

Looney Planets: Space Adventure

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Table of Contents

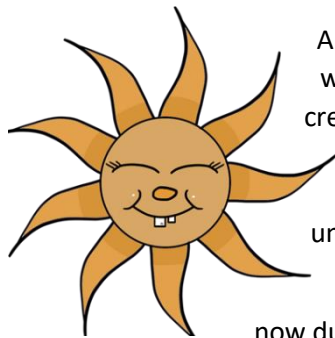
Location Worldbuilding	2
Background	2
The Milky Way Bar.....	2
Looney Moon’s Shop of Galactic Accessories	3
Sir Mars’s Lair	3
Venus Petrenus’s Farm of Adorable Moons	4
Player-Character Design	5
NPC Design	13
Linear Narrative Critical path	16
Exposition:.....	16
Rising Action:.....	16
Climax:	17
Falling Action:.....	18
Denouement:	18
Ambient Dialogue	19
Exposition.....	19
Rising Action.....	19
Climax	19
Falling Action.....	20

Location Worldbuilding

Background

Looney Planets: Space Adventure follows Green Earth, who lives in what we know as our solar system - but in the game it is known as Solar System City. The game world follows a dying and new world archetype as Green Earth must journey into the universe, to places never seen before by those in Solar System City, in order to find their once beloved president Sunny who has been kidnapped. Without Sunny to rule over the city, Solar System City will definitely die.

Solar System City



A once lush and vibrant Solar System City has now turned into a wasteland where there is no order and no balance. The Order of Gravity - a group, created by president Sunny, who were in charge of keeping planets in line and in order have gone to ruin without leadership. Planets dwell wherever they feel, planetary crime is rife, and chaos is an understatement.

Once enormous and beautiful buildings filled with stars and comets are now dull and worn out - lacking the life and personality they once had. Streets are quiet, they lack the happiness that once flowed throughout them, and the atmosphere is dark without the light of their president.

The planets that live within Solar System City are not the same. Without their president and light, they struggle to be happy and joyful. The laughter and smiling that drove Solar System City has disappeared - opening up a black hole for crime and chaos everywhere within it. Lonely moons dwell in the streets, since without the balance needed their planets have forgotten about them and left them abandoned.

Without their president, Solar System City will only continue to go downhill and in time will cease to exist entirely.

The Milky Way Bar

Just located in the outer reaches of the Milky Way sector - a fair distance from Solar System City - lies the Milky Way Bar. A bar run by Godfather Centauri - one of the largest crime bosses within the universe. The atmosphere in the Milky Way Bar is one of a kind.

Beautiful and vibrant galactic Jazz is played there every night, by the one and only Exoplanet Melodies whose songs are as beautiful as Halley's Comet - known to be one of the most beautiful girls in the galaxy. There are plenty of tables and chairs for all types of visitors from all over the galaxy, surrounded by galactic pool tables, for only 2 meteors a game. The Milky Way Bar never sleeps and is always packed to capacity. Vibrant and neon colour lights line the inner walls of the bar with large neon signs sponsored by the star juice companies of the galaxy - quite a collection some would say.

The exterior of the Milky Way Bar is something one can't miss - it can literally be seen from light years away. An enormous neon sign, displaying "The Milky Way Bar", shines as bright as a constellation of stars. The building is lit all around from the glowing light of a hundred stars. Two brute twin planets guard the front entrance like menacing bouncers - policing who can enter and also keeping order within.

Many young planets, moons and comets come to the bar in search of their soulmate and with this young crowd comes a very vibrant atmosphere. The bar attracts good and bad characters and every new day is never the same. Never has Green Earth seen a place where such different characters can blend so well together.

With the many different characters Green Earth will meet in the Milky Way Bar, comes knowledge and perspectives that he has never heard of or seen before. This is where Green Earth will find most of the information he is looking for and be given his quests and missions.

Looney Moon's Shop of Galactic Accessories

Located in the stellar system just next to the Milky Way Bar lies Looney Moon's Shop of Galactic Accessories. This shop has been open for as long as anyone can remember. It is managed and owned by the one and only Looney Moon, an ancient moon who loves collecting and selling special and unusual items.

On account of having been in existence for so long, any type of items that one can think of can be bought here. Items such as new atmospheres, sunglasses and comet fuel for galactic travel are on sale here. Since it has such a wide variety of items, it can cater for almost anyone in the universe and 99% of the time it has what shoppers are looking for. It has a reputation for being affordable and also having a great galactic delivery system.

Due to the shop having been around for a very long time, the building is also said to look like an antique. The outside of the building looks fragile and old with worn away paint and chipped wood that borders the enormous planetary ice windows which provide a glimpse of what's expected inside. The inside of the shops is rather chaotic. Thousands of different items lay strewn on old shelves that can only really cater for half of them. A counter, that is bordered with ray proof glass to protect the priceless items of Looney Moon's special collection, is where Looney Moon stands when selling and checking out items to buyers. Just behind the counter, the more expensive items are stored on wall racks. These items can only be bought on special request and with the permission of Looney Moon.

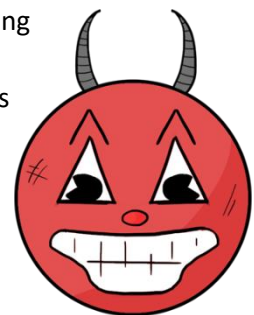
Looney Moon's Shop of Galactic Accessories is where Green Earth will buy all of the items needed for his quest to find president Sunny. Due to Looney Moon's long-lasting friendship with the president, Green Earth will have access to the special items on the wall behind the counter and even a few of Looney Moon's special collection items, such as a dark whole jelly bean.

