

# Scene 1: Main Menu

Chenny

## Action:

- Player launches game first into menu. It has different action buttons to select
- Player can press (Play, Options, Quit)

## Dialogue:

- None

## Notes:

- Background menu music playing



# Scene 2: Tutorial

Jillian

## Action:

- You awaken feeling terribly cold and tired...you spawn in the warehouse freezer. You need to get out
- Introduce player to movement controls
- Attack basic enemies to learn combat mechanics

## Dialogue:

- Tutorial Instructions
- An old bot's wise words

## Notes:

- Easy difficulty



# Level 1: Amazöön

Kayra

## Action:

- Move through warehouse platforming section
- Attack enemy swarms
- Camera follows MC, horizontal motion
- Collect worker notes to locate + get in boss room

## Dialogue:

- None

## Notes:

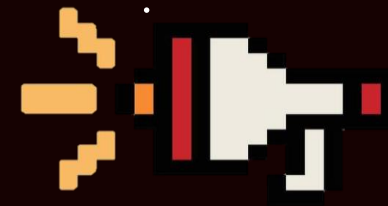
- Easy Level
- Ends with Boss Battle Jimmy Beez





# Level 2: Circuit Caves

Aneesha



## Action:

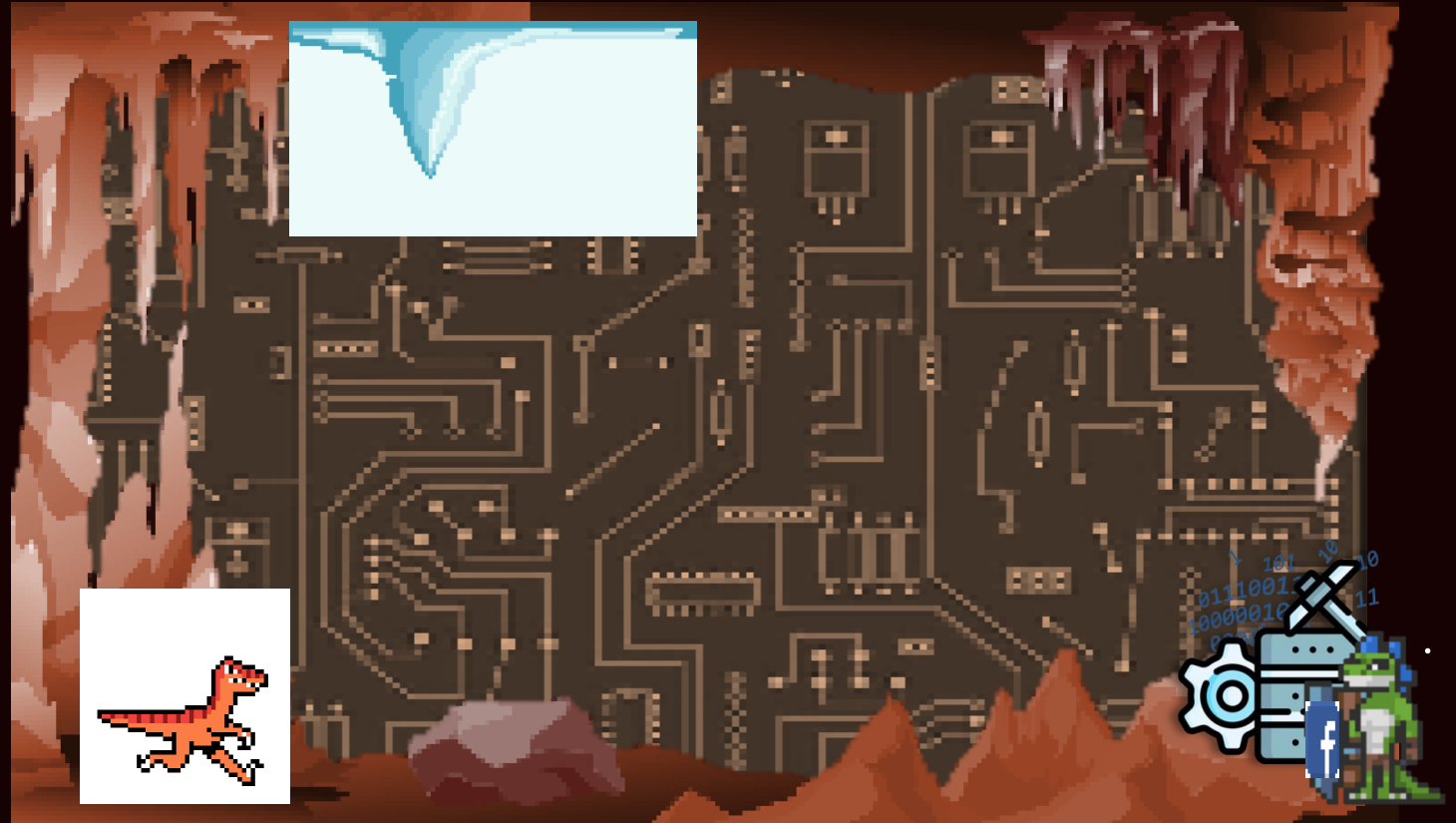
- Move through circuit cave sections
- Attack/dodge enemies
- Camera follows MC, vertical motion

