

Narrative Design

Teddy Did It!

[AN] Orange will be indicated as Author's Note instead of the abbreviation.

(Pressing the START GAME button prompts a sound effect, leading to the start of the narrative. Thought that this might be an interesting way to start the game, since it's a good opportunity to inform the parents of the noise in Timmy's room.)

(Preferable that the starting point here is done on a ??? until we reach the setting, Timmy's bedroom. From here on the conflict is created and the player is allowed to play the game from the narrators perspective.)

(The three paragraphed dots can be used to indicate a pause between dialogue, giving the player some breathing room)

SCENE 1 : INTRODUCTION

Father:

Did you hear that noise, darling?

Mother:

Yes, honey, I wonder what little Timmy is up to now.

Father:

Let's go have a look, make sure it isn't anything serious, like him turning his bedroom into a mess **again**.

The use of 'again' is important here, since it indicates that Timmy's room has been a mess in the past and that he doesn't fare well cleaning up after himself. It creates the setting for the story and allows Teddy to take advantage of the chaos in order to defeat Broccoli King.

Mother:

Oh honey, you and your jokes. I really did end up marrying a jokester, huh?
(giggles)

(Parents proceed to Timmy's bedroom)

SCENE 2: TIMMY'S BEDROOM; MAIN SETTING

(Both parents arrive at Timmy's room, his door is already open)

(Father and Mother stare in disbelief at their 'joke' of a manifestation. At the foothold of their gaze, a small five year old boy busy playing with his toys.)

Father:

...

Mother:

...

(Timmy notices his parents looking at the mess he made in his bedroom. He knows just as well as they do, that this isn't good. But what if, Timmy could find a way out of trouble? What if Timmy could find someone else to blame for his messy room?)

(Timmy looks at Teddy, his favorite teddy bear, sleeping peacefully under the bed.)

Timmy:

(points at Teddy) Teddy Did It!

(BAM, TITLE DROP!)

Father:

What??? Stop making up stories, you owe us an explanation! (slight anger behind his voice, raised)

Mother:

Honey, there's no need to be angry, why not let Timmy tell us what happened. You'll do that for us, right my little pumpkin?

(directly talking to Timmy and addressing him as 'little pumpkin', trying to deflate the scenario)

Timmy:

(nods)

Father:

...

Mother:

We're all ears.

.
. .
.

SCENE 3: TEDDY POV; GAMEPLAY

(Timmy becomes the Narrator, with Mother and Father asking situational questions based on player location, current objective or progression)

Timmy:

Teddy made a mess out of everything, I was just trying to tidy up my room!

Father:

Playing with toys is considered 'tidying up'?

Mother:

Honey...

Father:

I fear that side-eye more than anything...

.
. .
.

Timmy:

I haven't been playing with Teddy recently, so he got really upset with me and decided to make a mess out of my room.

Mother:

Oh dear, that's horrible! The little rascal...

I noticed your LEGO's are all over the place, was that Teddy's doing as well?

Timmy:

Yes!

Teddy

punched it, he punched it so hard, that it broke into pieces!

(PLAYER)

Timmy:

Know what he did next? He started throwing the LEGO pieces all over my room! That's why they're everywhere!

(Player unlocks Grizzly Gloves)

Mother:

(gasps)

Your precious LEGO castle you spent so long on building...

What was Teddy doing to it???

Timmy:

(skeptical) I... I don't know?

Father:

There's even LEGO pieces under your bed???

Timmy:

Yeah, Teddy

moved it all over the place. I don't know why he was so aggressive with it...

Father:

(sigh) Give me and Mother a moment to converse real quick...

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. .
.

(Father & Mother whisper to each other, while Timmy sits on the floor waiting in anticipation)

(They finish talking and finally come to a conclusion, what Timmy's punishment will be.)

Father:

Well, Timmy, what happened to your room is inexcusable. I hope you know that.

Mother:

Father is right, pumpkin...

Timmy:

...

Father:
Timmy.

Timmy:
Yes, Father...?

Father:
Mother and I have decided to ground you from playing on the DX for a week.