Sir Mars's Lair

The mad and pshyco Sir Mars, the mastermind behind the kidnapping of president Sunny, definitely has a Lair that complements his unstable and mad personality. Located just along the outer barrier of the Dead Planets Dark Hole, hundreds of light years away from Solar System City - a place where no living planet should ever venture, lies Sir Mars's Lair.

The lair is located in the centre of a huge asteroid, orbiting parallel with the flow and twist of the black hole. The surrounding area is dark and barren, only lit by the light of distant dying stars and moons. It is unbelievably quiet and lifeless, and some say if you are quite enough, you can hear the last few moans of the dying stars and moons before they disappear into the centre of the black hole's abyss.

The asteroid that the lair finds itself in, is massive, which explains why it hasn't as yet given in to the black hole's gravitational pull. It is dark brown in colour and is something that wouldn't catch the eye

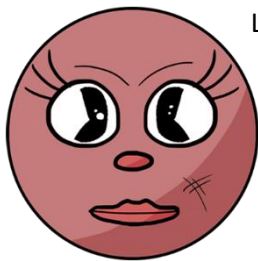


of a distant space traveller, explaining why no one has found Sir Mars's lair yet. The inside of the lair is quite unbelievable - definitely not something one would expect the inside of an asteroid to look like. Chaotic, huge piles of weapons and other dangerous gadgets lie scattered around the lair. Huge screens and computer systems fill the inner parts of the lair and are used by Mr Mar's to monitor whatever he feels like in the galaxy around him.

In the centre of the lair is the ultimate destination of Green Earths quest. A huge bowl made of planetary ice glass which encloses president Sunny. The entire lair's power feeds off president Sunny. This explains the hundreds of wires coming out from under the bowl and running to all sorts of machines and places in the lair.

Sir Mars's lair is the last location Green Earth will venture to in the story. He must either defeat Sir Mars and save Solar System City or perish to the unspeakable evilness of Sir Mars.

Venus Petrenus's Farm of Adorable Moons



Located just a few light years away from the Milky Way Bar lies Venus Petrenus's Farm of Adorable Moons. A farm run by Venus Petrenus primarily for the purpose of breeding the most adorable moon companions in the galaxy. The farm has been around for as long as anyone can remember, and with time Venus Petrenus has perfected the art of moon breeding.

It has the most beautiful meteorite fields ever seen within the galaxy - beautiful paddocks of meteorites filled with the most nutritious, beautiful stars that the baby moons feed on. Hundreds of baby moons to choose from - all hoping for a planetary companion to adventure with across the galaxy. The paddocks are filled with the happy sounds of the baby moons. Its such a cute sound that it attracts travellers from light years away.

Venus Petrenus has a building where visitors and potential moon buyers can view the baby moons of their choice. The building is an old broken down farm house, with worn out wood and an old worn out sign saying, "Venus Petrenus's Farm of Adorable Moons". As you walk throughout the building's front door, you are bombarded by the huge collection of moon competition ribbons and breeding achievements. There are abundant small, but large enough cages to hold the moons for display. The moons are able to run around the small cages and show the potential buyers their talents and attributes in the hope of getting bought.

This is the location where Green Earth finds Mega Moustache Moony, his companion that will accompany him and assist him throughout his adventure in the hope of finding president Sunny and saving Solar System City.

Player-Character Design

Name:

Green Earth

Gender:

Male

Age:

4.5 billion years old. Although this may seem extremely old for a human, in terms of the universe it is considered somewhat young for a planet.

Height/Build:

In respect of planets, their height is dependant on their size. Green Earth is an average height of 5 foot 10 in the universe of Looney Planets. He has a circular and round build.

Race/Ethnicity:

He is a Terrestrial. Terrestrial planets are those made up primarily of rocks and metals and are the inner planets close to the sun. Due to Green Earth's home being so close to president Sunny's political building, he is considered to be living in the Terrestrial zone of Solar System City. This declares Green Earth as a Terrestrial planet on his universal birth certificate.

Complexion/ Skin Colour:

Green Earth has a very light complexion colour due to his green internal land and blue oceans. When green Earth is in contact with light, the light bounces off his atmospheric bubble and creates an even lighter complexion due to the water particles surrounding him.

Hair/Hairstyle:

Green earth never has a set hairstyle. Due to his age, Green Earth has been going through planetary puberty causing his internal hormonal climates to be very unpredictable and uncontrollable. This causes Green Earth to have very little control over his internal climate systems thereby causing his hair, made up of the planets' clouds, to be different every day. Green Earth hopes to one day learn how to control his clouds and make his dream hairstyle, the cloudy comb-over.

Eye Colour:

Based on the chosen art-style, rubber-hose, characters do not have a pupil colour other than black. The eyes' definition and uniqueness is rather provided by the size of the pupils and colour of one's sclera (the white part of your eye). These characteristics definitely contribute to the personality and aesthetics of the character. In the universe of Looney Planets, a planet's sclera changes based on their mood.

Green Earth has very large black pupils complemented by his large eye size. The picture provided of Green Earth shows his sclera to be a maroon-like colour, almost as if he has been crying. This is correct as this portrait was taken of Green Earth moments after he had just heard president Sunny had been kidnapped - the light maroon colour accordingly shows he is feeling sad and wants to cry.

