

Prison Break

Prison Break is a 2 player co-op roguelite I worked on as my senior year capstone class. I helmed the design of the project including gameplay/combat, character, boss, narrative, and economy designs. I took these old designs and revamped them with all that I've learned during my time in industry. You can read them below.

Status Effects

Status Effect Focus/Philosophy:

I wanted to strive to create a gameplay style that replicated teamwork within combat and allowed players to personalize their gameplay. Status Effects add a layer of uniqueness to characters and variety to how they perform. While also letting players work together by “combining” the status effects into something new. You can read their full break down below

Status Effects are mechanics that affect both the player(s) and enemies. They come in two different forms: **Debuffs** and **Bufs**. Debuffs are mechanics that the player(s) can inflict on enemies, but enemies can also inflict on the player(s). These include concepts like Shock, Knock, Bleed, and others below. They can be applied to both the player and enemies and have the capability of interacting with each other in some form. Meanwhile, buffs are a mechanic that the player(s) can apply to themselves. There are also weapon buffs which are applied to specific weapons.

Debuffs and their Progression



Shock, Knock, Bleed, Flame, and Virus VFXs

These status effects are either innately caused by the character/enemy or achieved via items. To assist the vertical progression of Prison Break and to prevent the characters feeling stronger than the status affects its worth implementing a proper progression system for the Status Effects to work in tandem. This can be done by adding tiers to each status effect. Each player will get the base version of an effect, that they can then upgrade into a more powerful version that deals increased damage.

Shock:

Shock is applied on hit which will completely stun the target for **3 seconds** as they're electrocuted. If a target is hit with Shock damage again while being shocked, it does not increase the duration of the stun.

Tier #	Effect change	Damage
1	Base variation	0
2	+2 Stun duration	5
3	+2 Stun duration	10

Knock:

Knock will push back the target by X units. If they make contact with a wall or hard object they take the knock damage again. If they make contact with another target, that new target is pushed back and capable of taking $X/2$ Damage from a wall or hard object. This will not continue after the 2nd contact.

Tier #	Effect change	Damage (X)
1	Base variation	30
2	One additional enemy can be knocked after the 2nd	45
3	+2 Stun duration	60

Bleed:

The target will take a small burst of X damage every 3 seconds. This can be stacked 3 times.

Tier #	Effect change	Damage (X)
1	Base variation	10
2	Bleed will slow the target move speed	15
3	Bleed will further slow the targets move speed	20

Flame:

The target is briefly lit on fire taking a large burst of X damage instantly.

Tier #	Effect change	Damage (X)
1	Base variation	10

2	25% move speed reduction	15
3	50% move speed reduction	20

Virus:

Targets are inflicted with a virus, taking X damage every 5 seconds. If they die, the virus will spread to a nearby target within a 10-unit radius.

Tier #	Effect change	Damage (X)
1	Base variation	5
2	Spread radius increased by 10	10
3	Spread radius increased by 10 and Virus can be applied twice.	15

Vital Hit:

Target's struck by Vital Hit will take X% more damage from the next attack within the next 10 seconds.

Tier #	Effect change	Damage (X%)
1	Base variation	5
2	Friendly units gave 25% increased move speed when moving toward an enemy with Vital Hit	15
3	After being affected by Vital Hit the attacker gains 25% move speed for 5 seconds.	25

Buffs and their Progression

- **Adrenaline:** Upon getting a kill, briefly increase speed by **1.5x** for **5 seconds**. Does not stack. To be added in a future build.
- **Consistent Killer:** Each consecutive hit w/o taking damage applies to the Consistent Killer. Consistent Killer provides a **10% damage** bonus, stacking up to 50%. To be added in a future build.

- **Tough Skin:** When surrounded by 3 or more enemies, gain **25% damage resistance**. To be added in a future build.
- **Consistent Defense:** Each consecutive kill attaches additional armor, raising damage resistance by **0.5%**. Resets after clearing a floor. To be added in a future build.

Weapon Buffs and their progression

- **Critical:** The current or next attack deals **100% damage**. To be added in a future build
- **Armor Shredding:** Your attacks ignore a small portion of the enemies armor.
- **Healing Strikes:** Dealing damage will heal you a % of the damage dealt.

