

# *“Pickled!” Story*

Kit Hoai Lac Chung

## Preface

“Pickled” is a mobile Pickleball arcade game designed to be played in pass-times. As such, the story is very simple, allowing players to easily follow along and remember regardless of how often they may need to leave and return to play. Also, as part of the main goal, players complete the game and share their high scores on social media, allowing the game to advertise itself. Thus, the story shouldn’t be too long either; if a player solely immersed themselves in the game, it should only take up to a few hours to complete.

## Overview

### Exposition [Tutorial]

Your name is Jules Novice, the newest up and coming rookie of the Pickleball world. It’s early in the morning and you’re already at the local court warming up before your first official game. Despite how good you already are, your coach, B, is going over the basics with you. The keys to victory in anything are solid fundamentals and with your goal of becoming the undefeated Pickleball world champion, you can’t afford to have any weaknesses.

### Rising Actions [Levels 1-9]

It’s simple really, to achieve your dream you play and defeat the top 5 players of the world without loss. Each game hones your skills for the next and you move up the ranks with each victory. Your games take you all around the world, starting in your home country, Canada, then to places in Asia, Europe, Australia and finally the US.

### Climax [Final Level]

After defeating the top 5 players without loss, you’re given the chance to face the current world champion: Amy Lou Fires. There’s no backing down now, the final hurdle to your dream. You play the most difficult and intense rallies you’ve ever played before, but overcome the adversity and defeat her.

### Resolution [Share high score]

Now, being the new and undefeated champion, you share the news with everyone you know. As word passes around, surely someone will step up to try and defeat you, and with that, you welcome the challenge.