Real-Life or Fictional inspiration:

Green Earth was inspired by our very own planet Earth. All characters or places in the universe of



Looney Planets are inspired by real planets and places in our universe. Although characters and places take on a rubber-hose design, their basic appearance can clearly be related to an actual place or planet in our universe.

Just by looking at Green Earth and saying his name, one would clearly be able to identify his visual similarity to our Earth.

Appearance:

Although green Earth falls under the category of a terrestrial planet, relating him to many other planets in Solar System City, his appearance is rather unique.

Green Earth is one of the only planets in the universe to have such a distinct contrast in their bodily colours. Green Earth's colours are made up of patches of a light green and blue colour. He has given names to these patches, green being land and blue being water.

Over time his land has drifted and shifted and continues to as he goes through puberty - this is known as land break-out. The terrain on the land is constantly changing and leaves Green Earth with lots of land acne and he calls his largest land zit 'Mount Everest'. In the story, Green Earth has a large portion of visible land acne and his land has shifted drastically since he was born.

Green Earth has very large black eyes, clearly showing how he is feeling constantly - although he is not one to hide his emotions, this characteristic could get him in trouble one day. Green Earth has a small light pink nose and a large mouth to show his joyful and happy smile. Green Earth has 2 front teeth, similar to president Sunny, which adds to his innocence and personality.

Due to the art-style, every character in the Looney Planets universe has stick legs. Green Earth has short black stick legs which hold him a fair distance from the ground, allowing him to reach a current height of 5 foot 10. He is considered to be a short planet. Green Earth's physical size is not however considered to be the smallest planet around in Solar System City, but isn't far from it. Green Earth is very circular in shape and his size isn't one to intimidate someone.

Overall, Green Earth's appearance is anything but intimidating. He is very cute in nature and this complements his innocent and happy personality at the start of the Looney Planets story.

Personality:

Green Earth is a very kind and caring planet, always willing to lend a hand to those in need. This is primarily why he takes on the quest to find president Sunny and save Solar System City. Although he is kind and caring, he struggles to comfortably interact and socialize with other planets due to his very shy and quiet nature.

Green Earth is a goody-two shoes when it comes to following the laws and morals of Solar System City. He is never one to break a rule or question president Sunny's governance. Due to his age and current experiences with planetary puberty, he is very emotional and unstable. He lacks self-confidence and this is another reason he takes on the quest - he hopes to prove to himself and other planets that he is capable of a lot more than what he and others think.

Governing Trait:

Caring

Conflicting trait:

Shy

Secondary trait:

Self-doubting

Breaking point:

In the beginning of the Looney Planets Space Adventure story, Green Earth's breaking point is when president Sunny is kidnapped. This is a breaking point for him because not only does he come to the realization that this is his chance to prove himself and do something to be proud of in his life, but also his love for Solar System City has been threatened.

Due to his self-doubtful personality which clashes with his urge to take on the quest to find president Sunny, Green Earth goes through a very emotional time when he realizes he has to put aside his insecurities and doubt and step out of his comfort zone, in order to journey across the universe in the hope of finding president Sunny.

His love and concern for Solar System City and its planets causes him to go through a very sad and dark patch which puts a lot on his shoulders to think about. This effect on him begins to break his insecurities and starts the transformation of who he ultimately becomes towards the end of the story.

This breaking point being so early in the story, allows for a rich and entertaining character growth throughout the rest of the story.

Extroverted or introverted:

Due to Green Earth's shy and quiet traits, he is introverted. He is afraid and nervous to talk to and meet new planets. He is also anxious as to what the other planets will think of him and what they'll say.

This puts a lot of strain on his emotions because he has so much love for Solar System City and its planets-but yet is too afraid to leave his orbit to go and meet them and explore beyond Solar System City.

Strongest Dream:

Due to Green Earth's introverted lifestyle and shy personality his dreams are rather big for him but may however seem small to others.

Green Earth's dream is to not only to break out of his shell of exclusion and make a name for himself in Solar System City but also to finally venture past the outer reaches of Solar System City and explore the wider galactic realm.

Strongest fear:

Although Green Earth is a young and emotional planet, who has many fears and insecurities, his strongest and most oppressive fear is the fear of achieving nothing in his life.

Green Earth is afraid of dying without having achieved his dreams and being unknown by those around him. This fear is what primarily drives his character growth and his choice of taking on the quest to find president Sunny and save Solar System City.

What makes them laugh:

Green Earth loves jokes, and his caring personality causes him to laugh at almost every joke in order to make the person telling it feel good.

What makes them cry:

With Green Earth being a very kind and caring planet, the sight of seeing those around him unhappy makes him very emotional and sometimes even cry. Due to his current experiences with planetary puberty, Green Earth has been even more emotional than he used to be, and the sight of an unhappy planet almost definitely brings tears to his eyes.

Due to him being an introvert, sometimes the sight of looking outside of his orbit and seeing planets his age, together and having fun makes him cry. This makes him feel lonely and sad because he doesn't have the confidence to go out and meet new planets himself.

Dark secret:

Green Earth has always been a good planet, strictly obeying laws and rules. One day, at school, Green Earth was starving and if he did not eat something immediately, he didn't know what would happen to him since he had never experienced this kind of hunger before in his life. He happened to stumble upon another planet's lunch box just before their lunch break. While the other planet was excreting old nitrogen and water vapour, he did the unthinkable, he stole and ate her lunch.