Economy and Collectables

Economy Focus/Philosophy:

I wanted to focus on creating more weight on decisions when a player is in a dungeon. Typically in roguelites players have in dungeon currency and out of dungeon currency that are completely separate. I strived to have an in dungeon currency that can then be converted to an out of dungeon one. This then makes the players have to decide how much or little they use their dungeon currency. They could save extensively to purchase upgrades after the run or spend their dungeon currency in hopes of making it farther than they have in the past.

Collectible Focus/Philosophy:

Collectibles were only implemented as lore entries that shed light on the world around the player. The more runs the player does the more lore entries they unlock. Each entry would be split into 3 parts that would be unlocked periodically as the player progresses.

Bosses:

Boss Focus/Philosophy:

Each boss i had a different focus on for the kind of power fantasy I wanted them to replicate. In turn for how the players would need to deal with their fight. There were for bosses that were designed, **The Deputy, The Champion, The Marksman, and The Alchemist**. I went for the titles rather than names as I preferred the feeling of anonymity behind the title. Having a name for a character is rather personal and creates a bond between the character and player. Keeping the anonymous feel to the bosses created a border between the players and bosses.



The First, Second, and Third Floor Versions of The Deputy

Deputy Philosophy:

Narratively The Deputy was the young up and comer of the bosses thus he had this never ending drive to prove himself to his fellow Wardens. This translated to gameplay with his aggressive yet methodical fighting style. Additionally after defeating The Deputy he would become more powerful on the next fight as he has obtained additional cybernetic enhancements to signify his “endless drive” This granted him additional moves in combat as well.



Idle for The Champion

The Champion Philosophy:

The Champion is the simple boss. He has a simplistic design visually and fights rather straight forward. He has a focus on attacking who is currently the strongest player on the field with an aggressive and care

free fighting style. The idea came from overwhelming strength and pressure which transferred to his design with the oversized sword and broad shoulders.



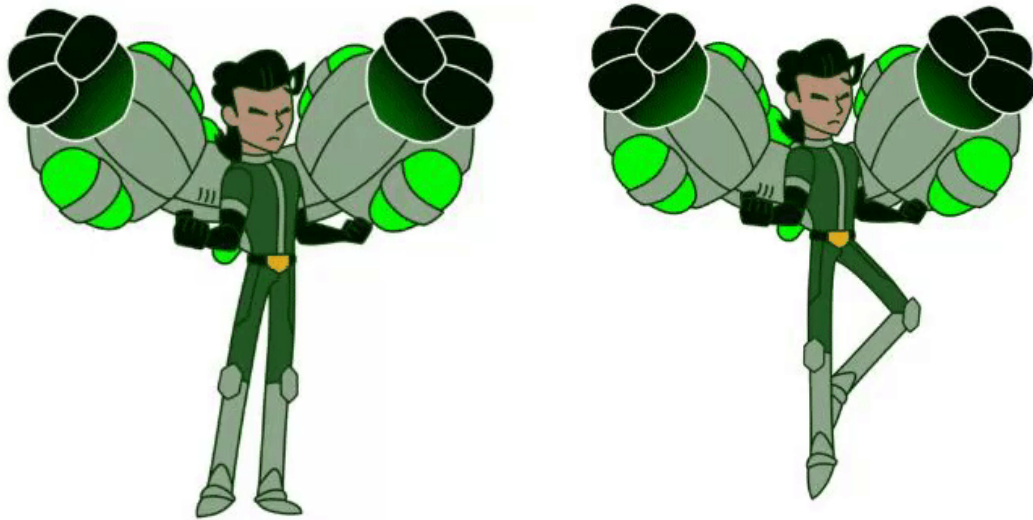
Idle for The Marksman



Boss room for the Marksman

The Marksman Philosophy:

The Marksman is a ranged boss who strives to separate the players from each other. She has a thinner frame to focus more on her overall agility and the focus on her new arm turned rifle clearly establishes how she intends to fight the player. She does break the original design for bosses with Chains, Uniques, and Finishers but makes up for it with her more interactive arena. I strived to create a fight where the Marksman's carefully laid traps and shots will separate the players allowing for her to isolate and kill the players one by one.



Standing and Floating Idles for The Alchemist

The Alchemist Philosophy:

The Alchemist is the final boss of the game and I wanted to deliver a feeling of superiority towards the player, while also a sense that he won't underestimate the player.. He stands tall and upright while also hovering just above the ground as he physically looks down on the players. He complements it with this large and oversized robotic fists which give a feeling of extravagance. His fight also is the most involved as he has more indepth phases during the fight as he has had the most time to prepare.