## Dialogue:

- None

## Notes:

- Medium Level
- Ends with Marz Suckabörg Boss Battle



# Level 3: The Core of Mars

Cory

## Action:

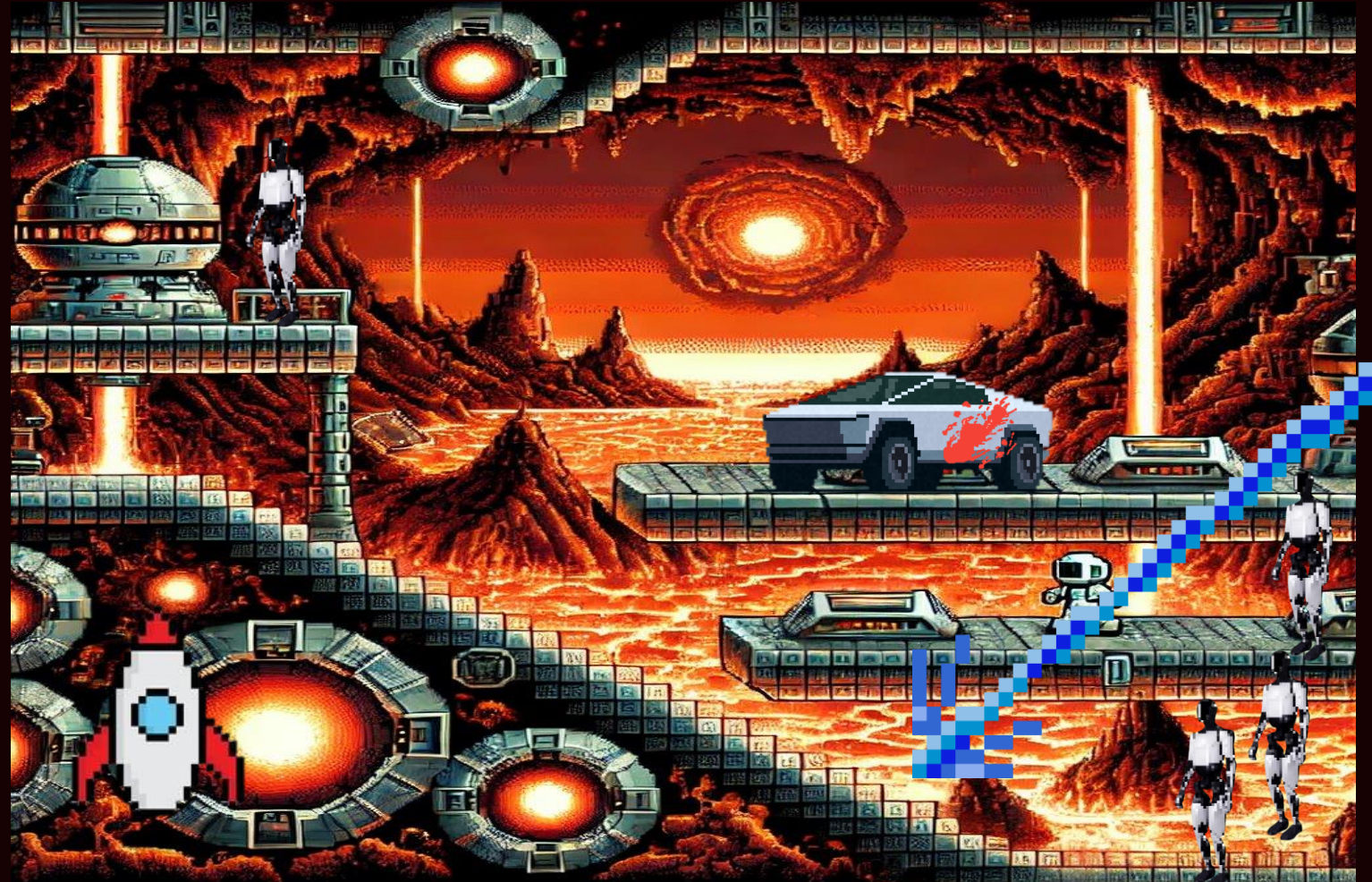
- You move through platforms and jump lava
- Attack/dodge enemies
- Camera follows MC, horizontal motion

## Dialogue:

- None

## Notes:

- Hard Level
- Ends with Enron Milk Boss Battle





# Boss Battle

Andrew

## Action:

- Boss theme music
- Camera changes from moving to fixed
- Fights boss until health depletes

## Dialogue:

- Boss quotes

## Notes:

- Involves a set arena



# Victory Screen

Bidhi

## Action:

- Music theme changes
- Camera changes from moving to fixed

## Dialogue:

- Credits roll

## Notes:

- Involves 1 or 2 atmospheric scene

