'l e a p   i n t o   a c t I o n'

LENNY

E m i l y   A i n s l i e   -   8 0 7 6

Lenny (2019)

Concept Art by Emily Ainslie, 2019

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INTRODUCTION

Game Description:

Lenny is a 2D side-scrolling platform game for PC. The player plays as Lenny the frog, who is on a quest to find and defeat The Evil Mole.

Level Objective:

To unlock the boss level at the end of the game, the player must collect all the flies and kill all of the enemies in the levels leading up to it. The player will not be able to pass through to the boss level if they do not complete these tasks.

Game Objective:

The objective of the game is to reach the boss level and defeat The Evil Mole. Defeating the evil mole will win you the game. To unlock the boss level, you must first beat all levels in the game by defeating all enemies and their spawn points, and collecting all of the flies. If you do not, you must go back through the game, defeat all enemies, collect all of the flies, and then unlock the boss level.

Game story:

Lenny is a simple frog who is tasked with taking down The Evil Mole. Mole, having spent years underground in isolation, decides it is time to act on his jealousy of the creatures on the surface, and take over the world above.

To do this, he needs to see in light, and he takes the eyes of Lenny's friend, Sweet Baby Carl. Lenny, having witnessed his friend's plight, takes on the task of retrieving Carl's eyes, and stopping The Evil Mole from taking over!

CHARACTERS
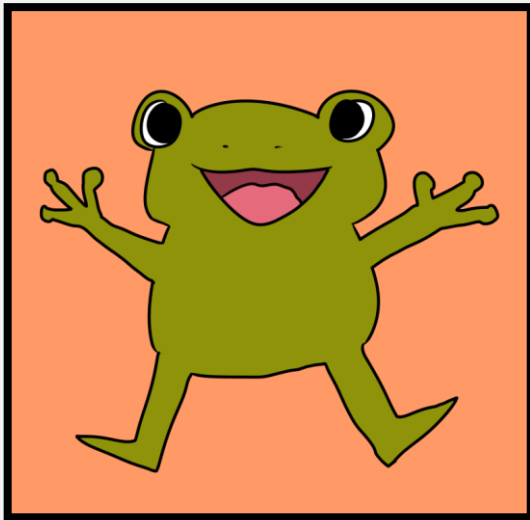
LENNY – The player

Attacks: Jumping on and licking enemies

Power-ups: Collecting acid fly and licking acid at poison grubs

Species: Green tree frog

Movement: Running, leaping, jumping, licking, collecting

Appearance/s: Entire game

SWEET BABY CARL - 'Carl'

Attacks: N/A

Power-ups: N/A

Species: Cupid

Movement: Floating

Appearance/s: Cut scenes at the beginning and end of the game

THE EVIL MOLE - 'Mole'

Attacks: Rolling on top of player, scratching, crushing with fist

Power-ups: Laser eyes

Species: Eastern Moles

Movement: Rolling

Appearance/s: Boss level and cut scenes at the beginning and end of the game

SPRITES AND OBJECTS

Flies **Collect** - Collect for points - Player must collect all flies in each level to unlock the boss level	
Acid Flies **Collect** - Collect for special power-up **Power-up:** "Acid lick" (player is able to kill poison grubs by licking them)	

Grub
Enemy
 	
- Ways to defeat grubs:
  - Jump on top of
  - Lick
  - Acid lick
 	
- Instant death if player touches / is touched by grub	

Poison Grub
Enemy
 	
- Ways to defeat poison grub:
   - Poison lick
   - Jump on top of when spikes are retracted
 	
- Player will die instantly upon touching poison grub, or landing on spikes
- Player will die instantly if hit by poison grub's poison spit	
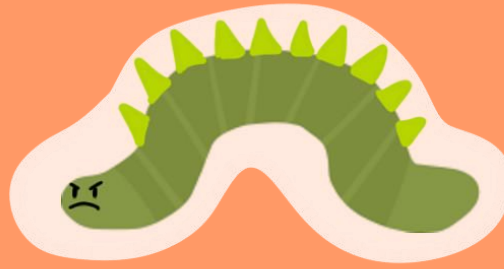
Glowing Tree **Trampoline** - Player can use the glowing tree tops to bounce to platforms that are out of reach to the player. - The player will need to aim for the place they want to land by using the left are right arrow keys.	

Tree Trunk
Barrier

The trunk of trees act as barriers that the player has to find a way to work around. Find a different path around this object, it's too big to jump over on your own.
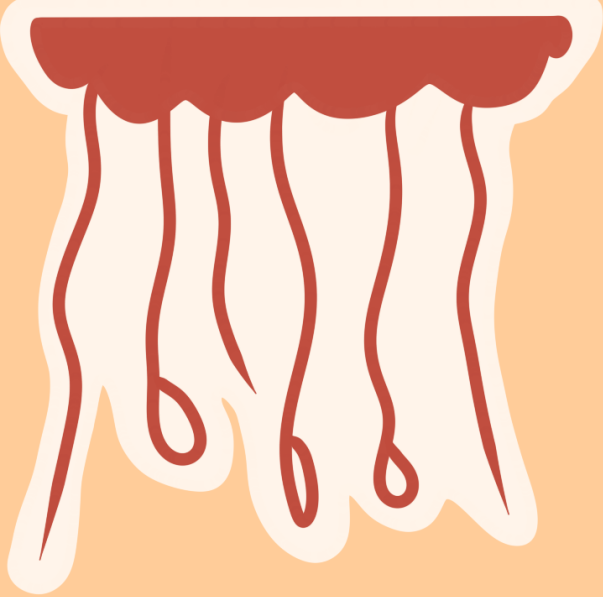Cannot be destroyed

Glowing Bush
Jump on top of these to get to out of reach platforms that can't be reached by leap or double leap

Red Bush
Instant death upon touch
These cannot be destroyed

|	
Red Vines Instant death upon touch These cannot be destroyed	
Spikes Instant death upon touching spikes (bottom), if you hit the side (flat) part of the spikes, it will fall.	

Enemy Spawn Points Enemy grubs spawn on these unless you double jump on them	
Crumbling Platforms These platforms crumble beneath the player upon touch. Player must be quick to jump onto another platform to avoid falling to their death with these platforms.	
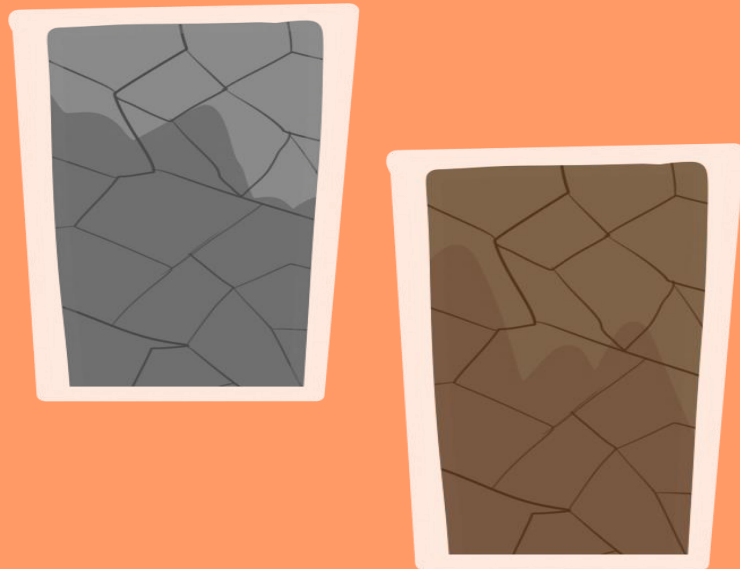
MECHANICS

CORE MECHANIC

The core mechanic of **LENNY** is based around a simple leaping movement.