Mother:
Remember, pumpkin, we're doing it to teach you a lesson. We want you to take responsibility for what 'Teddy' has done, he is your friend after all.

(Mother follows along with Timmy's 'exaggeration', shows the player that she has a lot of empathy)

Father:
Understood?

Timmy:
Yes, Father...

Father:
Now get to cleaning this mess up, pronto.

Timmy:
(nods)

(Father & Mother exit the room and head back downstairs)

-
-
-

Timmy:

What DID happen to my LEGO castle?

-
-
-

(Screen fades to black)

(Teddy steps us as the true narrator of the main part of the story)

(Gameplay continues normally)

Teddy:

...

Teddy:

Today is the day.

Teddy:

I've been taking advantage of Timmy's messy room and his school times.

Teddy:

So I've been training by body and enhancing my skills, all in order to defeat Broccoli King, who resides in his castle, the haunting Vegecastle of Fear.

Teddy:

Truth is, I have something worth fighting for.

Teddy:

I want to get on Timmy's good side again, and to my knowledge, the only way I can achieve that is by helping him overcome his veggiephobia. Therefore I have to put Broccoli King's fearful reign to an end.

Teddy:

Timmy knows how important it is for him to eat his veggies, but he lacks the courage to do so. I want to be that courage, I want to be the reason he overcomes his fear.

Teddy:

I have to do it, for Timmy, for me, for us.

(From here the dialogue gets less and only situational dialogue will be included up until the Broccoli King encounter).

TEDDY SEES THE ENTRANCE TO THE CASTLE

Teddy:

The entrance to the castle, I can see it.

Teddy:

It's finally time.

MONOLOGUE: INSIDE THE CASTLE AS TEDDY EXPLORES:REMARKS ABOUT INTERIOR

Teddy:

There's toys everywhere...

Teddy:

Missing **socks**??? Are you serious right now, Timmy?

MONOLOGUE: ABOUT BEING CLOSE TO UNLOCKING A NEW POWER

Teddy:

I feel something brew in me...

Teddy:

The training has paid off.

Teddy:

I might get stronger if I break some more LEGO's...

MONOLOGUE: GETTING CLOSE TO THE CHAMBERS

Teddy:

I'm getting close, I can sense his green presence...

Teddy:

I'm almost there... Almost, Timmy...

All of Broccoli King's dialogue should be in all caps, by doing this it will make it seem as if he's screaming. This is also a form of writing to assert his superiority over Teddy.

DIALOGUE WHEN ENTERING BROCCOLI KINGS CHAMBER

Teddy:
Finally, I made it...

BK:
MUHAHAHAHAHAHAH
WHO DARES STAND BEFORE THE MIGHTY BROCCOLI KING???

Teddy:
Me.
I am here to reclaim what is mine.

BK:
HAHAHAHAHAHAHAHAHAHA
WHAT'S A MERE TEDDY BEAR GOING TO DO? HUG ME TILL I CAN'T BREATHE ANYMORE?
HAHAHAHAHAHHAH
YOU IGNORANT BEAR!

Teddy:
Ignorant I may be, scared am I not.

BK:
TRY ALL YOU WANT, IT'S FUTILE!
HAHAHAHAH

Teddy:
Let's see if veggies really do bleed green!

(Fight starts)

CONCLUSION:

(Happens right after Broccoli King is defeated)

Teddy:
I did it...
Timmy, I did it...

Teddy:
Hopefully this will manage to help Timmy, and save our friendship.
There's nothing more important in my life, he's all I have...

Teddy:
Ah...
I'm tired...
Really... tired

Teddy:

I have to get back to the bed... before he comes back from school...

Teddy:

Muster up the last of my remaining strength...

Teddy:

Ah...

Where's Timmy when I need him...

A hug could do me really well right now...

(Screen fades)

(Outro dialogue)

Mother:

Awwwwwww... is our big boy enjoying his broccoli?

Timmy:

Thanks, Mother! It's delicious!

It really ended up growing on me, not to mention it's really healthy too!

