

Jumping Jax narrative design document

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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:

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.

Time

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

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's it.

Time

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

Hop6

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

Start: Metro-opening

End: Metro-tunnel

Collectables:

Tutorial text:

- "Here you have to use timed bunnyhopping and airstrafining 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.