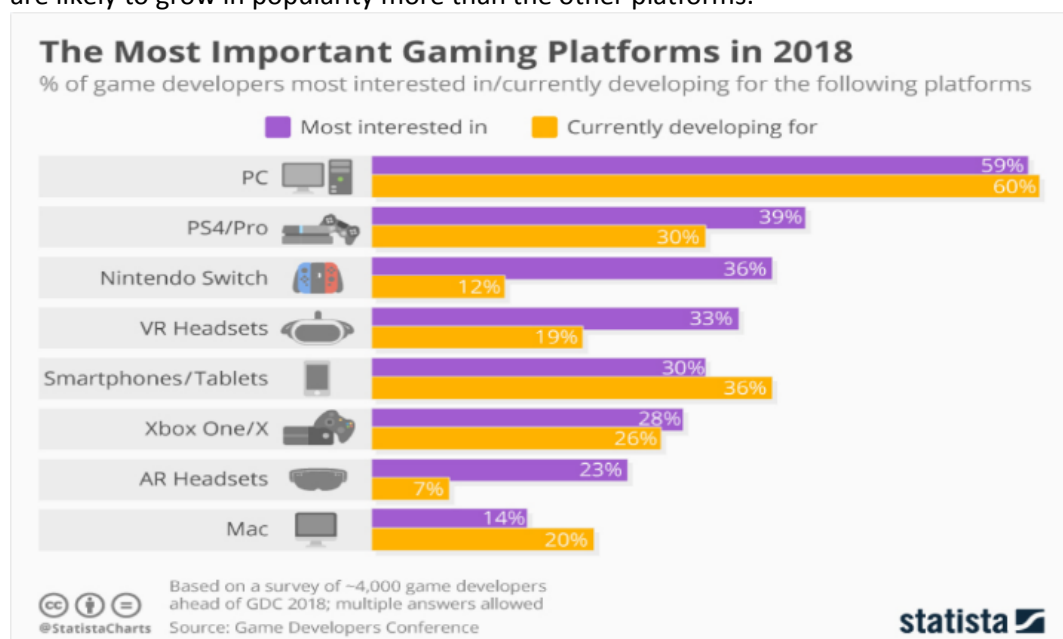# Executive Summary: Contained by Connor Havard

Contained within the prison walls containing Oregon's most ruthless convicts, where survival is a top priority; make the wrong move and face the consequences. Play as 3 different inmates of Carcer Hill Correctional Facility each with unique skills, abilities and respect from other inmates. This game aims to immerse the players in an environment previously un-explored

Target Audience

This game is targeted for both PC and PS4 as I feel these good markets for the type of game I am pitching. This is because the PS4 and PC have more interactive potential for quick time events and mini-games. This includes the use of the PS4's touch pad and the mouse on a PC. I have also selected these platforms as they are valued as the most important gaming platforms for 2018 and so are likely to grow in popularity more than the other platforms.

The Most Important Gaming Platforms in 2018
% of game developers most interested in/currently developing for the following platforms

Most interested in   Currently developing for

Platform	Most interested in	Currently developing for
PC	59%	60%
PS4/Pro	39%	30%
Nintendo Switch	36%	12%
VR Headsets	33%	19%
Smartphones/Tablets	30%	36%
Xbox One/X	28%	26%
AR Headsets	23%	7%
Mac	14%	20%

Based on a survey of ~4,000 game developers ahead of GDC 2018; multiple answers allowed
@StatistaCharts   Source: Game Developers Conference

statista

https://www.statista.com/chart/4527/game-developers-platform-preferences/

My target audience is for 'Core Gamers' aged 18+ as these are the most likely audience to purchase the game and are mature enough to deal with the content. They are also likely to be the most interested in the particular selling point of this game. A core gamer is usually defined to be a somewhat committed video game player who is likely to dedicate time and money into video games. They are usually between 20-35 and so are likely to be able to afford *triple A* narrative adventure games such as this one. They are often defined to spend on average 20 hours a week playing video games and are often dedicated to replay the game to experience every possible aspect of the game to complete it fully.

My game meets the requirements of this market as it offers various unique tasks that require fast reactions and hard puzzles. It also offers a large amount of gameplay to the player with different outcomes depending on the decisions of the player.

Gameplay

The game starts with an opening cutscene of a prison bus, half full of rough and demoralised looking inmates, being transported to the prison.

The scene then cuts to a view of inside the prison, where the other inmates are being checked in. Here is the players first chance of interactivity. You are told to walk up to the desk and given the prison uniform and searched by the correctional officers.

The player is then directed to walk with the other inmates, accompanied by 2 correctional officers, to their cells where you will be locked up for the night. There are then various interactive objects in the cell including your cell mate's possessions, the limited furniture and the players bed. Here the player can choose to sleep immediately or wait and hear dialog from surrounding inmates talking about various gossip. This information can be used in later interactions, however, if the information is used in a negative way the player may suffer from consequences.

[The cell looks rough and worn down likely from years of use and abuse.]

A short narrative from the characters voice describing his experience so far:

Ryan Vaughn: 'I can't sleep... This place is worse than I expected, I need to adapt, or I won't survive my time here. I've never really been a fighter, but I need to prove myself, somehow.'