Although this secret may not seem that bad to others, it goes against Green Earth's moral fibre as a law-abiding planet and it was the first time, he had ever committed a crime. He has always kept this dark secret to himself because he feels ashamed and also fears what others will think of him when he tells them.

After holding in this dark secret for millions of years, Mega Moustache Moony is the first person he eventually tells about it.

Religious/Spiritual beliefs:

Green Earth follows the Council of Higher Galactic Powers. This council studies and believes that there are higher powers in the universe, that are responsible for the balance of matter and the creation of all within. This Council has rules but no oppressive ones that affect one's life style.

For Green Earth to join the Council, he had to make a galactic promise that he would spread the word of the Council as well as continue its studies in proving the existence of the higher powers.

Although this council holds meetings and ceremonies, Green Earth prefers to research and read about their beliefs and studies from within his orbit. He is a strong follower and hopes to one day meet the higher powers, whether it be through death or through his quest into the galaxy.

Green Earth's fascination of the unknown and higher powers drives his beliefs and alliance with the Council of Higher Galactic Powers.

Attitude towards government:

Very positive. Green Earth is a big admirer of president Sunny and his work in Solar System City. This admiration is why he loves the government so much and supports all their decisions.

Attitude towards law:

Green Earth is a goody-two shoes and strives to obey all the laws within Solar System City at all times. His love for the government is also what drives his obedience and his desire to always stay in line with the laws and rules within Solar System City.

Green Planet has never seen laws as an issue throughout his life and he strongly believes that they are there for a reason and only for the best intentions.

Attitude towards cultural norms:

Green Earth has always had a positive outlook on the cultural norms within Solar System City. Although he has never really been in a social group or spoken to many people he nevertheless believes that cultural norms are one of the reasons why Solar System City is run so well. If people, follow and obey the cultural norms there will be very little crime and disagreement between its people.

The cultural norms within Solar System City are primarily based on following the laws, government decisions and being kind to those around you. This is why Solar System City came to such ruin when president Sunny was kidnaped since the people didn't know what was right or wrong without the government that they had been brought up to guide them.

Belongs to subculture:

Being so introverted his whole life, Green Earth has never had to chance to experience and see the beliefs and morals of others. He has only ever believed and followed what he was taught as a kid and through galactic school. Green Earth does not fall into a subculture, but rather is like the majority of the people in Solar System City that follow what they are told and believe in what they were taught when growing up.

Education:

Green Earth is an extremely smart planet. He has been top of his class in every grade in galactic school. Green Earth achieved the highest achievement any student can obtain in galactic school – 'The Galactic Brain Achievement', which is only awarded to the highest overall student at the end of a class's studies.

Green Earth also obtained his degree in the art of Orbital Maintenance at the local university, the University of Solar System City. Although he has been offered many scholarships to study at universities light years away, he has turned them down as he was too afraid to leave Solar System City.

Economic status:

Wealthy. Green Earth is a very wealthy planet since an Orbital Maintenance manager is one of the highest paying jobs in Solar System City. Due to his wealth, Green Earth is able to live in the terrestrial high-class neighbourhood of the terrestrial zone in the city, which is one of the wealthiest neighbourhoods, bordering president Sunny's political building.

Current job/career:

An Orbital Maintenance Manager. This job requires one to constantly ensure that important planets are orbiting correctly and to fix them when they aren't. This job has long hours. Green Earth works the entire day and can also be called out after hours.

This job is a one-man job. This is why Green Orbit enjoys it so much as he is helping others while still being able to work alone and not worry about socializing.

Love life:

Green Earth has never really had the opportunity to find a girl he really loves or intimately cares about. He is always working and definitely not brave enough to speak to any female planets due to his shyness and self-doubt. He feels like if he approaches a girl, she will reject him because he is not good enough.

Along his quest, he meets a female comet, Comet Lexy, whom he later falls in love with. This for him is the first time he ever experiences a love so strong and deep for someone.

Family:

Green Planet has only ever had 2 family members, his dad (Papa Earth) and his mom (Mama Earth).

Green Planet has not seen his parents in light years due to their choice of moving on to new places in the galaxy.

Although he misses them a lot, he finds comfort in the thought of their love and how happy they are exploring the galaxy. Green Planet is not entirely sure if his parents are still alive but a feeling inside his core tells him they are.

Behaviour towards strangers:

Green Earth's behaviour towards strangers is very peculiar and exactly how one would expect him to behave based on his personality traits.

Always looking at the ground, never making eye contact with other planets, comets or moons involved in the conversation. Struggling to speak fluently, stuttering and swallowing his words constantly.

Green Earth keeps conversations with strangers short and sweet, saying and doing as little as possible.

Favourite food:

Green Earth's favourite food are space cookies. Space cookies are cookies made from star dust, nitrogen and asteroid bits. Green Earth can eat hundreds of them at a time and keeps packets of them stored within his orbit, for whenever he feels like them, which is almost every day.

Favourite drink:

Green Earth's favourite drink is grape pop star juice. Since the first time that Green Earth ever tried grape pop star juice he has been addicted to it. The fizzy grape flavoured star juice gives him the energy and buzz he needs to get through each long working day.

The perfect snack for Green Earth is a handful of space cookies and an ice-cold grape pop star juice.

Favourite clothing:

In the universe of Looney Planets, planets, comets and moons don't wear any clothing.

Green Earth's favourite item of clothing is his space ball cap, given to him by his father before he left. Almost every time Green Earth leaves his orbit he is wearing the bright red space ball cap and is never seen without it. The cap fits his head perfectly and is priceless to him.

