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

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

Defines:  
Define \_NEWLINE as <br>

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.

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.