Game Stage Design

Chapter 1 : Initial Cutscene Story  
Details :   
Narration : Suanton melakukan rutinitas sehari-hari nya dan pada saat dia berjalan menuju gymnasium dia berpapasan dengan preman sekolah (bullies). Seperti biasa para preman tersebut akan mengusik anton tetapi kali ini anton memutuskan untuk memberanikan diri menghadapi ketidak adilan.

Chapter 1 – Tutorials : Stage 1   
Movement   
  
  
Goals :   
Introducing movement mechanics  
Evading 5 enemy throw.

Guidelines :   
- Behaviour.  
1. Enemy random vertical moving  
2. Enemy shoot with 5 sec interval.  
3. Player can only move.  
- Flow

1. Enter stage scene.
2. Show quest dialog and instruction
3. Dialog shows : Stage Info – Movement Tutorial = Quest – Start Button.
4. Game progress.
5. Show dialog when player has finishing the quest.
6. Dialog shows : Stage info – Star – Next Stage Button.

* Art Guide

1. Background : Gym Indoor/Outdoor.

Chapter 1 – Tutorials : Stage 2   
Deflect   
  
  
  
Goals :   
Introducing deflect mechanics  
Deflect 5 enemy balls.

Chapter 1 – Tutorials : Stage 3   
Buzz Item  
Story :   
  
  
Goals :   
Introducing different kinds of object that enemies throw.  
Deflect 5 balls.  
Evade 10 buzz item.

Chapter 1 – Tutorials : Stage 4  
Boost Item  
  
  
  
Goals :   
Introducing different kinds of boost item.  
Pickup 3 boost items.  
Eliminate enemies.  
  
Chapter 1 – Tutorials : Stage 5  
Scoring

Story :   
  
  
Goals :   
Introducing scoring mechanics.  
Eliminates enemies.

Chapter 1 : Ending Cutscene Story  
Details :   
Narration : Suanton berhasil memberikan pelajaran kepada beberapa preman sekolah tersebut namun rintangan yang lebih besar akan datang seiring dengan kemampuan nya.