SPACE + < / > = Leap

The player is able to leap by pressing down the space bar and the left or right arrows keys at the same time.

Example:

SPACE + > = Leap forward

Or,

SPACE + < = Leap backwards

This action will allow the player to jump from one platform to the other, defeat enemies, collect items, jump over traps and exit levels.

SYSTEMS DESIGNED AROUND THE CORE MECHANIC

The systems designed around the core mechanic are fighting and jumping. The game will have a small combat element consisting of the usual jump-based attacks

Example:

Jumping on top of grubs to kill them

The player is able to double jump, allowing to player to reach higher platforms. The double jump will also be vital in avoiding traps, and enemy attacks.

EXAMPLES OF GAME MECHANICS
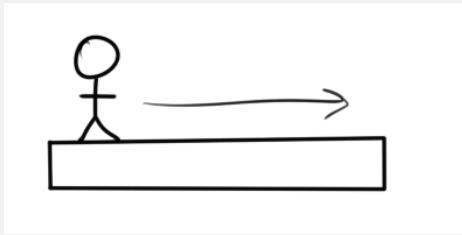
Running forwards
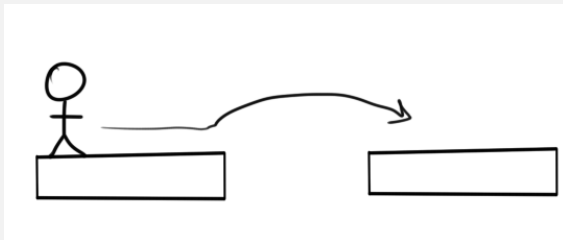
Jumping over platforms
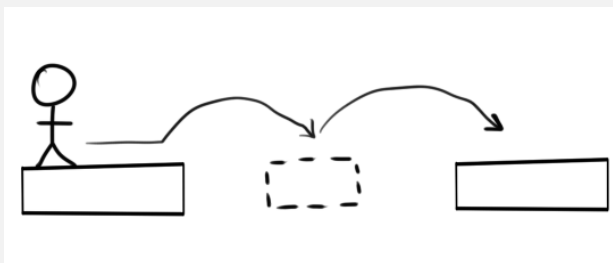
Avoiding crumbling platforms
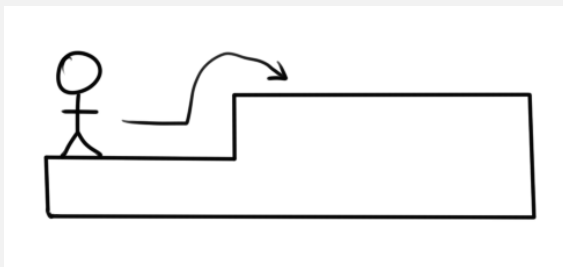
Jumping up platforms
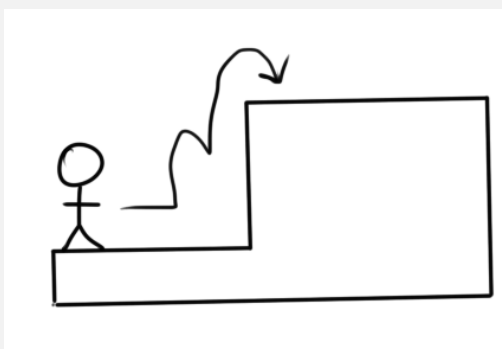
Double jumping up higher platforms
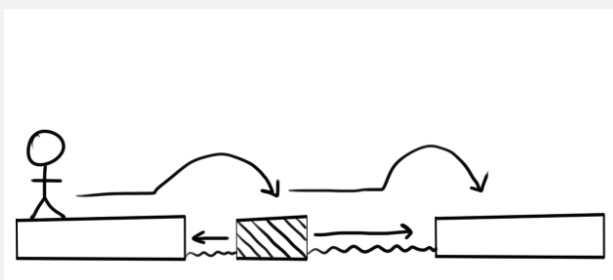
Using moving platforms to get to other side of gap
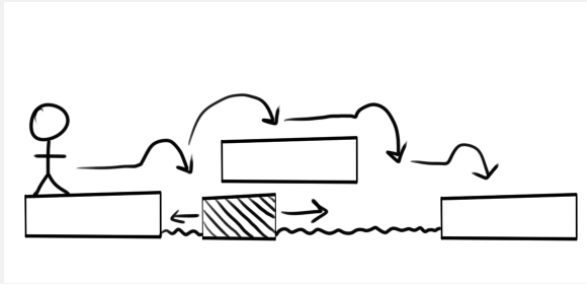
Avoid obstacles whilst using moving platforms
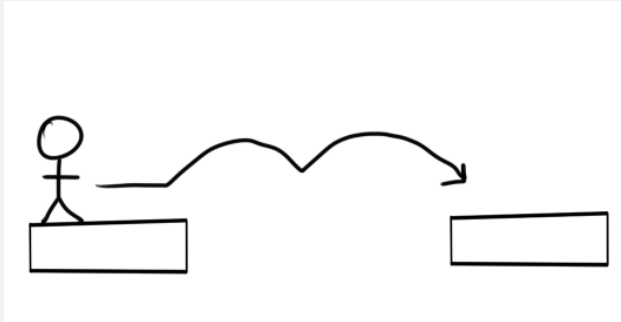
Double leap across wide gaps
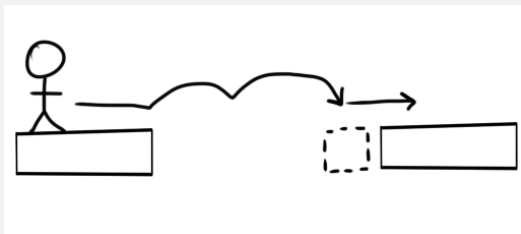
Jump onto disappearing platform when crossing gap, avoid falling
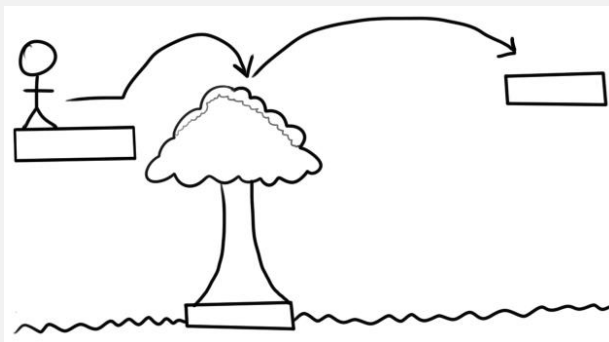
Using glowing tree-top to bounce to out of reach platforms
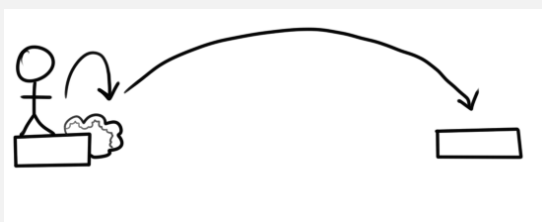
Using glowing bush to bounce to out of reach platforms
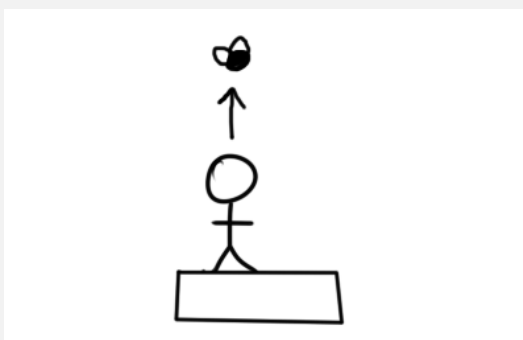
Jump up to collect flies
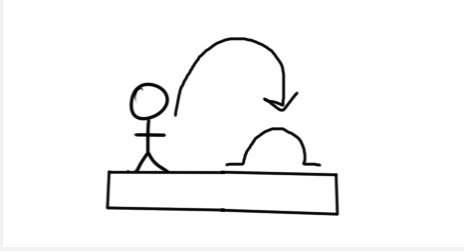
Jump on enemy worms to kill them
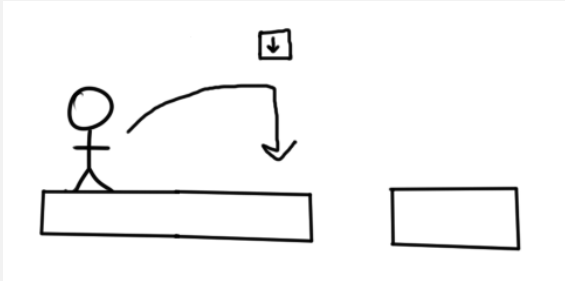
Stop leap mid air by pressing down key