Space ball caps are very similar to baseball caps, having the same shape and design.

Bio:

Green Earth was born and raised in Solar System City. He has spent his whole life in this city and has always been scared to leave its borders, to explore the galaxy and make a name for himself.

Ever since a young baby planet, Green Earth has always struggled to talk to other planets and comets and make new friends. This is because of his very shy and quiet personality. At the beginning of the story Green Earth has been living a very lonely and introverted life.

Green Earth attended the school of Solar System City. After his school career had ended, he then followed to study the arts of Orbital Maintenance at the local University of Solar System City. Green Earth chose this career due to his deep interest and love for the theories behind orbital maintenance and heard that it was a one-man job. This allows Green Earth to work alone and not have to worry about socializing.

Before president Sunny got kidnapped Green Earth's life had been very simple and boring. This was indirectly the moment he had been waiting for to do something good with his life, make a name for himself and explore the wider galaxy.

Story/plot involvement:

Green Earth is the main character in the game's story. The story primarily focuses on his journey across the galaxy in order to find and save president Sunny from Sir Mars. The player plays the game as Green Earth.

All happenings and scenarios within the game's story are from the perspective of Green Earth and throughout the story and these happenings it moulds Green Earth into the hero he becomes at the end of it.

Character development and growth:

The character of Green Earth that is seen at the beginning of the story, is completely different to the character that is seen at the end. Throughout the story there are distinct and important aspects that develop and grow within the character.

At the beginning of the story, Green Earth is a very introverted young planet who is too shy and quiet to talk to strangers. Also having never left Solar System City, just venturing past the walls there is growth within Green Earth. Taking on the quest and leaving Solar System City creates a large amount of room for Green Earth to grow and develop as a character and to make a name for himself in Solar System City.

When Green Earth ventures past the walls of Solar System City he gains a great bit of confidence and self-belief due to the thought of stepping outside of his comfort zone and challenging himself. Along his journey across the galaxy Green Earth meets and talks to more planets, moons and comets than

he ever has in his entire life in Solar System City. This begins to dismantle his social fears, introversion and shyness and he starts to become more comfortable around others, now being able to make eye contact more often and speak more fluently regardless of what others think.

Along his journey across the galaxy and ultimately saving president Sunny, Green Earth has developed from a self-doubting young planet into a planet that finally believes himself and what he is capable of. By saving president Sunny, green Earth has achieved his dream of making a name for himself in Solar System City. With all the fame in the universe, this is the most important to him and because of this, Green Earth believes that he can really make a difference in the universe and especially to those around him.

Relationships with other characters:

- **Mega Moustache Moony**
 - Mega Moustache Moony is Green Earth's moon companion. The two have a very close and strong relationship and never leave each other's side. Mega Moustache Moony follows Green Earth along his quest to find president Sunny, carrying Green Earth's items and belongings as well as protecting him from danger.
- **President Sunny**
 - Green Earth has a very deep admiration and respect for the president of Solar System City due to the governance and balance that he gives the city. Although this feeling is one-way at the beginning of the story, when Green Earth finally finds, and rescues president Sunny the respect and admiration is then returned. At the end of the story, the two become very good friends and president Sunny ensures that everyone in Solar System City is aware that it was Green Earth who saved him thereby fulfilling Green Earth's dream of becoming famous.
- **Comet Lexy**
 - The relationship between Green Earth and Commit Lexy starts off as a plutonic friendship. Throughout Green Earth's quest and constant need for Commit Lexy's information and help, intimate feelings start developing between the two. At the end of the game's story, the 2 finally confess their love for one another and become planetary soulmates, who plan to live and orbit together for the rest of their living years, with of course Mega Moustache Moony.

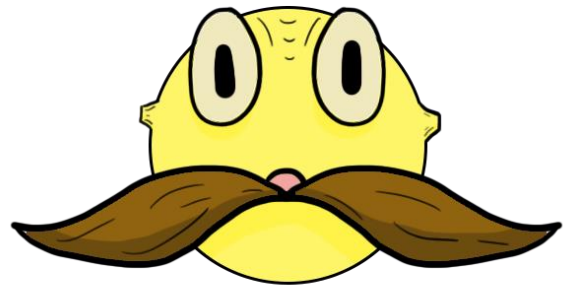
NPC Design

Name:

Mega Moustache Moony

Title:

Companion and sidekick of Green Earth.



Moons are primarily bought, from selective breeders, as companions and side-kicks of frequent travellers within the galaxy. Ultimately, the two hopefully become lifetime friends and never leave each other's sides.

Age:

60 million years old.

Moons are often bought at a very young ages to ensure they develop their loyalty towards their companions over time as they grow. Old and wise wild moons are one of the hardest NPC's in the galaxy to tame due to their stubbornness and opinions and thus its better to acquire and train them when they are still young.

Ethnicity/Race:

Although Mega Moustache Moony's is classified as a moon, there are several different breeds and types of moons.

Mega Moustache Moony is a big-eyed small moon. One of the rarest and most expensive moons within the galaxy due to their surprising strength, knowledge and lifetime loyalty to their companions. Green Earth is able to afford him comfortably due to his wealthy economic status.

Complexion/Skin colour:

Big-eyed small moons are very light in colour and complexion. Mega Moustache Moony has a very pale pigmented yellow colour rock making up his body. From a distance he almost looks white. His complexion glows in light-enhancing his pale pigmented yellow rock and making him stand out in a crowd.

