



Earl

The Penguin

Earl the Penguin

Mission Design Document

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GD33



You think You
are a WARRIOR?

Table of Contents

Hero and World Overview.....	3
World Map	3
Gaining the Natives Trust.....	3
Arc 1 Side Quests.....	4
Arc 1 Beat Chart.	6
Native People Attacked.....	7
Arc 2 Side Quests.....	8
Arc 2 Beat Chart.	9
Finding the Treasure.....	10
Arc 3 Side Quests.....	11
Arc 3 Beat Chart.	12
Mini-Games.....	14
Enemy Types.....	15
Enemy Groupings.....	18
NPCs.....	19

Hero and World Overview

Earl the Penguin is 46 years old. He is tall for a penguin at 2 feet 9 inches. Earl worked his way up through the mob, starting when he was 19 years old. Earl wants to retire from the Mob life and spend time with his friends relaxing and living at his vacation house in Antarctica. After Earl was kidnapped and placed in the New York City Aquarium, he escaped with the help of the Alligator Gang. They helped Earl escape if he would help them by going to the island to retrieve their Alligator Artifact that was stolen from them by the Seal Mob. The Seal Mob gave it to the natives to protect.

Guin is in the Caribbean near St. Lucia. The Island has mountains along the south side encompassing a volcano in the middle. In front of the volcano is a temple the natives on the island used to use to worship the volcano. Hiding the volcano is a dense jungle that extends to the beach on the north of the island where the natives of the island reside.





Map Legend

- 1 – The Location of the native camp site.
- 2 – The location if the rebel camp site.
- 3 – The Temple in the **Find the Treasure** Arc.
- 4 – The Volcano of the island.
- 5 – The Ocean Temple from the **Native People Attacked** Arc.

3 Mission Arcs

Gaining the Natives Trust

Overview: This mission starts when Earl arrives on the island. Earl first must locate the natives and become friends with them. When Earl first arrives he is captured by the natives and thrown in jail. After pleading with the natives Earl is given a choice to help them kill a group of Rebels on the island to prove himself.

Section 1: Locating the Native People

Objectives:

- Explore the jungle looking for clues about the location of the native people. The player enters the jungle and is sees people running through the jungle.
- Chase the native people. The player runs after the native people, avoiding obstacles in the environment and enemies. When the player catches up, they enter a trap and become captured.

Section 2: Convince Natives Not to Kill You

Objectives:

- Talk to village elder. The player is interrogated by the village elder and answers questions. The player only answers questions in this part of the quest and has to answer the correct questions to advance.
- Kill the enemies. The native people force Earl to fight animals from the island they have captured. The player has to kill all of the enemies to advance. The enemies come in 3 waves, starting with 3 enemies, then 4 enemies and ending with 5 enemies.

Section 3: Ambush the Rebel Tribe

Objectives:

- Gather three native people to accompany you. The player talks to 5 native people and selects three to go with them to attack a group of hunters from the rebel tribe.
- Travel to the Hunting Area.
- Kill the Group of Hunters. The player attacks a group of five hunters with the three native people accompanying them. As the player kills the fourth one, a cut scene occurs showing the last one running off.
- Return to the village.

Side Quests

Hunting:

The player can choose to go hunting with the Natives and kill three tigers. The quest leads the player into the forest. Two natives will accompany the player and the player must locate and kill three tigers.

Reward: Completing **Hunting**, the player is awarded with increased damage.

Fishing: The player can accompany two villagers to go fishing for food. The player travels to the beach left of the town. At the beach, the player fishes. Fishing is a mini game and can be found in the mini-game section. The player must catch 3 fish to complete the side quest.

Reward: Completing **Fishing**, the player is awarded with increased health.

Map Legend:

Start Point: The starting point of the level is Earl.

Red Star: The RED STAR is the first mission.

White Star: The WHITE STAR is the second mission for the player.



Arc 1 Beat Chart Legend:

Combat – The player is actively engaged fighting enemies and must defeat them to proceed.

