

Turtle's Back- Design Document 4/10/11

Turtle's Back is a four staged game, in which players receive the narrative of the Creation Story of Sky Woman as interpreted by the Native American community. Turtle's Back is essentially composed of four mini games, each with unique mechanics, which are connected to each other through cinematic story telling vignettes.

The flow of the game would be as follows:

MAIN MENU

Composed of four icons, one for each game, all the icons except Game 1, Uprooted are greyed out, which means they are un-selectable. An exit button should also be presented. Only upon completing that game, would a user have the option to replay the game. The user must select Game 1, Uprooted.

NARRATIVE

Wise turtle speaks of a long time ago, before you or I existed, when Sky Woman lived high about a great ocean. Wise turtle speaks of Sky Woman falling as a great tree crashes through the clouds and how Sky Woman collected the herbs and medicines of our world in her decent.



GAME 1 – Uprooted

A title screen fades in which offer's instructions or play now. Instructions describe the principal of the game along with the mechanics, keyboard or otherwise (This menu should be sensitive to the device which is being used ie: mobile devices?)

DESCRIPTION

The user plays as Sky Woman falling towards the ocean. You must dodge roots and branches sticking out of the trunk of the tree while collecting materials and fruits as you fall down towards the ground. After collecting X amount of materials, you complete the level. However, if you make contact with a branch, all of the herbs and fruits you collect, burst away from you, forcing you to restart the collection.

NAVIGATION

Navigation is achieved using the arrow keys on the keyboard (and potentially the gyroscope on mobile devices). Inertia is simulated, which makes flying through the space more challenging as we re-create the action of flying.

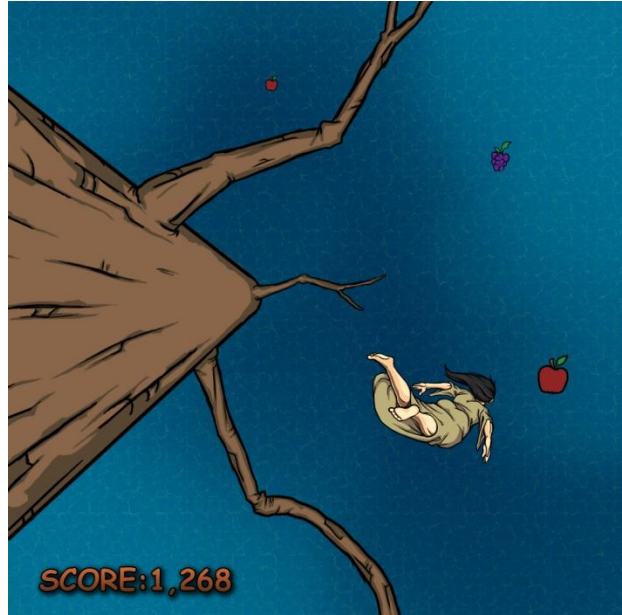
The character model should flutter and rotate as it navigates through this falling world space.

ASSETS

- Multiple and different tree branches
- Loopable tree bark pattern for the tree

trunk

- Different fruits, nuts, seeds to collect: Strawberries, Grapes, Nuts, Apples, Green Beans, Bananas, Herbs, spices
- Different animation poses for Sky Woman as she goes left and right and blends in between.
- -Some kind of flash "explosion" when you collect the items to show you collected it successfully
- Some clouds or other effects flying by Sky Woman to emphasize her falling.



GAMEPLAY REFERENCE

Tunnel Rush

http://www.games.soft82.com/play/Tunnel_Rush



NARRATIVE

Wise turtle speaks of birds helping Sky Woman as she falls; they see a great turtle and ease her on to her back. We watch an animation which depicts this event.

GAME 2 – Descent

A title screen fades in which offer's instructions or play now. Instructions describe the principal of the game along with the mechanics, keyboard or otherwise (This menu should be sensitive to the device which is being used ie: mobile devices?)

