

## SUPER Vandal World v2

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### Story / Storyboard Rough Outline:

**Background:** In this version of the SUPER Vandal World story, we follow the origins of Vandal Joe. He lives in the village of Vandalaria, located in the country Mascotia. There comes a time in every Mascotians life, where they must leave there home to fulfill their Destiny. Their Destiny is to find the place they belong in the mortal world, where they can inspire, uplift, and protect the humans located within the Mascotians Place of Destiny.

**Title Screen:** “SUPER Vandal World” title in upper center of the screen. The option for ‘New Game” is below the title screen. The background of the Title Screen is a map of the main character’s journey.

**Game Start:** Player clicks “New Game”

**Transition:** Loading Screen – possibly black background with Game logo “Loading...” and some sort of animation.

**---Scene 1:** The main character, Vandal Joe, is sitting/standing atop a mountain.---

**---Start Dialogue---**

**Mysterious Voice:** “Vandal Joe!”

**Vandal Joe:** “???”

**Mysterious Voice:** “Vandal Joe! It is I, the Mascot King. I have come to tell you that it is time for you to leave Vandalaria, leave Mascotia, and find the place of your Destiny. Start by descending Vandal Mountain. Trek through the Forgotten Forest, and ascend the Glacier Hills. If you are able to make this journey, then you will be met with your final challenge to test your worthiness.

**Vandal Joe:** “?!”

**Mascot King:** “Yes, Joe. Your worthiness. You must prove that you are worth to inspire, uplift and protect those of the mortal world. Be vigilant, Joe...For I will be watching.”

**---End Scene 1---**

**Transition:** Loading Screen – possibly black background with Game logo “Loading...” and some sort of animation.

**Level 1:(Vandal Mountain):** Joe must make his way down the mountain, avoiding steep drops and mountain enemies. Joe continues to Forgotten Forest upon completing this stage.

**Transition:** Loading Screen – possibly black background with Game logo “Loading...” and some sort of animation.

**Level 2 (Forgotten Forest):** Joe must make his way through the Forgotten Forest, dodging various forest type enemies, making his way across various hazards such as mud-pits, breaking branches, etc. Joe continues to the Glacier Hills upon completing this stage.

**Transition:** Loading Screen – possibly black background with Game logo “Loading...” and some sort of animation.

**Level 3 (Glacier Hills):** Joe must conquer the treacherous winds and snow of Glacier Hills. Here Joe will have to be careful as the icy ground makes him take longer to stop and he’s slower to get moving. There are also various snow-type enemies that Joe will have to defeat or avoid. Joe proceeds to the final stage upon completing this stage.

**Transition:** Loading Screen – possibly black background with Game logo “Loading...” and some sort of animation.

**Level 4 (Test of Worthiness):** Here Joe meet the Mascot King.

**---Start Dialogue---**

**Mascot King:** “Vandal Joe! I’m impressed that you made it all the way here. I was beginning to have my doubts about your worthiness. Now, let’s put you to the test.”

**---End Dialogue---**

**Boss Fight Starts:** Vandal Joe faces off against the Mascot King. He must avoid various attacks and damage the Mascot King when he is vulnerable. Joe will clear this stage after damaging the Mascot King a certain number of times (possibly 3 or more).

After defeating the Mascot King, Joe can walk up to him and press a key to start the Ending.

**Scene 2:** The Mascot King rises and speaks to Joe.

**Mascot King:** “You have proven yourself worthy, Vandal Joe. Yes, indeed, I feel vandalized. As your reward, I will now transport you to the Place of your Destiny.”

**Mascot King:** “Remember this, Vandal Joe. Your trials are not yet over. Everyday you must be diligent to the mortals around you. Lift their spirits, inspire them, protect them and make their enemies feel as “vandalized” as I did today”.

The Scene fades to white and some magic or teleport-y sounds are played.

SUPER Vandal World Theme song is playing

As the scene comes back from being all white and slowly comes into focus, we see Vandal Joe standing out front of the University of Idaho campus.

SUPER Vandal World title appears on the screen, the background slowly fades to black as credits roll.

**Transition:** Loading Screen – possibly black background with Game logo “Loading...” and some sort of animation.

Once credits finish, reload to Title Screen.

---END---

**Notes:** Names are all open to / subject to change. This is a second scenario I thought up for SUPER Vandal World. This scenario could allow us to achieve a final product more easily. Since this isn't based on anywhere in the real world, it could make level and enemy design simpler to draw up and implement. It also allow for a lot more freedom in level and enemy design. Please let me know your thought.