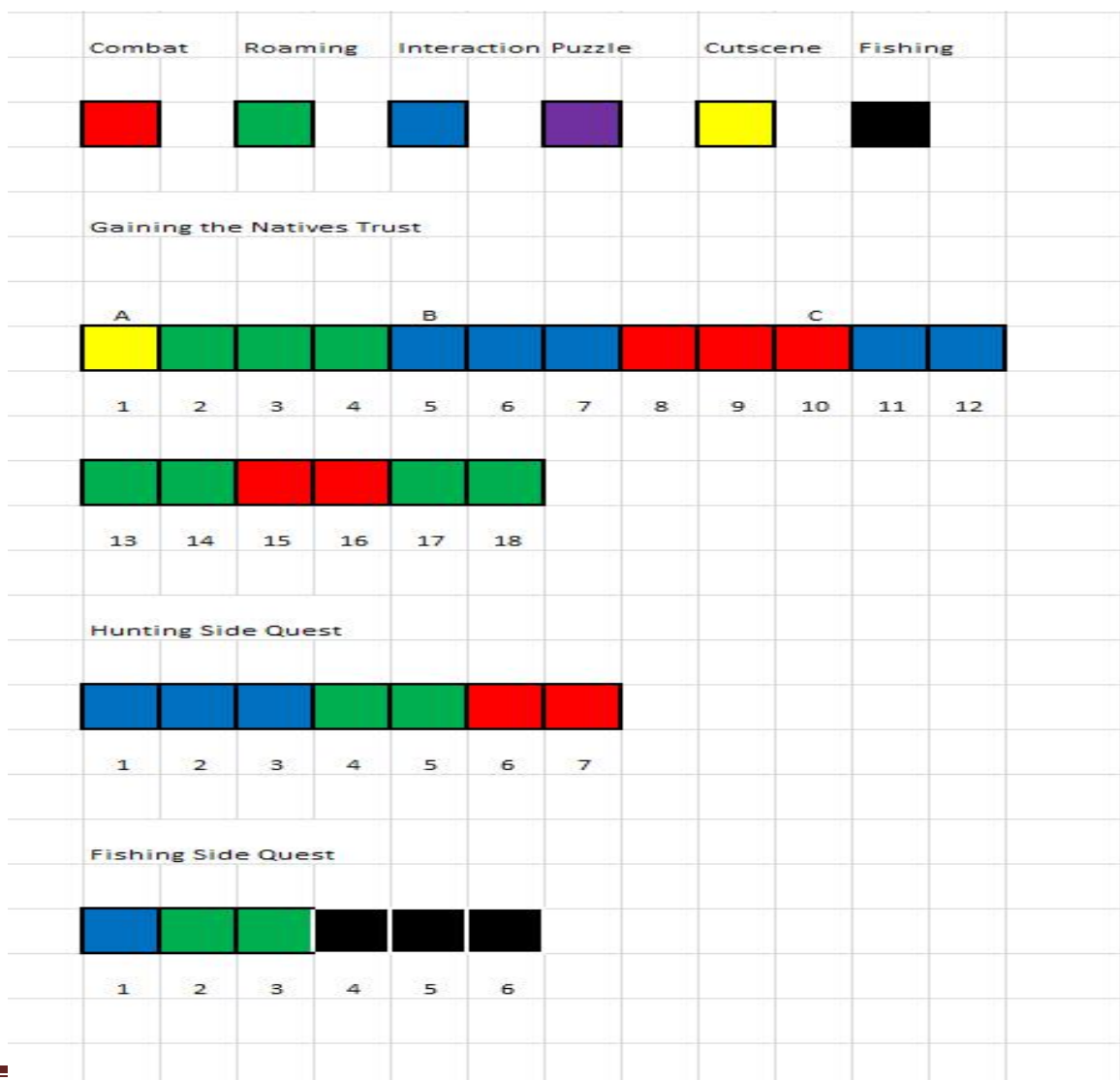
Roaming – The player is moving around the island. The player can encounter enemies here.

Interaction – The player engages in conversation or spends time with NPC characters.