Continue to Next Page for LEVELS

LEVEL LAYOUT

There are 10 levels throughout the entire game, beating all 10 will win you the game. There are 5 sections that need to be cleared before unlocking the boss level. Upon opening a new game, the first level is the only unlocked, the boss level is revealed upon completing level 9 in section 5.

Levels	Section
0. Carl loses his eyes	
1. Lenny's quest begins	Section 1. Pond
2. Past the waterfall	
3. Into the great forest	Section 2. Forest
4. Poison grubs!?	
5. Over the Hills	Section 3. Hills
6. And far away	
7. Rocks, everywhere!	Section 4. Mountains
8. This land is dead	
9. Enter the caves	Section 5. Cave
10. Into the Mole's lair	

LEVELS

Start Level – Carl loses his eyes (POND SECTION)

In this level, the only things the player can do is all to their death down the hole the mole dug, or move forward towards the tree and continue on to level 1. This level is only accessible after the Cut-Scene is played, and cannot be travelled back into once moving onto the next level.

Level 1 – Lenny's quest begins (POND SECTION)

Level 1 is where the player explores the basics of the game. These basics include: running, leaping, double jumping, defeating enemies, collecting flies,

seeking out hidden locations or objects, avoiding falling down holes, finding an alternate route around a barrier, and unlocking another level. A lot is included in the first level, but in its most simple form. To complete this level, the player must collect all flies and kill all grubs.

Level 2 – Past the Waterfall (POND SECTION)
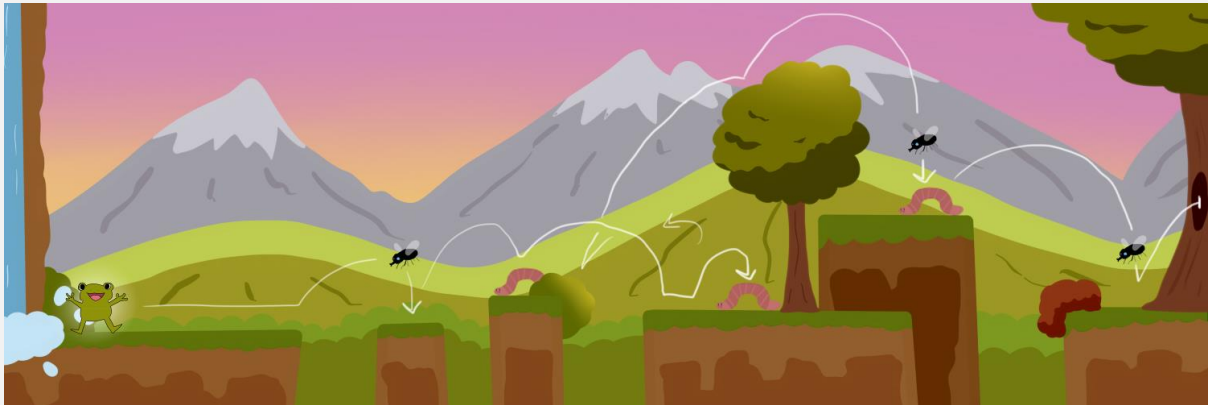
In this level, The player is faced with a large barrier which they must find their way around using 'trampolines' (the glowing bushes and trees). The player also comes across the first poisonous red plant in the game that needs to be avoided.

Level 3 – Into the Great Forest (FOREST SECTION)
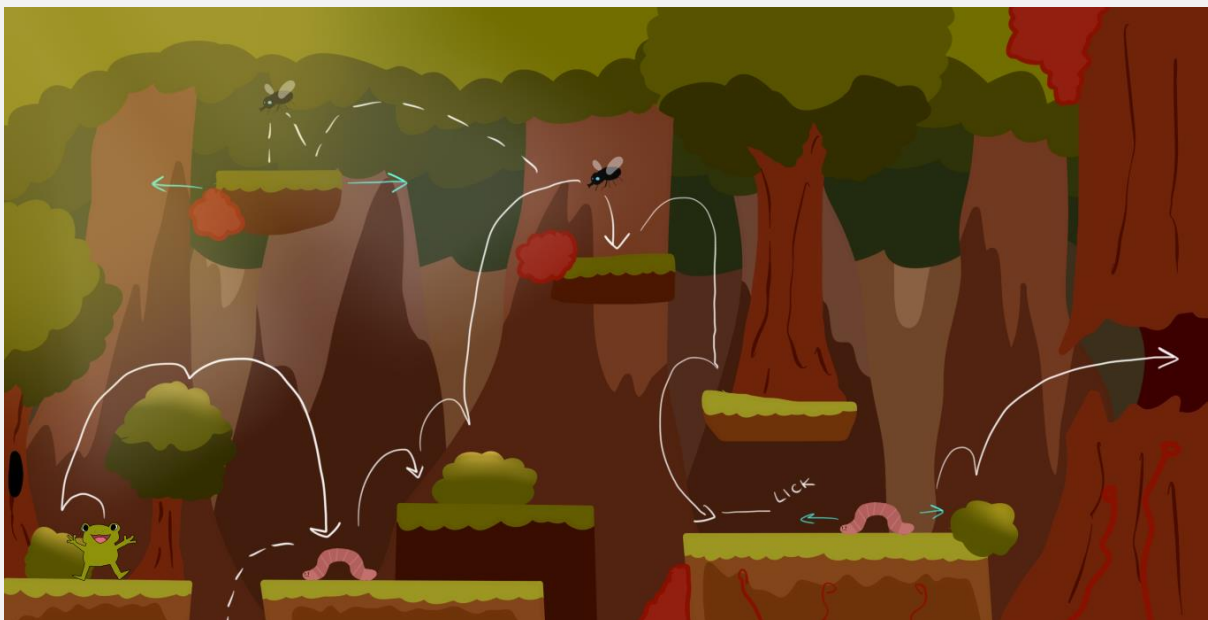
The player needs to avoid moving enemies, land on moving platforms, jump and aim for the exit, and find the secret area.
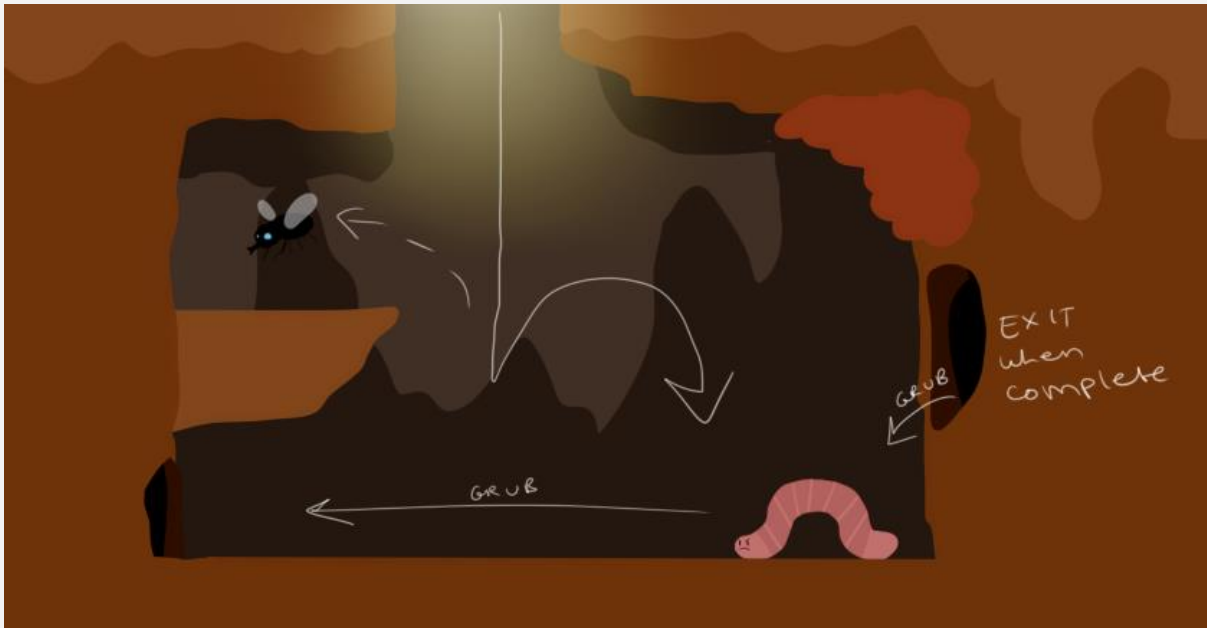
(Secret Area – Level 3)