DESCRIPTION

The user plays as Sky Woman running and jumping along the backs of Loons as they slowly descend you towards the Turtle. You detect your Distance by way of a horizon which rises slowly in the background. If you fall off the screen, the background resets, and you must make your decent again.

A score in this game may be removed entirely as a mechanic, as it serves little purpose, however, a timer could be used to judge your score, the quicker you achieve the mission, the higher your score.



NAVIGATION

The unique mechanic in this game is that you do not control the forward motion of the character, rather Sky Woman is perpetually running forward. The only dynamic is a jump button, which can be held for short or long periods of time and affect the type of jump which is produced. A touch function could allow a mobile device to interact.

ASSETS

Animation for Loons wings flapping up and down as they scroll across the screen

Animation frames for Sky Woman Running and jumping across the Loons

Different clouds animations, so they are not static

The water level rising as the level progresses

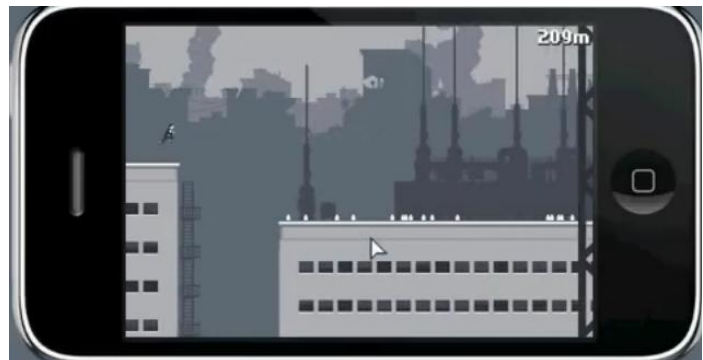
Perhaps waves on the water after the level reaches a certain point

Different challenges the player must avoid, similar to the style reference

GAMEPLAY STYLE:

Canabalt:

http://www.youtube.com/watch?v=_ytBGwsXhsE



NARRATIVE

Wise turtle speaks of landing safely on the back of a great turtle. About Sky Woman's need for earth to plant her herbs and medicines. We see her speaking with the animals of the sea and how they try to reach the bottom of the sea. We then meet the muskrat, who is ready to make his attempt at reaching soil.

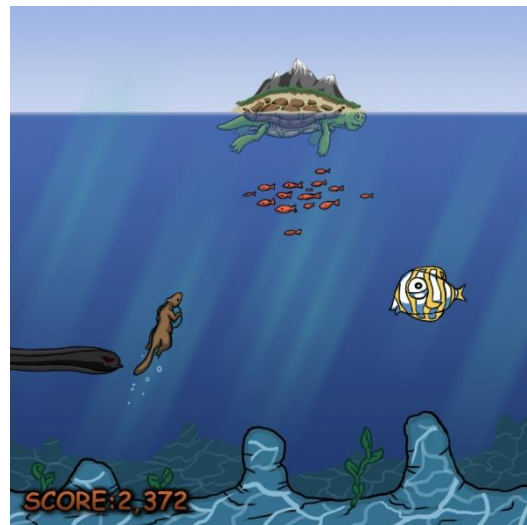
GAME 3 - Gifted

A title screen fades in which offer's instructions or play now. Instructions describe the principal of the game along with the mechanics, keyboard or otherwise (This menu should be sensitive to the device which is being used ie: mobile devices?)

DESCRIPTION

The user plays as the both the Turtle and the Muskrat in this game. Floating in the ocean, the player control's the Turtle's side to side motion and can trigger the Muskrat to dive. The goal is to navigate the undersea obstacles in order to facilitate a safe dive of the muskrat. If the Muskrat comes into contact with any of the sea creatures, he will drop his earth and return immediately to the surface. However, if the Muskrat is successful, you will watch a small mound of earth begin to form on the Turtle's back. Eventually, an entire mountain range will be visible on the back of the Turtle, which will yield a win state.

A score could be garnered from the speed at which you achieve the goal.