Puzzle – The player must complete a puzzle.

Cutscene – The player watches a cutscene.

Fishing – Fishing is for the side quest and only available during the Gaining the Natives Trust arc. Fishing is a mini-game in which the player attempts to catch fish.



Native People Attacked

Overview: The second mission has Earl defending the native people while they are attacked by the rebel tribe living on the island. During the fight Earl meets **Mike**, who explains the current situation on the island to Earl.. Earl decides to help the Rebels, and ultimately the native people. The player meets Sid here to give a perspective of the lives of the native people.

Section 1: Defend the Native People

Objectives:

- Defend the village. The player has to defend the village for two minutes, waiting for help to arrive to fend off the attack.
- Defeat the Wave of Enemies. With help from the native people who have just returned Earl must defeat 10 enemies and push the attack back.
- Escape the Village. After defeating the first wave of enemies, the rebel tribe launch their second wave attack and overpower the natives. Earl must escape from the village as it is being burned down. As the native people escape, Earl is captured by the rebels.

Section 2: Understanding the Rebels

- Untie Yourself. Earl starts tied up in the rebel camp. Earl must sneak around the camp to find wire cutters and untie himself
- Escape the Camp. Earl continues sneaking through the camp and tries to escape. As the player is about to leave the camp, Earl is approached by Mike. **Mike** explains the situation about Juan to Earl and Earl decides to help him.

Section 3: Kill Juan

Objectives:

- Travel to the native village.
- Look for survivors. The player looks around the village and surrounding area for any survivors who escaped the attack.
- Follow **Sid** to the native hiding place.
- Kill the natives in the hideout. When Earl arrives most people are sleeping. He starts by killing the natives alive keeping watch, but silently. He then moves past the rest of the camp sparing all the innocent lives looking for Juan.
- Kill Juan. Juan wakes up and confronts Earl. The player must kill Juan.

Side Quest:**Find Sid's Daughter:**

When the player returns to the destroyed village, Sid will approach them and ask them to find their daughter. If the player accepts they look through the forest for the daughter, encountering enemies. After they find her, they have to escort her back

Reward: Completing **Find Sid's Daughter**, the player is awarded with a small amount of money, but it unlocks the **Fighting Tournament** in **Find the Treasure**.

Explore the Ocean Temple:

While at the rebel camp, the player can talk to the rebels. One of the rebels will ask the player to go into the Ocean Temple and collect retrieve the sacred artifact Juan sealed there. The player goes to the temple and solves 3 quick puzzles, with a Temple Guardian protecting the artifact.

Reward: Completing **Explore the Ocean Temple**, the player is rewarded with a new weapon only found in this side quest.

Map Legend:

Start Point: The starting point of the level is Earl.

Red Star: The RED STAR is the first mission.

Blue Star: The BLUE STAR is the second mission.

White Star: The WHITE STAR is the third mission for the player.

**Arc 2 Beat Chart Legend:**

Combat – The player is actively engaged fighting enemies and must defeat them to proceed.

Roaming – The player is moving around the island. The player can encounter enemies here. During Defend the Native People mission, roaming involves sneaking around the camp.

Interaction – The player engages in conversation or spends time with NPC characters.

Puzzle – The player must complete a puzzle.

Cutscene – The player watches a cutscene.

	Combat		Roaming		Interaction		Puzzle		Cutscene				
	■		■		■		■		■				
	Native People Attacked												
	A				B				C				
	■	■	■	■	■	■	■	■	■	■	■	■	
	1	2	3	4	5	6	7	8	9	10	11	12	
	■	■	■	■	■	■	■	■					
	13	14	15	16	17	18	19	20					
	Finding Sid's Daughter												
	■	■	■	■	■	■	■	■					
	1	2	3	4	5	6	7	8					
	Explore the Ocean Temple												
	■	■	■	■	■	■	■	■	■				
	1	2	3	4	5	6	7	8	9				

Finding The Treasure

Overview: The final mission starts with Earl arriving at the temple with the native people. Earl is given access to the temple and has to make his way to the fifth floor to find the treasure. Inside of the temple there are enemies, puzzles and a maze. Earl must survive these challenges before encountering a lava monster at the bottom of the temple.

