

# Ai Escapes

Design Brief  
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## ***DESCRIPTION***

The Ai Escapes is a first/second-person local multiplayer action/puzzle game, where two players share the same camera perspective which can only be controlled by one of the players. This player needs to put the camera at the right place/angle so the other player can take the right action accordingly, the result of the action will also affect what kind of information (camera position/angle) players will be getting in the future. So the game objectives - escaping, will only be achieved when two players working closely together.

It will have a similar narrative-based puzzle-solving gameplay like the local multiplayer co-op game A Way Out. However, A Way Out gives the ability for both players to see what they are doing through the split-screen design. Sharing one camera angle which is controlled by one player in Ai Escapes will take the cooperation between two players one step deeper: one player can only take action in the physical environment while the other player can only take action in the virtue one. The players need to coordinate their different ability styles to move around and solve puzzles.

## ***GAMEPLAY***

Player 1:

### **CAMERA MOVING**

Player 2 cannot see through the robot character's own eyes, so player 1 needs to constantly move the camera so player 2 can learn which direction the character is going or what action the character needs to take. At the same time, the camera is also a portal for player 1 to connect with other electronic devices.

### **HACKING**

Player 1 can hack into any electronic device through camera lenses, including the devices that have camera lenses on it, security cameras for example. Through those devices, player 1 can break down firewalls (solving network puzzles) to control the electrically powered elements in the facility.

### **SCANNING**

Player 1 can scan the property of the physical elements in the facility through any camera lenses, such as the materials of the walls, doors, windows, etc. to guide the player 2 to find the hidden tools and take an effective action to break through those barriers.

Player 2

#### MOVING

Player 2 can control the robot character to move to different locations(walk, run, climb, jump, or swimming) with the visual guidance provided by player 1.

#### INTERACTING

Player 2 can interact with physical objects in the facility that are not electrical powered or connected to the network. Player 2 can pick up player 1 and put it somewhere player 1 can't move to. Player 2 can pick up tools/weapons or some other objectives to use.

#### DAMAGING

Player 2 can use various kinds of weapons (melee weapons, guns, etc.) to attack the enemies with the visual guidance provided by player 1. Or to destroy certain destructible elements in the facility to access to a new space, and eventually escape from the facility with player 1.

## ***FEATURES***

#### PLAYER PERSPECTIVE

Two players share the same camera perspective, so player 1 will be playing with a first-person perspective, and player 2 will be playing with a second-person perspective. Different player perspectives will be one of the core game mechanisms encouraging players to work together closely.

#### LOCAL CO-OP

Sharing the same camera perspective requires players to have close communication with each other, real-life conversations about coordinate players' moves will provide more tension during the gameplay, thus creating more immersive cooperation between players.

#### PLAYER ABILITY

Two players have very different attribute abilities, player 1 can hack into all kinds of electronic devices that are connected with the network through camera lenses, via those devices player 1 can gain access to control more electronic elements. Player 2 can interact with all kinds of physical objects in the game including player 1, player 2 also can cause damage to the enemy or the environment.

#### DYNAMIC PUZZLES

All puzzles need two players working together with two different ability styles to solve: there will always be a part of the puzzle that needs to be solved through an electrical/network method

(player 1 hacking) and there will always be a part of which need to be solved via physical way (player 2 interacting/damaging).

#### DESTRUCTIVE ENVIRONMENT

There will be a certain amount of environmental elements such as doors, windows, walls that can be totally or partially destroyed, but it requires players to work together to acquire the right tools and the destruction of those elements will be abiding architectural rules.

### **DESIGN GOAL**

#### ASYMMETRICAL

Two players will have complementary abilities, and all the puzzles will require a combination of both of their abilities to be solved, thus players will heavily rely on each other and coordinate their moves to reach the final goal.

#### SPACE

Only one player will be able to control the camera, and two game characters will have different mobility, thus players need to take the in-game space into their consideration while they are doing coordination moves.

#### SOCIAL

The intense action/puzzle-solving gameplay that heavily depends on the cooperation of two players both on verbal and physical will create an immersive experience, that although two players have different ways to take actions or solve a puzzle, they will be bound together and grow a tacit understanding while they are helping each other.

#### NARRATIVE

The game will have a basic narrative that can help players understand their characters and initiate the space for players to direct their own stories.

### **WHY**

Joy should be shared with friends, as well as games. A Way Out creates immersive cooperation gameplay between two players who are physically together, that brings back some good old memories that me and my cousin paying \$1 per hour playing Metal Slug on rental pc in the public library, getting through one level after another, taking a bullet for each other, and finally beat the big boss and laughing together without making any noise (library, or we will be kicked out), that is the moment game serves as a simple virtue space where we create the story. However, the split-screen design in A Way Out weakens the connections between two players in my mind, the advantage of which is obvious, players get to explore more on their own, but still, I don't think that will reimburse the lost on the connections between two players. Thus I am

trying to create a set of game mechanics that players still can enjoy their unique gameplay while emotionally and physically they depend on each other to go through the levels.

Destructible environments are always a very fascinating idea in video games, which gives the players the ability to try something special that they can't do in real life, such as destroy a building. But this is also an expensive idea to play with, if we take the Battlefield franchise as an example, it will be more obvious, from the Battlefield: Bad Company to Battlefield V, the ability to destroy/modify the game environment doesn't grow as the game engine developed years after years, instead, the game designer is deliberately limiting the ability for players to do so: in BF: BC, players can leveling the whole building down with their weapons, but in BF V, players can only destroy certain parts of the building like walls, doors or windows. The idea behind it, I believe, is to not to go too far with the idea of this destructible environment, technically, it will reduce the bugs that could occur during the game, but more importantly, it will keep the core gameplay on track, so players can still focus on the core gameplay: running and gunning. With the right position and level, the destructible environment can be the juice that fuels the immersive game experience and provide more options in the game for diversified gameplay.