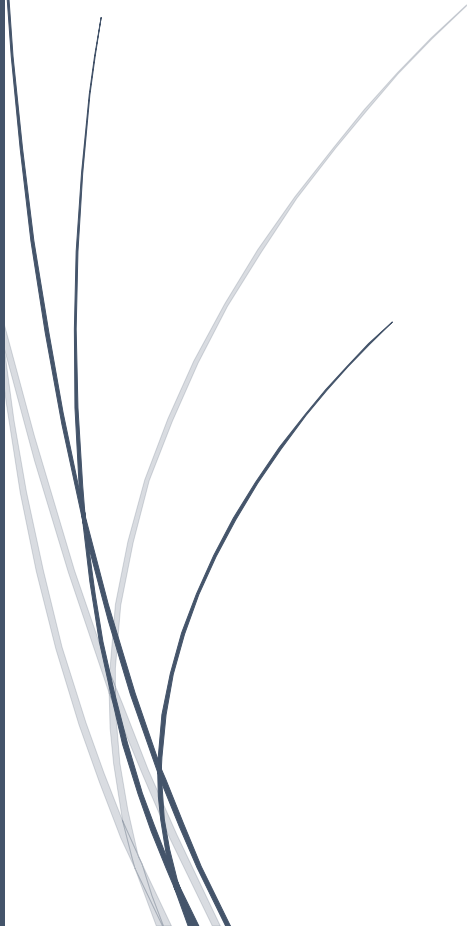


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9/7/2020

Story and Level Progression Document



Contents

The overall narrative:	2
Descriptions of each level:	2
Chapter 1, First Steps:.....	2
Chapter 2, Grazing:.....	2
Chapter 3, Going solitary:	3
Chapter 4, The Game ranger:.....	3
Chapter 5, The turn:	3
Chapter 6, The poacher:	4

The overall narrative:

The story takes place in an alternate reality future, where there are no longer any rhinos left living, because of poaching. The story of the game focuses on the life of Lulu, who is a female black rhino, all the way from infancy up to adulthood where she is eventually poached. The story will be told through a book that is being read by George and his granddaughter Sarah.

The game will allow the player to play as Lulu in the different stages of her life. The game follows a relaxing narrative throughout most of the story where the player must do small tasks in each chapter of the book that is being read. Where the shock factor will come from in the game is in the final chapter where the player will be tasked with something normal like the previous chapter but will end up having to try and escape poachers and inevitably fail. The game will not show any death or gore but will instead cut to the games present day where there are no rhinos left.

Descriptions of each level:

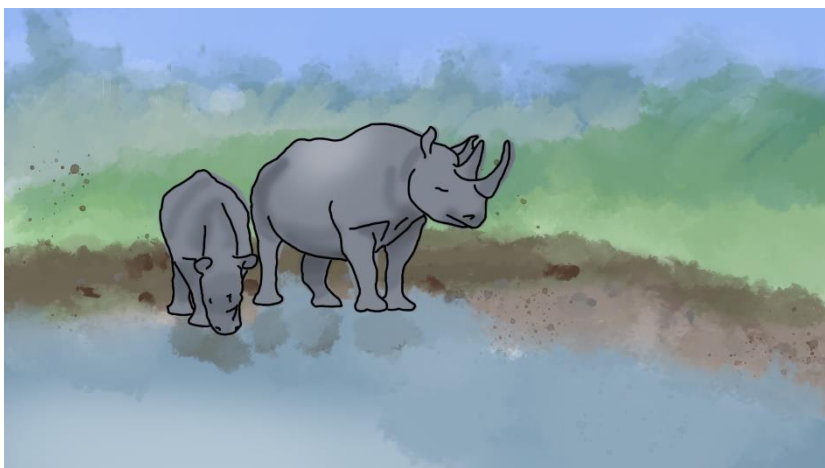
Chapter 1, First Steps:

In this chapter the player will be introduced to Lulu and Clara and will also be introduced to the control scheme of the game. Basic tasks such as walking and following Clara around will be the main objectives for the infant Lulu. This chapter will establish the bond between the player and Lulu as the player experiences Lulu's very first steps and the bond between mother and daughter rhino, which are known to stay together for many years if not their entire lifetime.



Chapter 2, Grazing:

In this chapter, the player will still be playing as a very young Lulu and will be tasked to graze and drink at the local watering hole. This will serve as an educational experience for players, further investing them in the life of a typical rhino.



Chapter 3, Going solitary:

In this chapter of the game the player experience Lulu going on her own and splitting from her mother. This will instil a sense of loneliness in the player showing how vulnerable these rhinos can be.



Chapter 4, The Game ranger:

In the fourth chapter of the game, the player will encounter the friendly game ranger. He will be a symbol of hope for Lulu and the player as it will help mitigate the feeling of loneliness that was experienced in the previous chapter. Game rangers are however far and few between and this will be evident to the player while experiencing this chapter. This will also be Lulus first encounter with humans.



Chapter 5, The turn:

This chapter will have the player revisit some areas that they have already explored, but the player can see that a storm is approaching, and the colours of the previously experienced environments will become very grey and dull. The player will also notice how alone they are as there won't be any other animals or game rangers around as they prepare for the coming storm.



Chapter 6, The poacher:

In the final chapter of the game, the storm will be in full swing. This is when the player will meet the poacher. The player will have to try and navigate Lulu through the treacherous storm and environment to escape the poacher. The player will soon find out that these efforts are in vain as the impending doom continues to approach no matter what. This chapter will end with a fade to black when the poacher catches up to Lulu and will cut to Sarah and George, where they face the sad reality that there are no rhinos left thanks to poaching.