This glowing effect is a very unique feature, found in only a small number of big-eyed small moons, adding to the value of these moons.

Height:

Moons are noticeably much smaller and shorter than Planets.

Mega Moustache Moony stands at a height of 2 foot 5, which is almost half the size of Green Earth. These moons are often looked down on based off of their small size, but when one is lucky enough to experience their strength and knowledge it leaves one speechless.

Weight:

Mega Moustache Moony weights just under 100 000 tons. Due to this breed of moon having very small sizes, they are much lighter than planets and are easy to gravitationally transport around the galaxy, requiring almost next to no effort for the companion to transport them.

Eyes:

Mega Moustache Moony has very large and distinct eyes. Large black pupils dilate and expand based on what he is feeling. Moons follow a very similar process of showing emotions to planets. Mega Moustache Moony's sclera's change colour based on his emotions but are primarily white when he is in orbital idle (the moon rotates around their companion passively and will only break out of orbit upon their companion's command).

Hair:

Mega Moustache Moony lacks hair on the top of his head, but rather has a very peculiar mega-sized moustache on top of his upper lip. This moustache is so large that Mega Moustache Moony stores his companion's items and stuff in it rather than using a back-pack like most moons.

The moustache is light brown in colour and is styled in a wild west shape. This moustache is the softest thing Green Earth has ever felt and is surprised at how well Mega Moustache Moony maintains it.

It is an extremely rare case to find a moon with facial hair, but to find one with such a mega-sized moustache is unheard of.

Personality and Demeanour:

Mega Moustache Moony is a very out-spoken and intelligent moon. Never afraid to tell Green Earth his opinions and his beliefs. He is very honest and ensures he stays honest with Green Earth throughout their companionship, always giving and telling Green Earth the blatant truth. Mega Moustache Moony is very caring, in a subtle way and this is clearly shown throughout him and Green Earth's journey across the galaxy, only ever showing his care for Green Earth when needed. Always acting in the best interests of Green Earth and his wellbeing.

Mega Moustache acts and behaves as Green Earth's conscience and father figure along their quest. Telling Green Earth what is right and wrong - especially pointing out important life lessons that should be learnt as a planet. He behaves in a very structured manner, never jumping to conclusions until proven, often being the one to calm down Green Earth in dangerous and nervous times.

Appearance:

Mega Moustache Moony is a very round and small moon, with small meteor craters breaking his perfect roundness and smoothness. He has a mega sized light brown moustache that is always perfectly maintained. It wiggles when he talks. Mega Moustache Moony has a perfect set of pearl white teeth, always clean and taken care of. Big eyes that always show exactly how he is feeling, and which keep an eye out for danger.

He never wears a piece of clothing or apparel other than the stickers Green Earth sticks on him, from the different places they have visited throughout the galaxy. This collection of stickers is personal and special to both of them, as neither of them have previously explored the galaxy to such a large extent.

He has very short legs, explaining his height of only 2 foot 5. Mega Moustache Moony has a straight face the majority of the time, smiling and laughing very rarely.

Backstory:

Bred and born on Venus Petrenus's Farm of Adorable Moons, Mega Moustache Moony was never

able to meet his parents, as they were special big-eyed small moons primarily brought in for the purpose of breeding once every light year. The light year Mega Moustache Moony was conceived and born was the year the 2 moon farms' partnership ended.

At a very young age, Mega Moustache Moony started reading and learning about different things in the galaxy in the hopes to one day find a companion that he could travel with around the galaxy and who would suit him perfectly. Whilst growing up he had many moon friends and grew a fond liking to Venus Petrenus, who treated him and the other moons very well.

Every day him and his friends would run around and play space ball in the farm's lush meteorite fields. Just before lunch, visitors and potential buyers would come to the farm and view the moons. Based on the buyers moon requirements, Mega Moustache Moony would sometimes get picked and put in the viewing room, in the hope of getting picked and bought.

Over time, Mega Moustache Moony began to run out of hope of being picked as a companion, but one very special day his loss of hope was defied. Called into the viewing room for a potential customer who was looking for a moon companion to journey with him across the galaxy and to also keep him in line, it was the first time that he met Green Earth. Some might say it was companionship at first sight.

This was the day Mega Moustache Moony was bought and could finally leave the farm. Ever since this day, the companionship and bond between the two has been growing stronger. Not a day goes by where Mega Moustache Moony doesn't think about the friends he left behind at the farm, but he made a promise to them to one day journey back to it and visit them.

Motivations:

Mega Moustache Moony's first motivation for journeying with Green Earth across the galaxy, in the hope of finding president Sunny, is his love and curiosity for the galaxy. Ever since a small moon, he has read and studied countless books and scripts about the galaxy and what lies within. Mega Moustache Moony wants to experience what he studied and read, physically and visually.

Mega Moustache Moony's second motivation is the love and admiration he has for Green Earth. Ever since Green Earth bought him, he has always felt that he owes Green Earth his life. Due to the debt Mega Moustache Moon feels he owes Green Earth; he feels as though he must help Green Earth across the galaxy in order to find president Sunny and keep him safe.