NAVIGATION

This game uses the left and right arrows to drive the Turtle left and right across the screen. The Muskrat will be safely nestled with the Turtle at this time. When you foresee an opportunity to dive, you trigger the Muskrat with the spacebar. The Muskrat will not travel left to right, or avoid obstacles. Should he come in contact with anything, he will rise to the surface unsuccessfully.

ASSETS

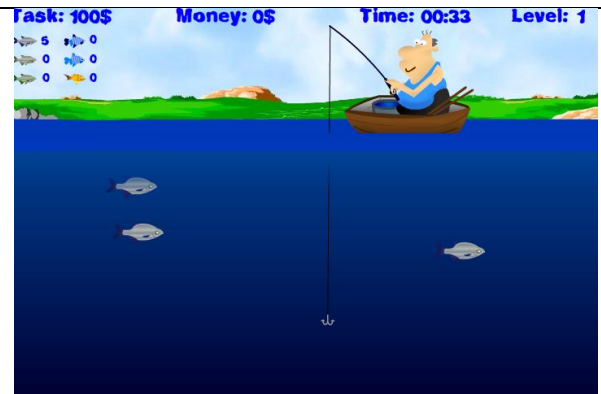
- Animation frames for mountains, trees, and dirt on Turtles back.
- Multiple fish and debris in the water to hurt/slow down the Muskrat
- Eel, Fish, School of Fish, Shark, Whale, Dolphin, etc.
- Animate bubbles following the fish
- Dirt mounts on the ocean floor
- Water and clouds animations
- Animated light rays on the ocean floor
- Animation Frames for Muskrat as he swims kicking his legs (and arms when not holding earth in his paws), air bubbles following him

GAMEPLAY STYLE

Master Fisher:

<http://www.fishinggamesplay.com/hosted/36/master-fisher.html>

Also refer to Frogger



NARRATIVE

Wise Turtle speaks of the mounds of earth that Muskrat has collected for Sky Woman. As she plants the seeds, she walks in a clockwise manner, spreading the earth wider and wider, covering all of Turtle's back and creating turtle island. We watch as she plants the seeds.



GAME 4 – Grounded

A title screen fades in which offer's instructions or play now. Instructions describe the principal of the game along with the mechanics, keyboard or

DESCRIPTION

In this game, the player sees the outline of Turtle Island. Sky Woman is at the center and as icons for left, right, up and down fall across the screen, it is up to the player to match these commands on the keyboard. As they do, they essentially walk for Sky Woman and she begins to travel in concentric circles, building out the Turtle Island. If you miss a keystroke, the leading edge or earth crumbles and Sky Woman is set back. The win state will occur when you've completed the building of Turtle Island.



NAVIGATION

Navigation occurs using the left, right, up and down keys (which can also be projected on mobile devices). The display will have several columns which correspond to each keystroke and will be populated by falling icons of the keystrokes. As the keystroke icon makes its way to the target area, the user must time their hit to 'catch' this icon. Each successfully caught icon will progress Sky Woman forward. Pressing too early or too late will cause the earth around Sky Woman to crumble and will set her back. The game can increase in challenge in that as the player gets closer to completing the level, a missed keystroke could have exponentially larger results. Score could be managed via a timing system which measures how quickly a player is able to complete the level.

Assets:

- Animation of Arrow keys scrolling down the screen
- Different segments of earth on the Turtle as it animates into Turtle Island
- Possibly an animation of Sky Woman Dancing in the background as the player hits the keys

GAMEPLAY STYLE

Dance Dance Carbao:

http://www.puffgames.com/dance_dance_carbao/

Dance Dance Revolutions (DDR)



NARRATIVE

Wise Turtle speaks of the beauty of dance, of Turtle Island, of Sky Woman's success and thanks you for your help in telling this story. He asks you to remember the story and share it with people you know.

END SCREEN

Show's your "High Scores" for each game, and total high score for all the games.

Returns to the main menu, now allowing you to choose from any of the games you've completed should you wish to restart from a different point.