Game Stage Design

Chapter 1 – Tutorials : Stage 1   
Movement   
Story :   
  
  
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   
Story :   
  
  
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  
Story :   
  
  
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.