Section 1: Top of the Temple

Objectives:

- Go to the Temple.
- Get inside the temple. The player must find two statues on the left and right side of the temple in order to open the door.
- Defeat all of the enemies. The player walks into the first room and falls through the floor to the second room. Inside the room there are six enemies waiting for the player.
- Open the Door to the Next Floor. The player moves through 3 rooms fighting enemies, with a small room in between to break up combat and provide healing for the player. After the third room the player finds the switch to open the door to the next floor.
- Find the Exit in the Maze. The player falls into a maze on the fourth floor. Inside the maze are three orbs the player must collect to open the door. There are no enemies in the maze.

Section 2: Bottom of the Temple

Objectives:

- The player falls onto the final floor in the temple. The floor is filled with poisonous gas and the player must reach the end before dying. The gas kills the player slowly. The player runs through rooms and the door closes behind them as they enter the room. The player can trap themselves in rooms.
- While running through the bottom floor the player will also have to kill enemies.
- When the player reaches the end a cutscene will show the boss, the objective then becomes confront the boss.

Section 3: Defeat the Seal Lava Monster and Escape

Objectives:

- Defeat the Seal lava monster. The player fights the boss and must shoot rocks in the volcano that fall onto the monster and eventually kill it.
- Escape the volcano. The player runs up the volcano as lava begins rising and eventually spewing out. When they get to the top the player skateboards down the volcano dodging obstacles.
- Leave the island. The player runs back to the beach they started on and are picked up by the Alligator Gang.

Side Quest:

Find the Survivors:

Outside of the Temple Mike will ask Earl one last favor. Mike asks Earl to find Juan's friends who escaped during the attack. Mike wants Earl to kill these men so they do not cause problems in the future for the tribe. If the player accepts they travel around the island looking for 3 natives who escaped.

Reward: Completing **Find the Survivors**, the player is rewarded by becoming an honorary member of the native people. Mike makes Earl honorary prince of the tribe because he helped kill Juan and save the tribe.

Fighting Tournament: Completing **Fight Tournament**, the player is rewarded with a set of armor that has been passed down in the tribe for generations. The armor is very powerful and only obtainable from the side quest.

In the village when **Find the Treasure** starts, Earl can talk Sid and he will tell Earl about the fighting tournament the village is having. If Earl accepts, a cutscene introduces the tournament and the player fights in three rounds. At the end another cutscene is shown showing Earl the winner.

Reward:

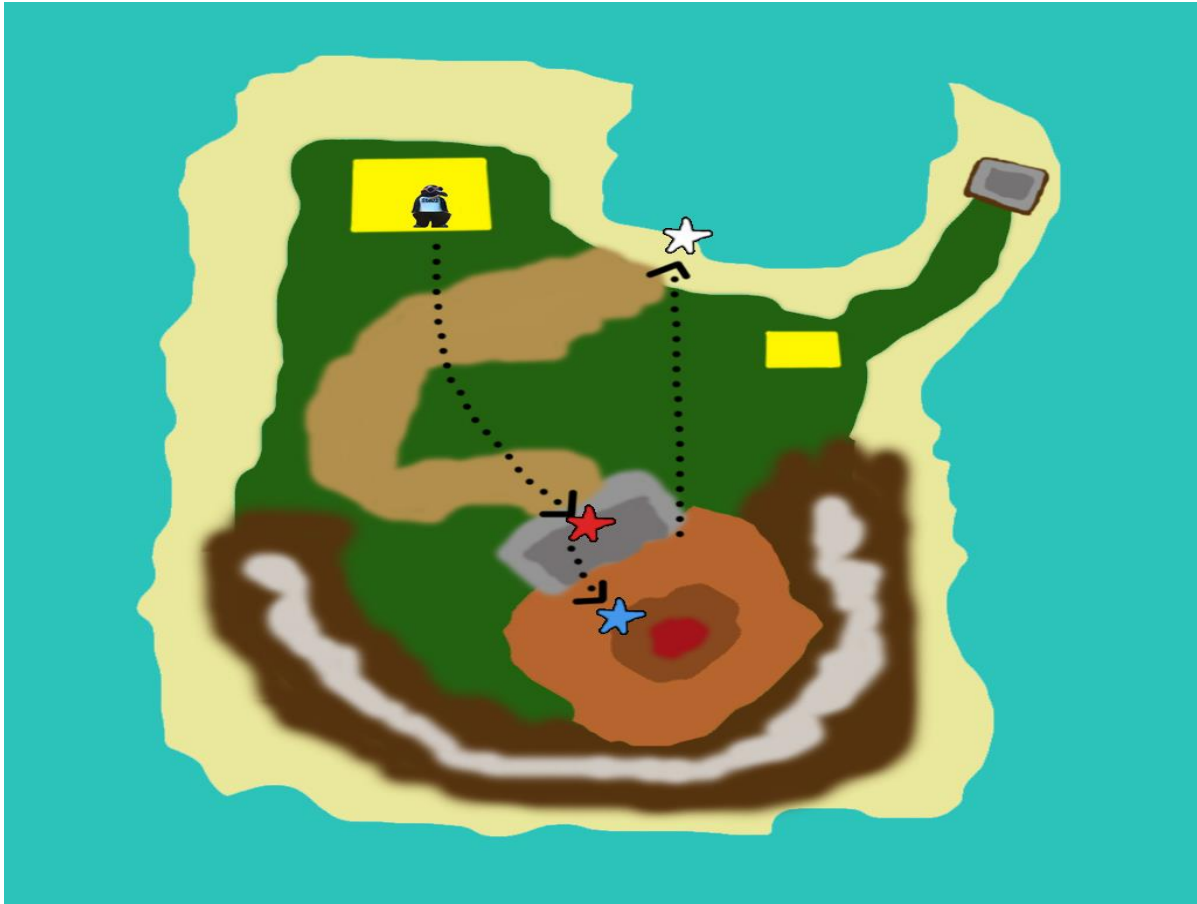
Map Legend:

Start Point: The starting point of the level is Earl.

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Arc 3 Beat Chart Legend:

Combat – The player is actively engaged fighting enemies and must defeat them to proceed.






























































Roaming – The player is moving around the island. The player can encounter enemies here.

Interaction – The player engages in conversation or spends time with NPC characters.

Puzzle – The player must complete a puzzle.

Cutscene – The player watches a cutscene.

Escape – Escape is when the player is skateboarding down the volcano at the end of the Defeat the Lava Monster and Escape mission. The player must avoid explosions, falling rocks and lava.

Combat	Roaming	Interaction	Puzzle	Cutscene	Escaping
					
Finding the Treasure					
A		B		C	
					
1	2	3	4	5	6
					
7	8	9	10	11	12
					
13	14	15	16	17	18
					
19	20	21	22	23	24
					
25	26	27	28	29	30
					
31	32	33	34	35	36
Find the Survivors					
					
1	2	3	4	5	6
					
7	8	9	10		
Fighting Tournament					
					
1	2	3	4	5	6
					
7					

Mini-Games

The **Fishing** mini-game is a side quest in **Gain the Natives Trust**. The other two mini-games, **Racing** and **Spear Throwing**, are available at all times by talking to villagers.

Fishing: Earl casts a line into the water. The player then rotates the analog stick to reel the line in. When it vibrates the player presses the **A** button and reels faster, trying to catch the fish before it escapes.

Racing: Earl races against the villagers in a short sprint. The player can bet and win money. Racing has the player hit the **A** button as fast as they can. Pressing the button makes Earl run and the player tries to reach the finish before the villager.

Spear Throwing: Earl bets against villagers to throw a spear farther than them. Earl runs to the line and throws the spear. Earl will run by himself. The spears point will move up and down, changing the angle. The player presses the **A** button to stop the spear from moving and then again to throw the spear. If the player crosses the line their throw is disqualified. The player tries to throw the spear as far as they can.

