
**USP (unique selling proposition):**

Combines interactive story telling with puzzle solving and action sequences.

Unique leveling system for many different traits

Open ended game play
Competitive analysis

• First game of its kind
• Similar to “Heavy Rain”: interactive cut scenes
• Sandbox Style: New and Improved GTA
• Fighting System: “Batman Arkham Asylum”
• The Sims Element
Goals

• Put the player in a sense of tension and suspense after a horrific event
• The mood for the game is “Heavily Dark”
• Though the player will follow only one person’s story, there are an endless amount of ways the plot can unfold
Final Selling Points

A fun, emotional, action packed rollercoaster ride.

None like it.

Taking the best elements of good games and joining them into one