Level 4 – Poison Grubs (FOREST SECTION)

The player is introduced to poison grubs, acid flies, crumbling platforms and poisonous vines. The player will need to be careful when using the trampolines, because of the possibility of hitting the vines and dying instantly.

Level 5 – Over the Hills (HILLS SECTION)

Grub spawn points make their first appearance in Level 5. Follow the grubs path and the player will find a secret area. The player must double jump to destroy the spawn points.
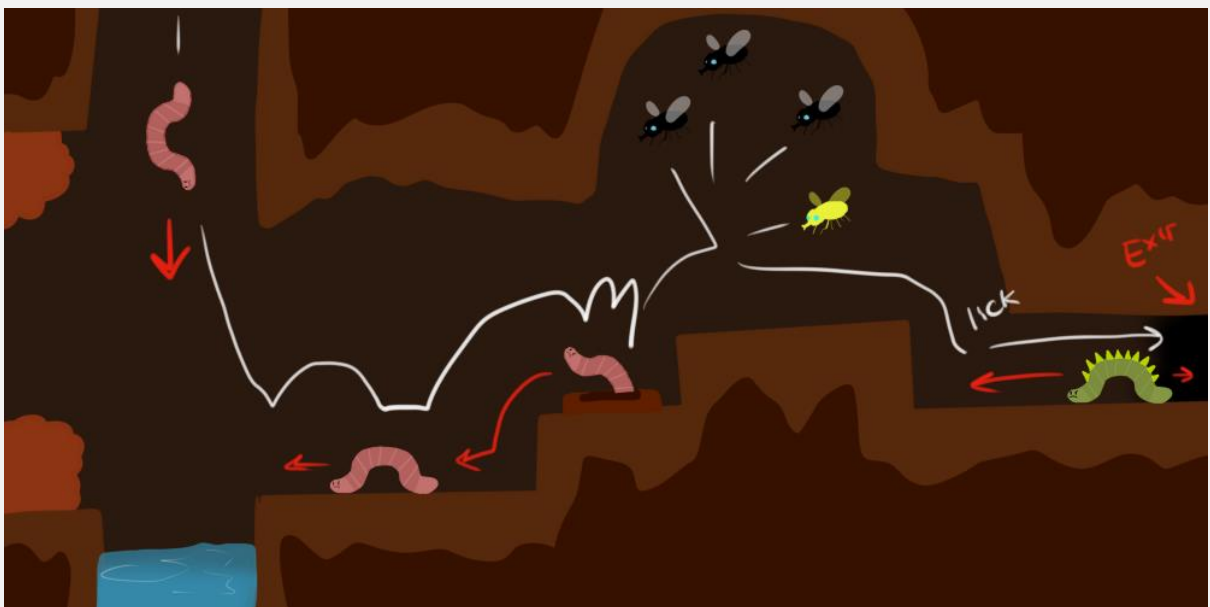
(Secret Area – Level 5)

Level 6 – And far away (HILLS SECTION)
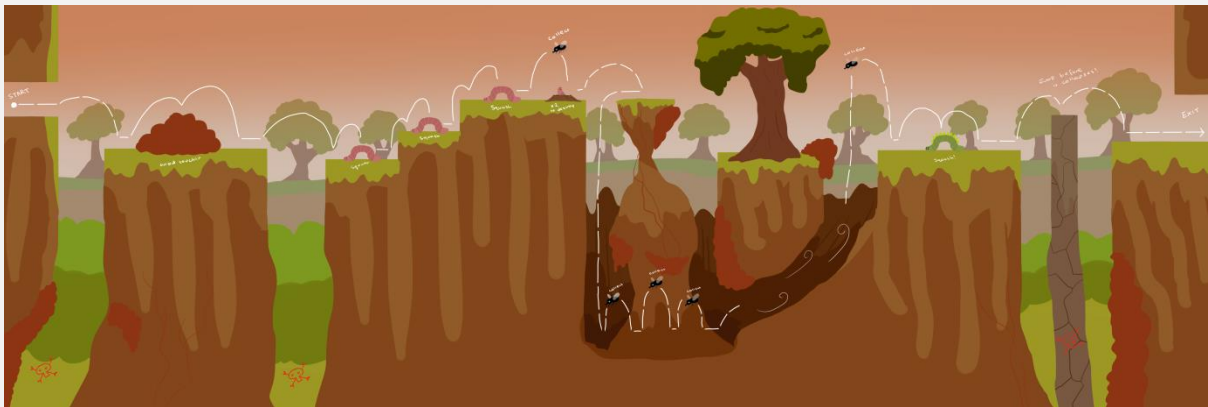
The small area below the surface is a half-secret area, the player cannot get passed the tree so the player will need to try out different routes to get to the other side of the tree, which will inevitably find them the "secret" area- which is not visible when the player is on the surface of this level.

