

Jumping Jax narrative design document

Written by: Levente Biro;Sabien Jarmin

Caos Creations, LLC

Revision: 1

NAME

Premise

Start

End

Collectables

Tutorial text

Notes

Setting

Time

Legend: HOP levels have purple background, non-levels have blue background, portal levels have green background.

Defines:

Define `_NEWLINE` as `
`

Player starts new game. 3 paragraph text reads:

- Your cyborg corgi, Jax, loves to play hide and seek!
- Unfortunately, he gets a little bit too excited, and is now zipping across the city.
- Find Jax and bring him home!

When the player accepts this text, the game begins.

Hop1

Premise: Tutorial level

Start: Apartment of player

End: Apartment of player

Collectables: 1x dogbone

Tutorial text:

- "Grab the collectible."
- "Walk to the checkpoint."

Notes

Setting: The apartment of the player is a futuristic looking 2 story building with large vertical windows.

Time: Sunset

Hop2

Premise: Tutorial level 2 (Introduction to bunnyhopping)

Start: In front of apartment of player

End: Street in front of tunnel

Collectables:

Tutorial text:

- "Use the spacebar key to jump."
- "You can crouch with CTRL."
- "You can crouch while in the air to slightly increase jump height."

Notes

Setting: Downtown is still far away. Very tall buildings. Player hopping very fast.

Tunnel going under houses in neighborhood. At the end of the road the player is on, opposite to the tunnel, there are men clearing up some kind of pipeline issue.

Time: Sunset

Hop3

Premise: Tutorial level 3 (Introduction to airstrafing)

Start: Street

End: Tunnel

Collectables:

Tutorial text:

- "You can airstrafe by holding a directional key while in-air and looking _NEWLINE in the desired direction"
- "For example: While in the air, hold RIGHT MOVE and look to the right. _NEWLINE Notice you gain speed while airstrafing."
- "Now try: While in the air, hold LEFT MOVE and look to the left. _NEWLINE Notice you gain more speed if you turn faster."

Notes:

- Levente: EXTEND THIS LEVEL BY AT LEAST 3 FLOORS!!!!
- Streams of flying cars as obstacles/killzones. Neon signs?
- Giant glowing tube in the middle of a spiral staircase-ish thing

Setting: Market area as player goes down toward metro.

Time: Sunset

Hop4

Premise: Tutorial level 4 (Airstrafining while jumping)

Start: Tunnel

End: Tunnel

Collectables:

Tutorial text:

- "On this level we practice airstrafining on 180 degree turns."

Notes:

- For some reason there is a flea market area here? (look up Korean sub shops)
- Nothing.

Setting: That is it.

Time: The moon is starting to shine

Hop5

Premise: Tutorial level 5 (Linking jumps together)

Start: Tunnel

End: Metro-opening

Collectables:

Tutorial text:

- "We put together everything we've learned."
- "You must jump and airstrafe around the glass walls."

Notes:

- Jump around big pipes?

Setting: Security area in metro station.

Time: NULL

Hop6

Premise: Tutorial level 6 (Linking airstrafing and bunnyhopping together)

Start: Metro-opening

End: Metro-tunnel

Collectables:

Tutorial text:

- "Here you have to use timed bunnyhopping and airstrafing to finish the level but be warned!"
- "Some platforms are really deceptive!"

Notes:

- Teaches the player how to gain speed on downward slopes.

Setting: Security area in metro station.

Time: NULL

Hop7

Premise: Here the player will drop into a construction hole under the metro tunnel.

Start: Metro-opening

End: Construction site below metro-tunnel

Collectables:

Tutorial text:

- "Make sure you don't hit anything!"

Notes:

- LEVENTE: WATCH FOR CONTINUITY!!!!!!.

Setting: Bayed-off area in metro.

Time: NULL

Hop8

Premise: Here the player will complete their first, fully fledged level.

Start: Construction site below metro-tunnel

End: Construction site below metro-tunnel

Collectables:

Tutorial text:

- "Use the learned techniques to find Jax!"

Notes:

- 3D printer building bots?

Setting: Construction site underground. Pipes running along on the walls, areas where ground is incorrectly arranged, lights pointing at detailed spaces while many areas that are somewhat finished construction are unlit.

Time: NULL

Hop9

Premise: Here the player will have to build up speed to jump across a long-excavated hole to find Jax.

Start: Construction site below metro-tunnel

End: Construction site below metro-tunnel

Collectables:

Tutorial text:

- "Build up speed to jump across!"

Notes:

Setting: Construction site underground. Pipes running along on the walls, areas where ground is incorrectly arranged, lights pointing at detailed spaces while many areas that are somewhat finished construction are unlit.

Time: NULL

Hop10

Premise: Here the player will have to use all their knowledge to complete the level.

Start: Construction site below metro-tunnel

End: Construction site below metro-tunnel

Collectables:

Tutorial text:

Notes:

- Levente: I'll rework this level once we're finished narrative-wise.

Setting: Construction site underground. Pipes running along on the walls, areas where ground is incorrectly arranged, lights pointing at detailed spaces while many areas that are somewhat finished construction are unlit.

Time: NULL

Hop11

Premise: The player exits the construction site, then arrives at a service station. From here the player needs to bunnyhop to the nearest terminal, then the player needs to cross that terminal to its opposite side, and then finally the player can head for the surface.

Start: Metro-tunnel service station

End: Surface

Collectables:

Tutorial text:

Notes:

- Levente: This level also needs complete rework.

Setting: American style subway station taken to the next level. Interior mostly white, with some shades of pillars\concrete blocks introduced.

Time: NULL

Hop12

Premise: Complex bunnyhop onto a short building, boost pad up to a balcony on a nearby building. Then hop up the side of this taller building.

Start: Ground floor of city

End: On top of a 5-story building

Collectables:

Tutorial text:

Notes:

- Level does not exist.

Setting: TBA

Time: TBA

WORK IN PROGRESS. NOT FINAL.

Hop13

Premise: Jumping across buildings, using boostpads and maintaining momentum.

Start: On top of a 5-story building

End: 10-story building that is several structures away

Collectables:

Tutorial text:

Notes:

- Level does not exist.

Setting: TBA

Time: TBA

Hop14

Premise: Just a taste of portals. The player teleports from the top of a 10-story building to the top of the highest building in the city.

Start: 10-story building that is several structures away

End: Highest skyscraper in the city, overlooking the city

Collectables:

Tutorial text:

Notes:

- Level does not exist.

Setting: TBA

Time: TBA

WORK IN PROGRESS. NOT FINAL.