5 Enemy Types

All stats for enemies are 1-5. 1 is the weakest, 5 is the strongest.

Rebel

- **Backstory** – The Rebels are outcasts of the native people on the island. Villagers can be outcast because they are criminals or if they dishonor their families. The rebels hate the native people and are hostile towards any visitors to the islands.
- **Appearance** – The Rebels wear a sack sloth around their waist that hangs to their knees. The sack cloth is ripped with holes and worn with dirt and stains. On their faces they have striped war paint. The rebels carry a spear which they can throw or use as a melee weapon. After the spear is thrown the Rebels punch as their attack.
- **Health** – Rebels have 3 health.
- **Attack** –
 1. Ranged Attack: Throw the spear towards the player
 2. Melee Spear Attack: The Rebels thrust their spear forward towards the player or swing it in a half circle in front of them,
 3. Melee Fist Attack: Rebels punch wildly in a last desperation attack
- **Defense** – Rebels have 1 defense.
- **Damage** –
 1. Ranged Attack: 3 damage
 2. Melee Spear Attack: 2 Damage
 3. Melee Fist Attack: 1 Damage
- **Behaviors** – The Rebels will hide in the forest and try to sneak up on the player unsuspectingly and throw their spear at them. If detected they will gang up on the player and swing their spears near each other.

Tiger

- **Backstory** – Tigers are the main predator on the island. Tigers are hunted by the natives and rebels to show strength to the rest of their tribe.
- **Appearance** – The tigers are orange with black stripes. They resemble real tigers and have appropriate proportions and no exaggerated body parts.
- **Health** – Tigers have 4 health.
- **Attack** – Tigers have two types of melee attacks. Tigers can bite and scratch the player. The bite attack is slower because the tiger pulls their head back first and then attacks the player. The scratch attack is faster and is the tiger swiping a claw.
- **Defense** – Tigers have 2 defense.
- **Damage** –
 1. Bite Attack: 3 Damage
 2. Scratch Attack: 1 Damage
- **Behaviors** – Tigers roam around the jungle and are hidden inside the temple. Tigers will not attack the player unless they are provoked or if they see the player fighting another enemy. Tigers try to remain peaceful and stay away from conflict.

Spider

- **Backstory** – Spiders resided inside the temple until they recently appeared on the island. Spiders are very deadly because of the piousness venom they inject into their victims. Spiders always appear in packs of at least 2.
- **Appearance** – Spiders come in two forms, big and small. The big spiders are as tall as the player, but 3 times as wide. The small spiders are as tall as the player and only twice as wide. Both forms are black with red stripes.
- **Health** – Spiders have 2 health.
- **Attack** – Spiders attack by biting the player. The spider jumps forward and tries to land on the player. The player takes damage if the spider lands on them and then the spider tries to bite them and inject the with venom.
- **Defense** – Spiders have 2 defense.
- **Damage** –
 1. Jump Attack: **Small** 1 Damage **Big** 2 Damage
 2. Bite Attack: **Small** 1Damage **Big** 2 Damage
 3. Venom: **Small** 2 Damage per 3 seconds. **Big** 3 Damage per 2 seconds.
- **Behaviors** – Spiders travel in packs of 2-4. There will never be more than 1 big spider, for 3 small spiders.. Spiders are violent and attack anything that gets near them. After taking damage spiders will try to run away.

Temple Guardian

- **Backstory** – Temple Guardians are spirits that were sacrificed in the Temple in ancient times. The spirits now take over statues in the temple and attack anyone who enters for revenge. Temple Guardians are the strongest enemies.
- **Appearance** – Temple Guardians are rock statues. They are twice the size of the player. Temple Guardians are very worn rocks, overgrown with plants. Debris can be seen falling as the Temple Guardians move.
- **Health** – Temple Guardians have 5 health.
- **Attack** –
 1. Sword Attack: Swing their sword in a half circle in front of them, or a swipe straight down towards the player.
 2. Stomp Attack: When the player gets close to the Temple Guardians, the Guardian will raise its leg and try to crush the player.
- **Defense** – Temple Guardians have 3 defense.
- **Damage** –
 3. Sword Attack: 4 damage
 4. Stomp Attack: 3 Damage
- **Behaviors** – Temple Guardians can be spotted by the player in the distance. Temple Guardians never appear with another Temple Guardian. Temple Guardians wait until the player gets close, before coming to life and standing in the players path.