Linear Narrative Critical path

Chapter 1: The peculiar kidnapping of President Sunny

Exposition:

The chapter opens with a cutscene, a flashback of Green Earth having the dream of making a name for himself in Solar System City, but never actually being brave enough to do it. The cutscene is more of a still image slideshow, all hand draw to the rubber-hose art style the game follows. This cutscene briefs the player on the key personality issues of Green Earth, his introverted and self-doubtful nature, and how important partaking on a quest would be for him and his characters growth. The purpose of the cutscene is to provide the player with a background of Green Earth, to understand his personality and begin the growth of the intimate player experience that will develop when Green Earth grows as a character based on the actions of the player. The cutscene at the beginning of every chapter provides an overview of the scenario and what the player/Green Earth will need to do in order to move on to the next.

Once the player is briefed about the kidnapping of president Sunny and its effects on Solar System City and more personally Green Earth, there is a rising realization of the importance of partaking in this quest. In a short and sweet tutorial, the player must guide Green Earth to the political building of where president Sunny once was. The player is taught how to control the movement of the character both in a social space (viewed in a 2.5D view) and in a run-and-gun level (Viewed in a 2D side-scroller view). The player is taught how to jump, walk and run.

Throughout gameplay, the player is provided with the thoughts of Green Earth. This helps create a connection between the player and the character. The first thought the player is provided with is the importance of having a moon companion on such a tedious quest and exploring the unknown. Green Earth states he had remembered reading this in a book about galactic travel when he was younger. The player is notified that a new location on their galactic handbook map is available. with this, the player now has access to Green Earth's handbook in which the player can read about the character's lore, location lore as well as access Green Earths inventory and hand drawn map of the galaxy. The location added is Venus Petrenus's Farm of Adorable Moons.

With a fair portion of comet fuel left behind by Green Earth's parents in case he ever wants to travel one day, as well as a fair amount of money, the player is taught how to travel to different locations on the map and how to identify how much comet fuel it'll cost. Green Earth travels to the farm, in the hope of finding a moon companion.

Rising Action:

Green Earth arrives at Venus Petrenus's Farm of Adorable Moons. The player is notified that there is a new location added to the location lore and a new character added to the character lore in the handbook. Arriving at the farm is a very important moment to him and the beginning of Green Earth's character growth since this is the first time he has ever left Solar System City despite his doubtful and shy traits. This is also an important experience for the player since the farm shows the player exactly how looney and bizarre the universe of looney Planets Space Adventure really is.

The objective given to the player/Green Earth is to wander through the asteroid fields of the farm to the main building, where the process of choosing a moon will begin. The player controls the movement of Green Earth, guiding him through the fields, being followed by many excited moons, to the main building. The fields are viewed in 2.5D as it is more of a social space for moons than an actual gameplay level. When the player enters the main building, the view is changed to 2D.

The cutscene begins where the player views the conversation between Green Earth and Venus Petrenus. She explains the history behind the farm, the importance of a moon companion as well as the benefits they provide the character/player throughout their exploration of the galaxy. Once the cutscene/conversation is over, the player must follow Venus Petrenus into the viewing room where the moon selection process begins.

As every new moon shown, the player is able to read Green Earth's thoughts on it and understand why he doesn't pick it. Finally, after viewing multiple moons, the player and Green Earth are introduced to Mega Moustache Moony. Green Earth decides to take him, and the player is notified that a new character's lore is added to the handbook. After the purchase, Venus Petrenus runs Green Earth/the player through a tutorial on how to use the companion (inventory and abilities) and interact with it.

To kick off the relationship with Green Earth and his moon companion, Green Earth breaks down his quest to Mega Moustache Moony and asks for his opinion on what the next step could be in terms of finding out information of who could be behind the kidnapping and where to go. Mega Moustache Moony explains to Green Earth that a place called the Milky Way Bar is known to be one of the biggest gossip and information hubs in the galaxy and this is where he could potentially find information about the kidnapping. The player is notified that a new location is added to the map. He must then select it and travel to the Milky Way Bar.

Climax:

Spawned in the front of the Milky Way Bar, Green Earth is greeted by 2 brute twin planets who are in charge of keeping order and balance within the bar. The player is able to walk around and explore the front of the bar, but must eventually enter the front door of it. Since the bar is a social space it will be viewed by the player in 2.5D.

Once entered the player/Green Earth is bombarded by the vibrant noise of chatter and the beautiful music of the Exoplanet Melodies. Once the player enters the bar, a new objective is added in that they must chat to Big Boy Pluto, a very small planet, known to always know the spice of the galaxy. Green Earth/the player must walk up to Big Boy Pluto and begin the conversation. This is the first time the player experiences a split in the linear story. Based on what the player chooses to say to Big Boy Pluto, he can either just hand out the information of Sir Mars and where to find him or the player/Green Earth will be required to beat Big Boy Pluto in a game of galactic pool for the information. When the conversation is over 2 new characters are added to the character lore, Big Boy Pluto and Sir Mars. Two new locations are also added to the map, Sir Mars's Lair and Looney Moony's Shop of Galactic Accessories.

If the player chooses to visit Looney Moony's Shop of Galactic Accessories before travelling to Sir Mar's lair, this is the first time the player is able to alter with the difficulty of their gameplay. Looney Mooney will display and offer special accessories that will aid the player in the quest to defeat Sir Mars and make it easier. If they don't choose to visit Looney Mooney they will then have to complete the run-and-gun and boss fight without any special accessories, thereby making it make harder. If the player visits the shop, they will have the opportunity to buy atmospheric shield potions (health potions) and a special ability for their companion, a force field shield-used to block projectiles for a short duration. Visiting Looney Mooney adds him to the character lore and although a player does not need to choose to buy the item and ability, visiting Looney Mooney is needed to obtain 100% completion within the game.