The narrative cuts off with the aggressive sound of a bell, loud and obnoxious and piercing to the ears. This is followed by the sound of a male voice through a speaker announcing that the inmates are to get out of bed and stand up against the bars, ready for morning inspection.

After being checked over by the correctional officers (COs), the player is directed to make their way to the cafeteria for breakfast. This is the players first real opportunity to experience the game mechanics and interact with the various NPCs. This is the players chance to choose their path in the story and earn respect from the other inmates.

The player is directed to pickup a breakfast tray and is then free to interact for the next 10 minutes until the next bell. This includes sitting in various locations (such as alone, with a group of tough looking white guys, a group of tough looking black guys, a sketchy looking white man or a quiet and old looking white man.

[Each option has reward and a consequence.]

White group:
Fast access to protection from other races as the player is white. He must prove himself via fighting or dialog to be granted access to the gang. However, sitting with this group will cause hostility from the black group meaning it is harder to gain *Tyrone Stone* as an ally and playable character.

Black group:
Although harder to gain respect than the white group, they offer good protection and fast access to *Tyrone Stone.* Being white, it is hard to choose the right dialog options to gain respect and the wrong choice can cause hostility and potentially cause injury to the player. Affiliation with this faction will cause hostility from the white gang who are a dangerous enemy.

Sketchy white man:
Sitting with this man is an overall safe option for the player as he is a respected member of the prison community and can prove useful to the player if he is an ally. Not to the players knowledge, this character is a talented tattoo artist and earns good income within the prison. This is useful for gang affiliation or cosmetic purposes for the player. Sitting with this character will not cause any problems with the factions. The consequence with sitting with this NPC is the challenging dialog with multiple choice questions about his tattoos and the meanings. This is a test of the players knowledge of prison and gangs and if the test does not go well the player loses respect and can be a target for harassment from factions.

Old looking white man:
This man is another good option for the player if they do not wish to join a faction so early in the game. The man speaks with a faded Russian accent, taking his time with words and reading the player carefully. The player has the option to speak offensively to the character which will end badly for the player. Speaking respectively and saying the right things will earn the player a small amount of respect and can bring the player closer to unlocking *Nikoli Reznovski* as an ally and playable character.

After this interaction, a cutscene starts with the same bell sound and the COs direct the inmates to the court yard for free time. Here is another opportunity to interact with other inmates. There are various things you can find in the courtyard that can help you in the game. One of these items is a pack of cigarettes (a form of currency in the prison). This can be used for small trading with other inmates or sold for real money. Another harder item to find is a 6" bolt from one of the stands. This is an end part for a makeshift weapon.

[There are various combinations for building a makeshift weapon to be used for self-defence or, if you want your character to be bad, killing people. The crafting system for these weapons uses 3 parts, this includes: Shaft, grip and end. Some examples of these combinations are: Toothbrush shaft, razor blade end, rag grip.]

The interactions here are similar to the breakfast scene however, there are now many more people and groups to interact with. Interacting with the wrong people will cause the player to be engaged in an argument with them where it is very hard to settle and will usually lead to the player having to fight the NPC.

Fighting Mechanics:

The fighting mechanics on this game involve high player interactivity and your performance in the fight will determined by how you can act when you are prompted.

Punching:
Punching on this game involves spamming a certain button, the more times the button is pressed in the short time will determine how hard you hit. For example, a prompt will come up on the screen to press space (Right trigger) repetitively. If pressed enough times, you can knockout with a punch. However, this is very hard and with harder opponents it is harder to build up power.

Dodging:
To dodge a punch you need to either swipe on the PS4s touch pad or move the mouse in the prompted direction. (Usually either left or right). This, like punching, will determine the performance of the fight and the prompts will be gradually harder depending on the opponent.

Main Characters

Ryan Vaughn -   Nikoli Reznovski   Tyrone Stone

Object Name: Shank

Purpose of Object: Weapon

Actions/Triggers:
Can be used to injure/kill hostiles

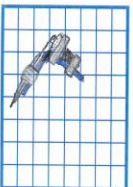**Object Name:** Smooth Reds Cigerettes

Purpose of Object: Trading, Consumable

Actions/Triggers:
Can use to smoke

Object Name: Tattoo Pen

Purpose of Object: High value object

Actions/Triggers:
Used by tattoo artists.

Here are some examples of the in-game items that can be found and used.

The first is a weapon that can be equipped by the player and used to deal a great deal more damage and potentially kill. Being in possession of this will have a risk as random searches are carried out by COs and being caught with this will lead to huge sanctions.

The next is a consumable item that is also used as a form of currency in the prison.

The last item is a tattoo pen. Although the player cannot use this item, it holds a high value for trading and is used by other NPCs to give tattoos. This item, like the *shank*, is contraband and there are sanctions for being in possession of this item.

Unique Selling Point

Contained is very unique in the sense of a prison game. This game will be the first real prison experience with a huge prison map and loads of unique experiences for the player. Although 'A way out' is similar in the sense of being set in a prison, this game is a more realistic experience for the player with more to do inside the prison.

Another major unique selling point for this game is the ability to play as 3 different characters once unlocked and 2 of them can be killed as a result of the player's actions. Once the character is dead, there is no way to go back as every move is final. This is similar to 'Until dawn' and is a good aspect in a realistic game.