Ghost

- **Backstory** – Ghosts are the spirits of people sacrificed in the temple who were unable to take control of statues. Ghost preside in the temple are try to trick people into killing themselves.
- **Appearance** – Ghosts are slightly transparent, with greenish blue tint. Ghosts resemble the people they were when they were alive, with a visual showing how they were sacrificed.
- **Health** – Ghosts have 3 health.
- **Attack** –
 1. Scare Attack: Ghosts sneak up on the player and scare them
- **Defense** – Ghosts have 2 defense.
- **Damage** –
 2. Scare Attack: 3 damage
- **Behaviors** – Ghosts try to follow the player and lure them into traps inside the temple and down the wrong path. Ghosts can only attack the player from behind and will run when in combat if they are alone.

Boss

Seal Lava Monster

- **Backstory** – Seal Lava Monster was created to protect the artifact in the temple. The magic from the artifact created a 40 foot tall seal, made of lava. The Seal has been waiting in the Volcano since the Seal Mob took the artifact, 20 years ago.
- **Appearance** – The lava is in the shape of a seal and 40 feet tall. Lava can be seen dripping off it.
- **Health** – Seal Lava Monster has no health, and can only be defeated by shooting the rocks in the volcano to fall on it.
- **Attack** –
 1. Shooting Attack: The seal shoots lava out of its mouth at Earl.
 2. Swipe Attack: The seal tries to hit Earl with its flipper.
- **Defense** – Takes no damage from ordinary attacks.
- **Damage** –
 3. Shooting Attack: 3 damage
 4. Swipe Attack: 5 damage
- **Behaviors** – Ghosts try to follow the player and lure them into traps inside the temple and down the wrong path. Ghosts can only attack the player from behind and will run when in combat if they are alone.

Enemy Groupings

Challenge Structure:

Low

Medium

High

1. **Tiger** – Tigers are easy for a player to handle if they are alone. The tiger will not attack first unless provoked, causing the player to be the aggressor.
2. **1 Rebel** – The Rebels will try to catch the player by surprise and sneak up on them. After if the rebel throws their spear, they are defeated quickly by the player.
3. **2 Small Spiders** – The small spiders are weaker than the big spiders. Small spiders are unorganized without a big spider to lead them. The spiders will try to retreat before death.
4. **1 Rebel & 1 small Spider** – The rebel will try to surprise the player, while the spider will attack it directly. Working together they provide a small challenge for the players.
5. **Big Spider** – Big Spiders will still run away when near low health. The Spider provides a suitable challenge for the player because of the attacks and poison, but the spider will retreat, giving the player an advantage.