Now prepared and ready for action, Green Earth and his moon companion are now required to travel to Sir Mars's Lair, located on the outer barrier of the Dead Planets Dark Hole, to carry on with their quest. A short cutscene is played to show the outside of Sir Mar's Lair and emphasize the large portion of character growth that is to take place in this run-and gun level, Green Earth being a very innocent and self-doubtful character is required to defeat Sir Mars and his minions.

Green Earth/the player are required to run-and-gun through a 2D level, set in Sir Mars lair defeating hordes of Sir Mars minions, darkened comets. Once the minions have been defeated, Green Earth and his moon companion are required to take on Sir Mars and defeat him. This is the first time the player experiences a boss fight. If the player takes the time to read the lore of Sir Mars, they will be made aware of his weak spot just under his planetary body.

Ultimately after a long and challenging boss fight, despite whether the player decided to visit Looney Moony or not, Sir Mars is defeated and president Sunny is rescued.

Falling Action:

After defeating Sir Mars and rescuing president Sunny, the player/Green Earth's next task is to return him to Solar System City. The player is required to access the map and choose to travel to Solar System City.

On the arrival back to Solar System City, a cutscene is played. Hundreds of comets, moons and planets, all citizens of Solar System City, cheering in front of the cities political building. This is a very important part in the character growth of Green Earth as the player and him have completed their first quest and have realised their worth. The citizens of Solar System City chant Green Earth's name and cheer for him, helping Green Earth achieve and reach his first dream of obtaining a name for himself in Solar System City and doing something exciting with his life.

The player/Green Earth then has the opportunity to explore the political building and chat to president Sunny. The political building is added to the map and its lore is added to the handbook. In the conversation with president Sunny, he states his gratitude and emphasises that he owes Green Earth a favour, which favour will come into use in another chapter in the story.

Denouement:

Now that Solar System City is back to its former balance and structure and Green Earth/player have completed their first quest, the player is now able to use Green Earth's tools and abilities comfortably and has a basic understanding of the overall background of the story.

The player can either choose to return to the explored locations and explore them more, or report immediately to president Sunny, who has alerted Green Earth he has a quest available.

Overall, the first chapter of Looney Planets Space Adventure is primarily focused on Green Earth's beginning stages of his character growth and development, as well as teaching the player how to play and understand the game.

Ambient Dialogue

4 ambient dialogues are provided for the first 4 headings of the linear narrative critical paths.

Exposition

Said by: Green Earth

When: After personally taking on the quest to save president Sunny

Where: Solar System City

Dialogue: "If I stand any chance at completing this quest mister, I would definitely need a moon companion. Venus Petrenus's Farm of Adorable Moons is the place to be!"

Description: This dialogue is responsible for providing the player with the information of the importance of a moon companion when travelling around the galaxy. This dialogue is portrayed as being through Green Earth (spoken in the mind of Green Earth) and gives insight to the player on what their next objective will be. In terms of this dialogue, the objective will be to travel to Venus Petrenus's Farm of Adorable Moons and find the right moon companion for him.

After this dialogue is spoken, the new objective is added to Green Earth's handbook, namely traveling to the farm and finding a moon. Venus Petrenus's Farm of Adorable Moons is also added to the map and location lore.

Rising Action

Said by: Mega Moustache Moony

When: Just after Green Earth breaks down his quest to Mega Moustache Moony and states he has no idea where to start in terms of finding who kidnapped president Sunny and where to find them.

Where: Venus Petrenus's Farm of Adorable Moons

Dialogue: "Milky Way Bar is the place to be, to catch up and find out the gossip and the spice of the galaxy-no gossip ever goes under looked in such a place."

Description: Both the player and Green Earth, being clueless as to where to start the investigation of the peculiar kidnapping of president Sunny, such information is very valuable to them. It provides the two with a solid idea of where they possibly could find out who is behind the peculiar crime and where to find them.

Just after the ambient dialogue is read, the Milky Way Bar is added to the map and to the location lore.

Climax

Said by: Big Boy Pluto

When: When the player/Green Earth walks past Big Boy Pluto

Where: The Milky Way Bar

Dialogue: "I once personally knew Sir Mars, a planet definitely gone off the rails. Between me and you, he is said to have been the one to have kidnapped president Sunny" (*Whispered*)

Description: With both Green Earth and the player having no idea of who to talk to and where to start in the bar, the ambient dialogue provides them with insight that Big Boy Pluto could know something about the so-called Sir Mars and where they could find him. With the player having no

objective of talking to a specific character in the bar and the ability to talk to multiple characters, the dialogue guides them and if heard, shortens the time it takes to find out about Sir Mars and where to find him.

Even after the ambient dialogue is heard and said, no new objectives are added to the handbook since finding out information about the peculiar kidnapping is meant to be challenging and is only made easier if the player is paying attention to their surroundings and sounds.

Falling Action

Said by: President Sunny

When: After president Sunny and Green Earth return to Solar System City

Where: Solar System City

Dialogue: "I am forever in debt Green Earth, if you are ever in need of a favour you can always call"

Description: This is a clear indication to the player of how their character has grown and is growing within the story. Green Earth, a once shy and afraid planet-is now respected by one of the figures he looks up to. This adds a sense of depth in the player experience-in terms of their characters growth.

This also indicates to the player that in a later chapter, they will be able to call for the aid of president Sunny and take on an even harder scenario.