Level 7 – Rocks, everywhere! (MOUNTAINS SECTION)
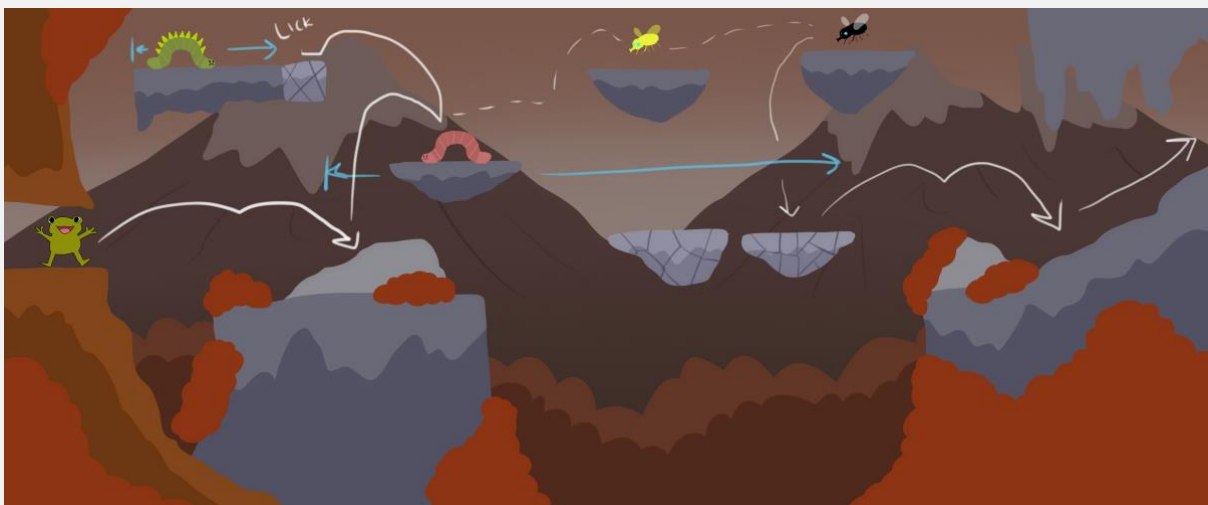
As the player gets closer to the end of the game, the more and more poisonous red plants that start to pop up in each level. A new obstacle that the player has to get past in this level is dodging other platforms whilst on a moving platform.

Level 8 – This land is dead (MOUNTAINS SECTION)
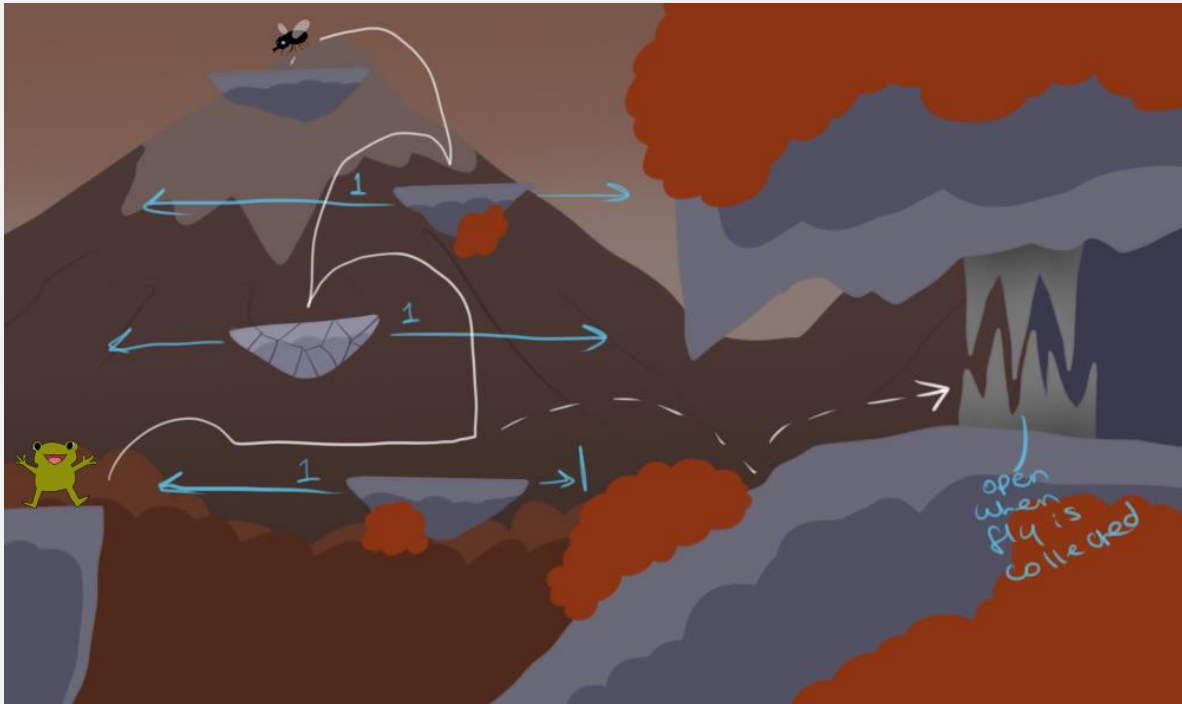
There is only one fly to collect, but because of the moving platform, it may be difficult for the player to reach the fly on their first go. The spikes at the exit will only open if the player collects the fly.

Level 9 – Enter the Cave (CAVE SECTION)

Ceiling spikes are now a thing! The player has to deal with more narrow paths to manoeuvre through, as well as aiming for the exit- which can kill the player if aimed wrong. If the player has not unlocked the boss level, the exit at the bottom right will be closed up by poisonous plants.

Level 10 – Into the Mole's Lair (Boss Level / CAVE SECTION)

To attack and harm the mole, the player must:

Hit the spikes from the side so that they drop and fall on the mole's head, the player will need to wait for the spikes to re-spawn to do that again.

The player can collect the acid fly and lick the mole with Lenny's acid tongue.

The player must destroy the spawn point by jumping on top of the mole while it is injured. The player must also avoid falling down the hole on the bottom left.

The mole can cause damage by smacking the player off of the crumbling platforms, and by rolling back and forth in a ball after being injured. If the player is not in the small nook behind the mole during this, the player will be killed. The mole will only do this rolling move after being injured, so when injured, the player can jump over it and stand in the nook.

After defeating the boss, the game will go to the final cut=scene.

If the player is killed, a menu will pop up, asking the player if they would like to:

Restart the game

Or,

Restart the boss level

WIN / LOSE SCENARIOS

Examples

Example 1: Level 2
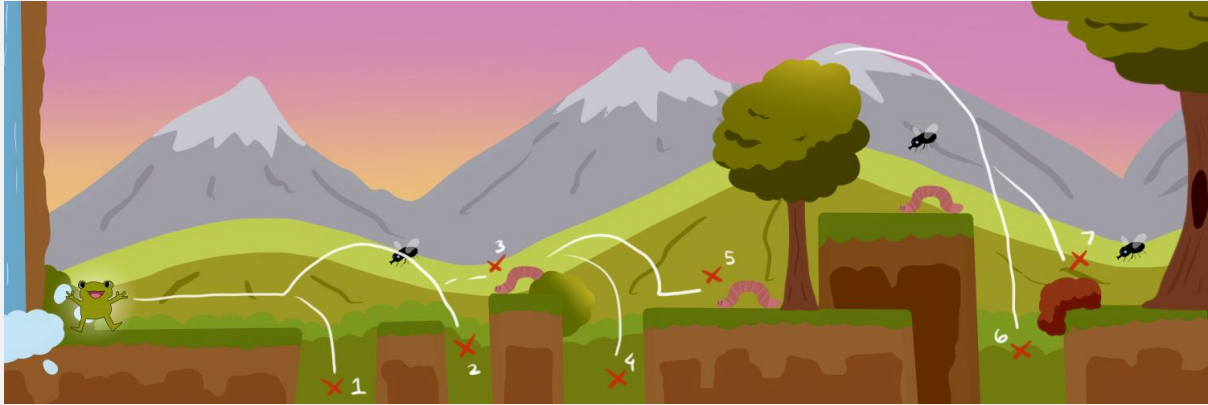
Lose: 1. Fall **2.** Fall **3.** Hitting grub from front on **4.** Fall **5.** Hitting grub from front on **6.** Fall **7.** Hitting poisonous plant