6. **2 Rebels & Tiger** – The two Rebels will attack the player, and in turn provoke the Tiger to attack the player. The Rebels will gang up and work with the Tiger.
7. **3 Ghosts** – 3 Ghosts can lure the player around the fighting area and into traps. The player has to not only fight enemies but avoid the environment as well.
8. **3 Small Spiders & 1 Big Spider** – The Spiders will be organized with the Big Spider leading the Small ones. The Spiders attack the player in a group and through poison, the damage quickly rises. The Spiders have low health allowing the player to defeat them quickly.
9. **Temple Guardian** - The Temple Guardians are very powerful and have two attacks that deal a lot of damage. The player must defeat a temple guardian to progress and test their combat skills in a level.
10. **Ghost & Big Spider** – The Spiders will directly attack players in the level. Having the Ghost around they can sneak up behind the player and scare them, while they are focusing on the Spider. The player has to keep both targets in front of them to defeat the enemies.
11. **Temple Guardian & Ghost** – The Temple Guardian will stop the player from progressing and the Ghost will use this opportunity to scare the player. Players have to first avoid the Temple Guardian and focus on the Ghost. Allowing the Ghost to freely scare them, will make the player lose.
12. **3 Big Spiders & 3 Small Spiders & 2 Rebels** – The Spiders will directly attack the player, forcing melee combat. The Rebels use this opportunity to throw spears at the player from range. The Spiders have little HP allowing the player to defeat them quickly, and the Rebels become weaker without their spear. Taking out the Spiders first gives the player an advantage.
13. **2 Tigers & Temple Guardian** – When the player fights a Temple Guardian, the Tiger is hidden and surprises the player during combat. Fighting two melee enemies in close range is challenging, but the Tigers have low defense and the player can use the Temple Guardian to hit the Tiger.
14. **5 Big Spiders** – Spiders are offensive enemies and with poison, deal heavy amounts of damage. The Spiders have low health and defense, giving the player a chance to quickly defeat them. If the player allows themselves to become encircled by the Spiders to let the battle last, the Spiders can easily wear down the player.
15. **Rebel & Big Spider & Tiger & Ghost** – This battle is be the highest test of the players combat abilities. The Tiger and Spider attack the player at close range, keeping their focus on the battle fighting two enemies. The Rebel attacks the player from range at first, the becomes a third close range enemy. The Ghost tries to sneak up on the player. The player has to manage 4 different enemy types. Defeating the Spider takes away from the difficulty. With the Spider gone the player does not have to worry about poison. The Rebel and Tiger can then be taken out easily, leaving the player with just a Ghost.

3 NPCs

Chief Juan

Backstory: Chief Juan is the leader of the native people on the island. He became chief at the age of 15 when his father died in a hunting accident. Having resentment for the people in the tribe because they let his father die, he rules harshly and outcasts anyone who does not agree with him.

Appearance: Chief Juan wears a thick tiger fur over his chest and arms. The fur is from the biggest tiger ever found on the island, which he killed and wears as a symbol of strength. He has long black hair that hangs to his shoulders. Chief Juan has a very strong appearance and is taller than everyone in the tribe.

Purpose: Chief Juan's is a symbol of oppression the people on the island live with. Since he came into power the standard of living has decayed and life has become increasingly hard. Seeing how the people of the tribe live the player can gain a sense of understanding and want to help the rebels. This character is used as a metaphor for Earl's life. Earl is a hard Mob Godfather, very similar to Juan.

Health – Juan has a health of 5.

Attack – Juan has a spear. He tries to stab the player with it and swings it like a sword.

Defense – Juan has a defense of 4.

Damage – Juan does 2 damage when he swings the spear, and 4 damage when he stabs the player.

Behaviors – Juan moves around and tries to hit the player with his spear. He will swing the sword if the player is more than one spear length away. When the player is within one spear length, he will try to stab them.

Rebel Mike

Backstory: Mike was Juan's father's top advisor. Mike was there when the tiger killed Juan's father. Out of anger Juan banished Mike from the tribe. For years Mike has been trying to reason with Juan, but Juan continues to oppress the people.

Appearance: Mike an elderly man and shows signs of age from a rough life. He has a gray beard and hair. He wears a brown ripped tunic and carries a spear with him.

Purpose: Mike shows the player where the temple is located and lets the player inside. Mike helps Earl grow in his character and want to help the people of the island. After helping the

native people, Earl realizes how his own family has changed since he has taken over as the godfather. Earl changes after this and wants to end his violently gang rivalries.

Villager Sid

Backstory: Sid is a villager who has grown up under Juan's rule. Sid has had a very hard life since both of his parents were exiled for opposing Juan's ideas for the tribe.

Appearance: Sid is average height and very skinny due to malnutrition. Sid works as a farmer in the village because of his lack of strength he was not able to become a hunter like the other men. Sid wears just a sack sloth around his waist.

Purpose: Sid is in the village to offer background information to the player. The player can help Sid by completing his two side quests.