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Game Design Document: Missions

# Angry Robots

## L1: The Basics

In the first level the player is introduced to the turtles that have kidnapped the robots. The launcher is then presented with instructions on how to use it (slingshot). Finally the player is instructed that all turtles must be destroyed to complete the level.

There is only one target in a small play area so the player isn’t too overwhelmed and it allows him/her to get used to the controls. Coins are placed in the level to serve two purposes. The first is a motivation for the player to collect them. The second and more importantly, provide a subtle hint of where to aim the cannon and in other levels the location of hard to see turtles are placed.

## L2: More Targets

In this level there are multiple turtles to hit. The level is larger and the turtles are scattered throughout. This forces the player to become more adept at aiming and shooting.

## L3: Different Strategy

The third level introduces a new game mechanic that allows balls to be passed to other cannons. Coins are used to hint to the player to shoot the ball at the other cannon.

## L4: Broken level I – Unending Level

This level exposes the player to a broken level where it doesn’t end when all the turtles are gone. When the level is supposed to end a message will appear saying that something is wrong and that the player has to fix it.

To aid the player a fix loop will be incorporated to all broken levels:

* Phase 1 - game kicks player into edit mode, only a few functions are available, game assumes player knows how to fix it
* Phase 2 - if no fix for a while, or good detection of player frustrated, or help button pressed; hint is provided
* Phase 3 - if no fix for a while, or good detection of player frustrated, or help button pressed; player is walked through ideal solution path
* Key learning: if the fix is meant to expose the player to a key learning principle and if the player completes the fix without the key principle path been complete, the director can come and say ‘that’s great, but this is how I would have done it”

## L5: Bounce Gameplay

The fifth level focuses on bounce gameplay. Moving barriers and walls are added for the ball to bounce off of. This gives the player more options to defeat the turtles.

## L6: Showcase

Level 6 focuses on gameplay and showcases all the features introduced in the previous levels. This allows the player to be more familiar with the features and hopefully inspire the player with gameplay ideas that they can use in Level 9 and 10.

## L7: Broken level II – Unhittable Turtle

This is the second level for the player to fix. In this stage there is an unhittable turtle with many possible ways for player to solve this problem. The fix loop used in L4 will be implemented as well.

## L8: Introduce new Turtle type

In Level 8 a new turtle is introduced. This turtle is bigger and tougher so it requires two hits from the ball or one hit from a falling rock. Rocks are placed in strategic places for the player to advantage of.

## L9: Half Finished Level

This level is half complete and the player is tasked to complete it. Some core components (e.g. launcher, ball, coins) will be preprogrammed but not placed. The player will be giving a list of hard (e.g. placing 4 turtles, using 2+ launchers) and soft goals (ex. difficulty & strategies) to complete. The fix loop used in L4 will be implemented as well.

## L10: Create from scratch

In the final level the player are left to create a completely new level on their own without any mentorship or fix loop.