Father:

That's my boy!

Timmy:

(quickly finishes his remaining food)

(Mother notices Timmy is in a hurry)

Mother:

Oh? And where are you heading, young man?

Timmy:

Hehe, me and Teddy are busy rebuilding our LEGO castle together!
He's waiting for me to finish eating.

Mother:

(smiles) Go on now, don't make ol' Teddy wait! I'm sure he's excited to be able to play with you again!

Timmy:

That makes two of us. *(soft smile)*

(Timmy runs off to his room)

Father:

He actually managed to finish all of his veggies...

Father:

MY SMALL BOY IS BECOMING A MAN! (starts crying)

Mother:

Awww honey....

No need to cry.. (hugs Father)

Mother:

(softly) From one small boy to another.

Father:

Hm?

Mother:

I love you, honey.

Father:

(sniffs) I love you too, darling.

FIN.

EXTRA DIALOGUE

Death Dialogue:

- *(grunts in pain)* Ouch! 1 hit

- I can't bear this anymore... 2 hit
- I'm sorry... Timmy... 3 hit

Go into hiding to reset health gauge, going back to 1 hit.

Broccoli King Clapbacks During Fight:

- TIME TO BROCC YOUR WORLD! MUHAHAHAHA
- DO YOU CHROLO FEEL MY BULLETS? HAHAAHAHAHAHAHA
- YOU'RE SUPPOSED TO CLIMB TREES, NOT LEGO PLATFORMS, YOU STUPID BEAR!
- DURING 3 HIT: NO WONDER TIMMY DOESN'T LOVE YOU ANYMORE!
- BROCCOLI KING DEATH: (it's joever, nah i'm trolling LMAO) you... really... weren't all roar... and not bite...

Power Unlocks:

- Grizzly Gloves: Unlocks Throw.

D: These might come in handy!

- Super Salmon Cape : Unlocks double jump.

D: WOAHA! My legs feel so much more powerful, powerful enough to get an extra jump in.

- Cub's Cap: Unlocks Charged Throw.

D: Time to put my throwing practice to good use!

Obstacle Warnings:

Teddy:

I wonder what to do here...

Teddy:

Time to break... some toys, hell yeah!

DRAFT:

Conclusion Draft:

My idea is that Teddy takes control over Timmy's narration soon after his parents ground him. The narrative sequence I just shared could be seen as an introduction to the setting, gameplay, and characters. Teddy starts talking about how Timmy's story wasn't entirely wrong, but that he's still accountable for not cleaning up the mess. Teddy proceeds to emphasize the importance of their friendship and mourns that Timmy no longer has time to play with him. He's been practicing his combat on the other toys in the room, in preparation for his battle against King Broccoli. It's a desperate attempt to try and win his best friend's affection and time again. So, he believes that the only way he'll be able to do that is by defeating King Broccoli, who resides in his castle next to the bed. Teddy knows how important it is for Timmy to eat his veggies, this is Teddy's resolution to combat the ever feared 'veggiephobia' his best friend has. He believes that it might be able to change Timmy's perception of him for the better, and that they might go back to being best friends again.

The finale occurs when Teddy manages to defeat Broccoli King in whatever means necessary. Through immersive dialogue, I will give Teddy a great character conclusion and make sure it fits perfectly with the narrative theme of the game.

The game itself has a lot of symbolism, some to note of is that it's an analogy for kids struggling to eat their vegetables, that the imaginative brains of children can easily manifest themselves into something as 'simple' as a Teddy Bear and that a dirty room can be synonymous with internal conflict.

I believe it should be able to speak to the audience, and that I want to do it in an emotional manner. Something people will remember.

I also think that this conclusion can be weaved into the narrative and will make good use of the gameplay elements. It fits with what we came up with during our brainstorming.

I tried to stay grounded with the resources and time we have left, so I don't know if I kind of overdid it., do give feedback however!

Origin?

Thanks to Timmy's imagination, Teddy came to life. The will of younger Timmy lives on as a manifestation of his best friend. The same best friend trying to win his affection again.