Example 1: Level 2
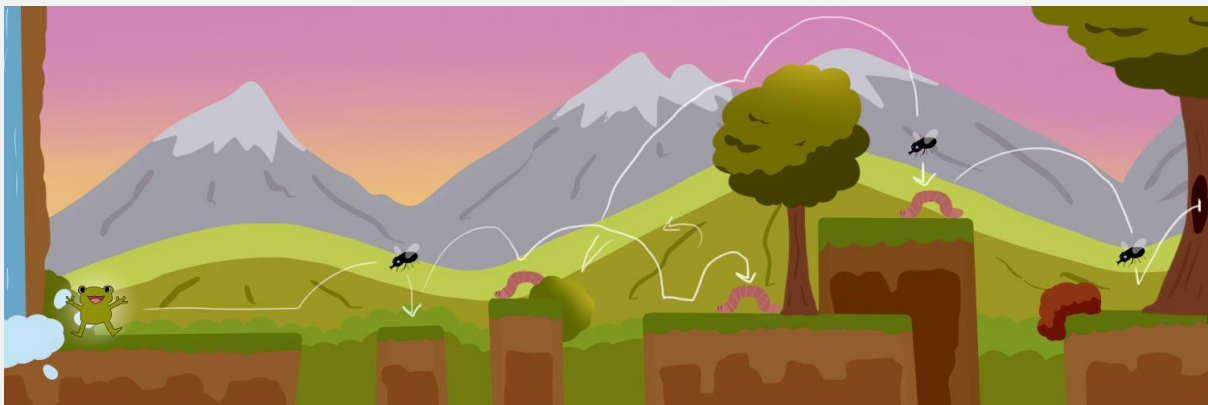
Win!

Example 2: Level 5

Lose: 1. Hit poisonous plant **2.** hit grub from front **3.** hit poisonous vines **4.** hit by poison grub's poison spit **5.** hit poison grub's spikes **6.** hit poison plants **7.** land on spikes **8.** fall down with crumbling platform

Example 2: Level 5

Win!

Example 3: Level 3
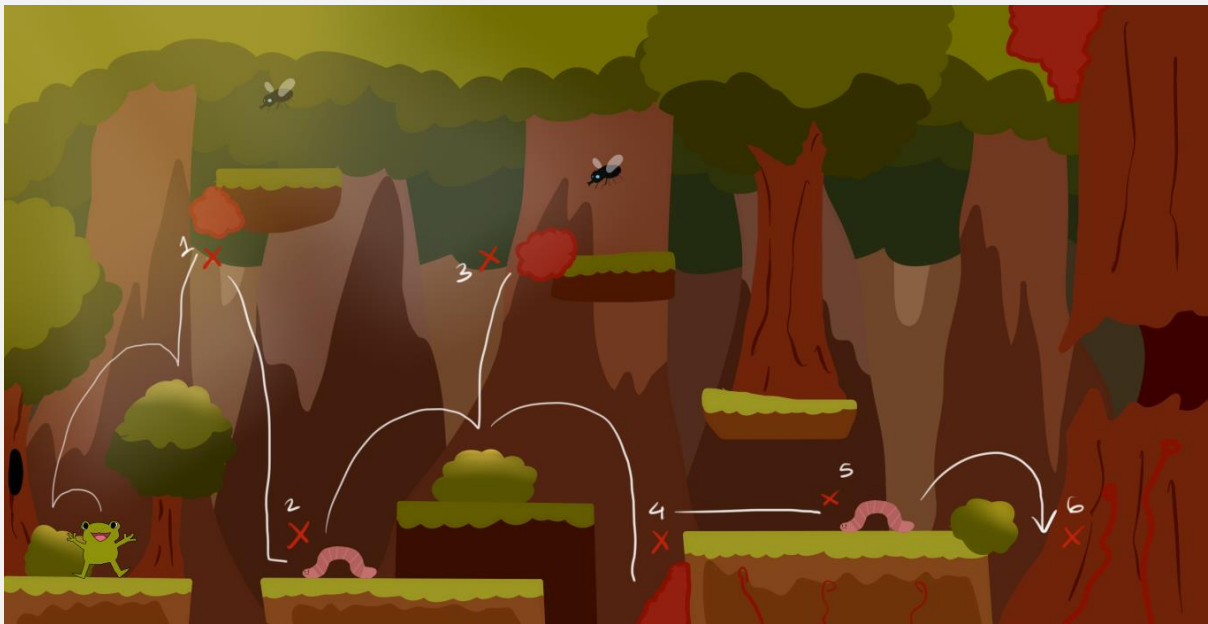
Lose: 1. Hit poisonous plant **2.** Hit grub from front **3.** Hit poisonous plant **4.** Fall down hole **5.** Hit grub from front **6.** Fall short of exit

Example 3: Level 3
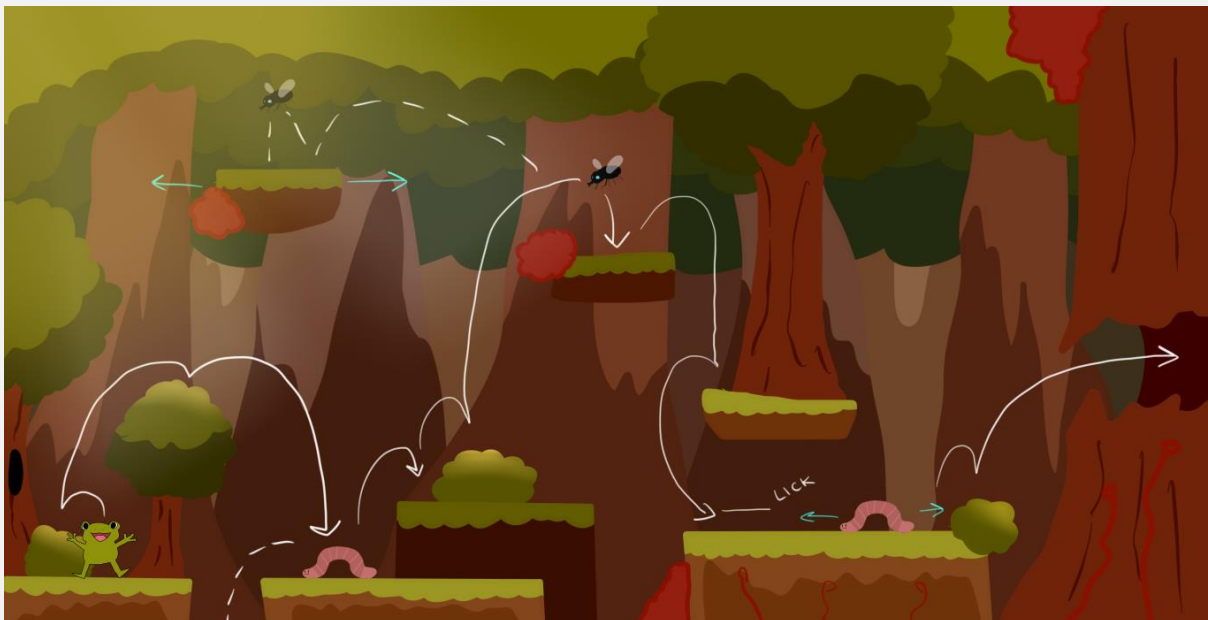
Win!

