SUPER Vandal World

Story/Rough outline for Storyboard

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Title Screen: Super Vandal World
                  Press Any Button to Play
                  New Game
                  Load Save

Transition: Black Screen with game logo and "loading" in the center of the screen

Scene 1: (cutscene) - scene opens on Vandal Joe doing warm up exercises on the football field.
Voice from outside "AHHHHH! Joe Vandal! Come quickly! We need your help!"

*Player has control of Vandal Joe and "Football field" will act as a tutorial phase.
On Screen "←A D→".   "Spacebar = Jump"

Player moves Joe Vandal to the right side of the screen and jumps over the fence to progress.

Transition: Loading Screen

Scene 2: Now outside of the Gym, there is Joe Vandal (still in player control) and an NPC. The player can walk Joe up to the NPC and will see "E to Interact" above the NPC's head. Interaction starts NPC dialogue.

---Start Dialogue---
NPC: "Joe Vandal! Thank goodness your here!"
      "The university is under attack! Someone has unleashed an army on the town! We believe the mastermind is on the roof of Administration Building."
      "We need you to make your way to the Administration Building and put a stop to these evil plans! Only you can help us, Joe!".
---End Dialogue---

Transition: Loading Screen

Level 1(Gymnasium): Joe needs to make his way through the Gym, while dodging attacks from enemies, using terrain such as the bleachers, baskets of balls, spring-boards, ropes, etc. (ideas welcome), over to level 2.

Transition: Loading Screen

Level 2(Swimming Pool): Joe jumps into the swimming pool and enters into an underwater level. (Unrealistic, but I thought this could be fun to turn the swimming pool into a big Mario-like underwater level). Here, Joe must swim his way underwater avoiding various enemies and obstacles (haven't fully figured these out yet), to the next level.

Transition: Loading Screen

Cutscene 2: Joe approaches the Administration Building from the front. At the top he can see a dark silhouette of a figure.

---Start Dialogue---

Dark Silhouette: "I'm impressed you've made it this far, Joe! Good luck making it up to me!" "Hahahaha!"

---End Dialogue---

Transition: Loading Screen

Level 3 (Administration Building): Here Joe needs to platform up the front of the admin building, which has been significantly damaged. He will need to jump up and across the broken parts of the building while avoiding various objects falling / being thrown at him (like loose rubble or parts of the building). Here, as Joe makes his way up the building, there are some platforms that will disappear if he stands on them for too long. Joe makes his way to the top of the building.

Cutscene 3: Joe confronts the Dark Silhouette, and their identity is revealed to be one of his rivals. Buster Bronco.

Level 4 (Rooftop): Here Joe faces off with the final boss. Joe must avoid Buster Bronco's attack and damage him when he is vulnerable. After damaging Buster Bronco a certain number of times, Buster Bronco will be defeated.

Cutscene 4: Buster Bronco, defeated talks to Joe Vandal.

---Start Dialogue---

Buster: "Argh! You have won this time Joe, but you haven't seen the last of me."

---End Dialogue---

Buster Bronco disappears in a flash of light.

Final Cutscene: Joe, back on ground level with the NPC encountered at the beginning of the game.

---Start Dialogue---

NPC: "You did it, Joe! The university may be in a rough state, but we're safe for now. Hopefully that's the last we've seen of Buster Bronco. Thank you, Joe!"

---End Dialogue---

Slow fade to black. SUPER VANDAL WORLD title appears at the center of the screen and begins to move upwards. Credits roll upwards. Once credits are done, reload back to Title Screen.

---End---

Notes: While thinking this up, one possible idea that I had for enemies was to have the main enemies be robot-broncos that take on roles of various sports activities. For example, in the Gym there could be Basketball Robo-Broncos that throw basketballs at various angles that Joe Vandal has to dodge, Cheerleader Robo-Broncos that will form a pyramid where Joe will have to use a spring-board or some other mechanic to jump over the pyramid, Swim-Team Robo-Broncos that will be enemies in the under-water level, etc. Also, if any or all of this feel like it is too much work to get done, or unrealistic in the time frame that we have, I'm open to any ideas, changes or cuts. Let me know, or feel free to make adjustments and submit it back to the group.