

Jumping Jax narrative design document

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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:
Rules: Each list element is a new line by default.

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: Exit door of player's apartment

Collectables: 1x dogbone

Tutorial text:

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

Notes

Setting: The apartment of the player is a futuristic looking 8-10 story building with large windows that let in a lot of sunlight. The player lives on the top floor of the building, with technological gadgets and inventions lying all around.

## Hop2

Premise: Tutorial level 2 (Introduction to controls)

Start: On the balcony of the player's apartment

End: At the top of the nearby construction site

Collectables:

Tutorial text:

- "Jump with [SPACE]"
- "Crouch under the boxes with [CONTROL]"
- Lb: played when player reaches second corridor end on 3<sup>rd</sup> level  
"Jump towards the box. While mid-air, hold [W] and crouch. This is called crouchjumping."

Notes

Setting: Player apts -> jump apts -> office apts -> construction site -> top of construction site

Time: Midday

## Hop3

Premise: Tutorial level 3 (Introduction to aistrafing)

Start: Top of previous apartment

End: End of alley, in the open street

Collectables:

Tutorial text:

- This level is to teach you how to control your character in the air.
- While you're in the air, use Left Move (A) or Right Move (D) and look in the direction you want to move. Do NOT hold W once you're in the air.

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: Start out falling down fire escapes, work your way through back alleys/Market area as player goes down toward metro.

Time: Sunset

## Hop4

Premise: Tutorial level 4 (Airstrafining while jumping)

Start: Street

End: Tunnel

Collectables:

Tutorial text:

- On this level we practice airstrafining on 180 degree turns.
- The hardest part about bunny hopping is breaking the habits you've learned from every FPS games out there.
- The best advice is to NOT hold W in the air. Yes, I know it goes against every part of your soul.
- To start, let's examine how the mechanic works.
- Step 1: hold SPACE to jump, don't ever let go!
- Step 2: Hold D and look to the right. Spin fast and slow.
- What did that teach us?
  - 1: while you keep jumping there's no friction, so you don't slow down
  - 2: to gain speed you MUST combine a directional key AND a camera movement
  - 3: if you turn TOO fast, you lose speed.
  - 4: you need to turn slower as you get going faster, or else you lose speed
- Lets try the other direction!
  - Step 1: hold SPACE to jump
  - Step 2: Hold A and look to the left
- Now, try and chain the moves together.
- Hold SPACE, don't let go!
- Hold D and spin in a circle to the right, to get up to speed
- Now when you're comfortable, hold A and look to the left (let go of D, but not SPACE)
- Keep it going. Try to get up to 15 meters per second!

Notes:

- This level is to give you an in-depth tutorial on bunny hopping. If the player doesn't enjoy the mechanic, they can skip to the portal levels. However, this level is meant to teach them the fundamentals.

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:

- This level takes the air movement to a new level. The goals are to teach you how to get around obstacles, and chain your jumps together fluidly.
- To get around walls:
  - try standing on the back-right corner of the first block.
  - now, aim your crosshair to the left of the window.
  - run and jump, while in the air, hold D and look to the right.
- The final part of this level features thicker and thicker walls to finely tune your newly minted hopping skills! If you get frustrated, take a break. Go play some portal levels and come back to this! It takes a lot of breaking habits and forming new muscle memory.

Notes:

- Jump around big pipes?

Setting: Security area in metro station.

Time: NULL

## Hop6

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

Start: Metro-opening

End: Metro-tunnel

Collectables:

Tutorial text:

- Use what you've learned about air movement to correctly fall through the tiered platforms. Remember! Don't hold W in the air! Use only A or D to control your direction

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: 1x dogbone

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: 2x dogbone

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.