CUT SCENES

Script

BEGINNING – pre-game play

This Cut-Scene plays upon selecting a New Game selection.

EXT. The Pond - Morning

Beautiful sunny morning, Lenny and Sweet Baby Carl are playing by the pond, having fun. They splash water on each other. A rumbling in the distance, birds fly out of the trees squawking. Lenny and Sweet Baby Carl stop and watch as the pond water starts to bubble, a dark shadow rising from the pond, it lifts up out of the pond to reveal its self.

A large mole towers over them, it sniffs around. Lenny and Sweet Baby Carl back away from it slowly.

It sniffs and sniffs.

Sweat drips from Sweet Baby Carl's forehead.

The Mole sniffs closer in his direction, before letting out a screech and swiping at Sweet Baby Carl. It grabs Sweet Baby Carl and lifts him up to its nose.

Lenny cries out and tries to leap up and save his friend, but the Mole smacks him away as soon as he latches onto the mole.

The mole brings Sweet Baby Carl right up to its face, sniffs a few more times, and lets out a greedy sharp toothed smile. It cackles an evil laugh.

Lenny watches in horror, through the view of his eyes, as the mole tears out Sweet Baby Carl's eyes. Sweet Baby Carl cries as he is tossed to the ground, covering the black sockets of his eyes.

Lenny looks up in horror as the Mole opens his new eyes and squints at the sky, taking in its new-found eye sight.

Mole

"thank you, winged child, for you have gifted me with the
sight I will need in order to take over the world!"

Lenny

"Sweet Baby Carl didn't give you his eyes!
You stole them! Give them back!"

The mole glares down at Lenny.

Mole

"You dare defy me, puny frog? I'll crush you!"

The mole swings down its giant fist, but Lenny dodges out of the way before it crushes him. The mole growls.

Mole

"Hmph. Why would I even bother with a useless tiny
creature like you. Be gone with you, I'm going to rule the
world, and there's nothing you can do to stop me!"

Lenny hugs Sweet Baby Carl close to his chest, as Sweet Baby Carl cries and hold his eye sockets.

Lenny

"But why would you do this!? Why take his eyes!?
Why take over the world!?"

The mole rolls his eyes and chuckles.

Mole

"You land creatures will never understand what it's
like to be stuck underground, born without the ability to see
the world, belittled because you're a useless digging MOLE!
You all have it so good, yet you all complain about the
smallest things! As if you suffer? I'll take all of your eye-sights!
Then you will know what it is really like to suffer, then you
will know. THEN you will ALL know!"

The Mole cackles as he leaps and dives down at Lenny and Sweet Baby Carl. Lenny throws Sweet Baby Carl out of the way, and jumps out of the Mole's way just in time for the mole to smash into the ground, and start digging into the earth.

Lenny watches as the mole digs so deep, he can't see it anymore.

The hole in the ground creates cracks in the ground, Sweet Baby Carl is out of reach. Lenny calls out to Sweet Baby Carl from across the hole in the ground.

Lenny

"Sweet Baby Carl, I'll go after that mole and bring you your
sight. Don't you worry dear friend, it will be an easy fight.
You rest here and I'll fetch those eyes for you, by this
evening you'll be able to see again, too!"

Sweet Baby Carl nods, tears streaming down from his eye sockets.

Sweet Baby Carl

"Thank you, Lenny!"

Cut-Scene Ends – Begin Start Level 0 – Game Play

Mid-Game Play – Entering the Mole's Cave

This Cut-Scene plays upon unlocking and entering Level 10.

INT. Caves – Evening

Lenny falls through the hole in the ceiling and lands on his hands and knees. He looks around shocked, it's dark and a glowing and throbbing red light shines from the small tunnel ahead of him,

He gets up, crouched, and slowly makes his way over to the edge of the tunnel to look down into the lair of the evil Mole. He gasps and covers his mouth as he watches the Mole pluck eyes from animals from the land, and throw their eyes in a pile next to him.

The Mole reaches for a handful of the eyes in the pile and takes a big bite out of them, humming satisfied.

Lenny snarls and furrows his brows. He gets up, pulls up his non-existent sleeve and leaps down into the evil mole's lair.

Cut-Scene Ends – Begin Level 10 Boss – Game Play

After Game-Play - Defeating the Boss

This Cut-Scene plays upon defeating the Boss Level.

INT. Caves - Evening

Lenny watches as the mole desperately searches for the eyes that Lenny knocked out of its head in battle. Lenny quickly picks the eyes up and holds them tight in his arms.

The mole sniffs its way towards Lenny.

Mole

"I can still smell you, puny frog!
I'll get you!"

Lenny backs away. He looks up above the mole and notices the spikes shaking violently above the mole.

The mole smashes his fists against the ground in frustration, sniffing becoming panicked as he can't find Lenny.

Mole

"WHERE ARE YOU!?"

The mole's voice echoes through the cave and Lenny watches as the spikes fall down and crush the mole, blocking Lenny's view with a big gust of dirt and dust.

EXT. Pond – Evening

Lenny climbs out of the hole in the ground, and spots his friends Sweet Baby Carl still huddled over in tears.

Lenny crouches down beside Sweet Baby Carl. Sweet Baby Carl sniffles.

Sweet Baby Carl

"Lenny? Is that You?"

Lenny

"Yes, it is"

Sweet Baby Carl gasps.

Sweet Baby Carl

"Did you bring me my eyes!?"

Lenny nods and brings up Sweet Baby Carl's eyes in his palms. He presses his palms into Sweet Baby Carl's eye sockets. Sweet Baby Carl's eyes flutter open.

Lenny

"Yes, I did"

One last tear drips down from Sweet Baby Carl's eyes, he smiles and hugs Lenny tightly. Lenny hugs him back.

Sweet Baby Carl

"Thank you, oh thank you! My dearest friend, Lenny!"

Lenny croaks, his throat bloating about the same size as his head. He smiles and put his arm around Sweet Baby Carl's shoulder. The two friends turn and sit at the edge of the pond, watching the sunset peacefully.

Lenny Game Ends

TIPS AND GUIDES

Keys + Combinations

Start Menu	'You died' Menu
ENTER = Select Option Arrow keys = Skim through options	ENTER = Select Option Arrow keys = Skim through options
During Game Play ESC = Pause menu M = View map Movement and Actions: < / > = Run backwards / forwards < / > + SPC = Leap SPC = Jump L = Lick Down arrow = Stop leap mid-air SPC x 2 = Double Jump Hold < / > + (SPC x2) + Double leap Up arrow = also Jump	**Paused Menu** ENTER = Select Option Arrow keys = Skim through options ESC = Resume game

Attacks / Abilities:

Player's Abilities:

To defeat normal grub: jump on top of once, use lick, use acid lick

To defeat acid grub: jump on top of once when spikes are retracted, use acid lick

To collect flies / acid flies: all flies are collected upon touch

Other abilities: hitting spikes from the side (non-sharp area) will cause the spikes to fall and kill / harm whatever is below it

