

Settings Descriptions: Angry Birds

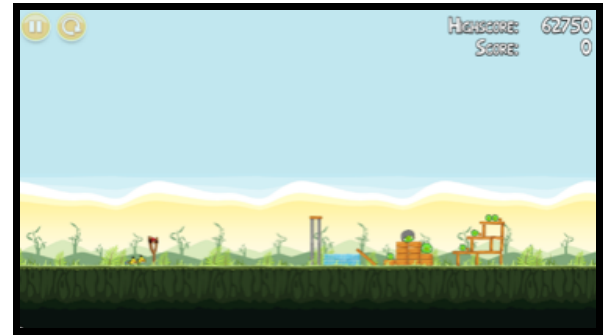
**Angry Birds relies heavily on backgrounds and colorful, fun art to drive the game. The game is divided into multiple chapters, so to describe settings in a game like Angry Birds, you want to rely more so on the levels and gameplay challenges that the player will face. I have set the tone of the text to sound as if the settings are being pitched for the first time:*

Angry Birds will be divided into several chapters, providing for a modular gameplay that may be easily augmented. Each module will be called a Chapter, and each Chapter has a theme to base the environments around, each with its own distinct color palette. The first Chapter, called Poached Eggs will consist of three themes each with approximately 21 levels for the player to conquer.

Theme 1: This beginning theme will feature levels that are bright and airy. The terrain will be open and the structures built for the pigs will be rudimentary as the player grows accustomed to the gameplay. The players begin with these levels as they learn how the mechanics of the game work. Each level will advance in time of day, with Theme 1 being a bright morning blue sky. Additionally, each level will increase in difficulty as the structures become larger or more heavily fortified, requiring the player to sling-shoot the birds with increasing accuracy. We begin with a very straightforward level, and the theme expands past the initial wooden structures, using glass panels. Once the player has passed all levels, they will graduate to Theme 2.



Theme 2: We will vary the color scheme slightly in this theme as the morning turns into afternoon, however the background landscape will remain fairly open, light-hearted, and unassuming. Structures will continue to rise in difficulty from the previous theme's levels, with more stone and glass barriers. This theme will end the most significant challenge yet, a heavily guarded and stone-fortified structure (see below).



Theme 3: In the final theme of our first chapter, players will see a warmer colored background as the time of day begins to shift to late afternoon. The layout of the level will present more diverse challenges to the player, who should already be fairly skilled with the basic gameplay mechanics by now. The terrain opens up more for the pigs, who now position themselves at different heights and in trickier, immovable places. These levels focus on a more complicated strategic thinking, with elements like dynamite, that can help the birds defeat the pigs simply when the player uses the environment correctly.