To defeat boss: Must make spikes fall on head 5 times. 1 spike damage is worth 3 acid licks.
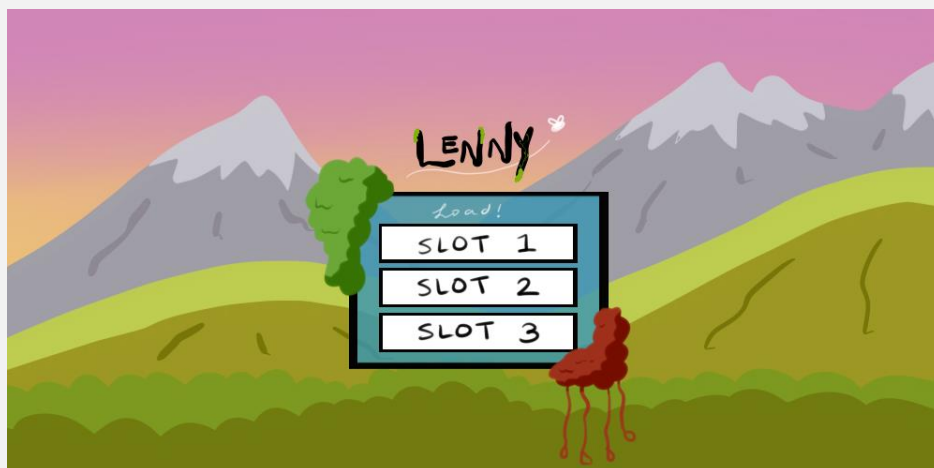
MENUS

START MENU

Upon starting up the game Lenny, the player will first view a main menu. Here, they can select from these options:

The player is able to have 3 separate game files saved at once. When first opening the game, there will be 3 blank slots ready for the player to save over.
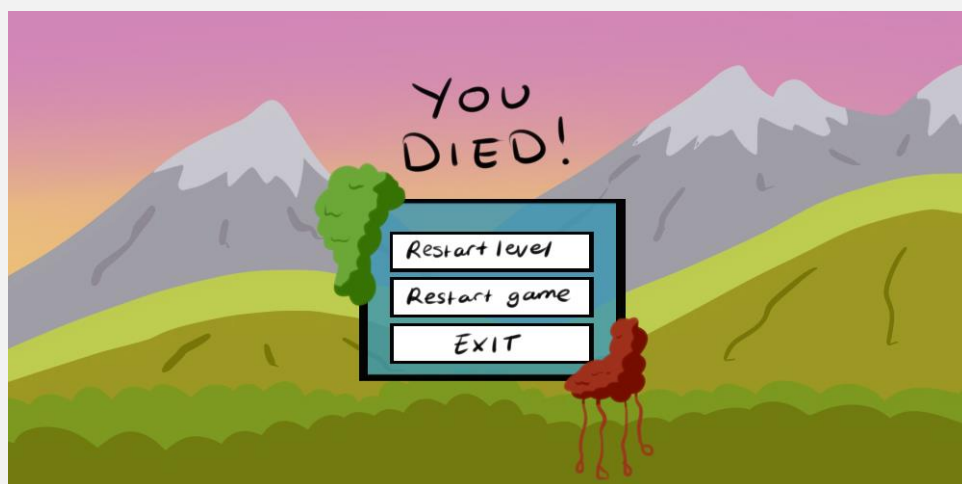
'YOU DIED!' Menu

Upon being defeated by the boss, or at any point in the game where the player dies, the screen shows a 'YOU DIED' menu and an option to restart the level, or to restart the entire game. Both options being backed up with either:

'Are you sure you would like to restart to boss level?'

And,

'Are you sure you would like to restart the game?'

'PAUSED' MENU

During game play, if the player presses the ESCAPE key, they will be brought to the PAUSED menu selection, where they can select:

MAP

The map will allow the player to view how much of the game they have completed and how many levels they have left to complete.

When first starting a game, the sections that are not being played will appear in greyscale. The section that is currently being played will be in full colour.

To exit the menu and resume game, Press ESCAPE

MORE INFORMATION

**What engine and why?**

Gamemaker Studio 2.

I chose Gamemaker Studio 2 for my game engine because I feel it is the most accessible and easy to use engine available to me. It seems user friendly, and as someone with not a whole lot of game experience, this is appealing. The engine does not require coding, and is specific to 2D games, making it ideal for Lenny. It has a large online community, so finding help with certain aspects of the engine would be easy, and finding and installing extensions with this would be simple. Lastly, the engine is very affordable, going for $39 a year, which suits my student oriented budget.

- Doesn't require coding
- Only does 2D games
- Available to windows
- Easy to find and install extensions
- It's possible to export the game to many different platforms
- An online community for tutorials and help
- $39 a year (affordable)

Why did I chose this art style?

2D art is simple to use, and because a lot of the actions the characters do are on repeat, drawing each frame for the movement won't require too much energy. This is especially so since the animation for the sprite's movements are not supposed to be smooth, but more pixel-like animation (the actual design for the sprites would be smooth however).

I feel that the "cartoony" 2D animation art style suits this kind of game because it does not take itself too seriously, and provides the game with a fun and playful vibe despite the story.
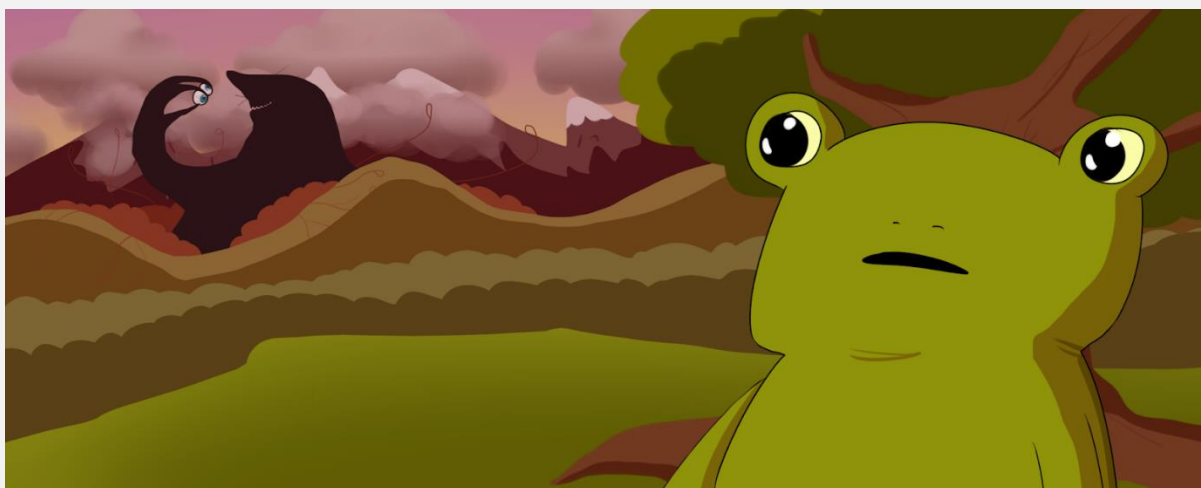
Funding?

- **Me (game designer, animation, artist, social media!)**
- **Sound Designer**

Regarding the funding for the game, pay would be worked out based on a contracted, single-payment, system where the average amount of hours it would take to complete the game is agreed upon, and a wage is calculated from there. I've estimated that the game would take 6-8 months to complete, with an average of 650 hours overall. This would mean that at a wage of $25 an hour, the total payoff for both the sound designer and I would be a lump sum of $16,250. Added up, the total amount for wages would be $32,500.

On top of this, resources for the game would add another $350, which covers the game engine and the sound software (estimated using Logic Pro X). This brings the final cost of making this game to $32,850.

This money obviously would not come out of pocket, however fundraisers such as kickstarter will assist greatly if I'm able to get a good online following. Organisations such as the university and/or scholarship programs would also assist (if I'm lucky) in contributing to the cost

Lenny

Leap into action!

Emily Ainslie – 8076