



LOST & FOUND!

Game Design Document 06/02/17

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HIGH LEVEL CONCEPT

OVERVIEW

Based loosely around the humor and learning concepts of *Nature Cat's* "Bad Dog Bart" episode, "Don't Toy With Me!" is an underground treasure hunt game where kids help Nature Cat and his friends solve the mystery of the missing cat and dog toy treasure.

THE SET UP

Nature Cat's neighborhood is in chaos. It looks like Bad Dog Bart has stolen all the cat and dog toys in the neighborhood. It would be hard to know where to start looking if Hal hadn't dug up what looks like a treasure map to three underground tunnels that lead to the missing toys. It's up to the player to help Nature Cat and his pals follow the trails and find the missing loot!

THE MISSIONS

The treasure map that Hal has found marks the secret location to three underground tunnels. Each tunnel leads to the Toy Treasure Vault by a different path. Each tunnel has a unique set of hurdles that need to be surpassed. Each set of hurdles constitute a Mission. There are three Missions which include: climbing up and down caves to find the right path to the Vault; avoiding cave dwelling critters along the way; hopping over and under stalactites and stalagmites without touching them; and keeping from falling into the underground rivers.

THE CHALLENGES

At the end of each tunnel Mission, the player is presented with a special Challenge that has to be completed before entering the final cave with the Toy Treasure Vault. Successfully completing each of

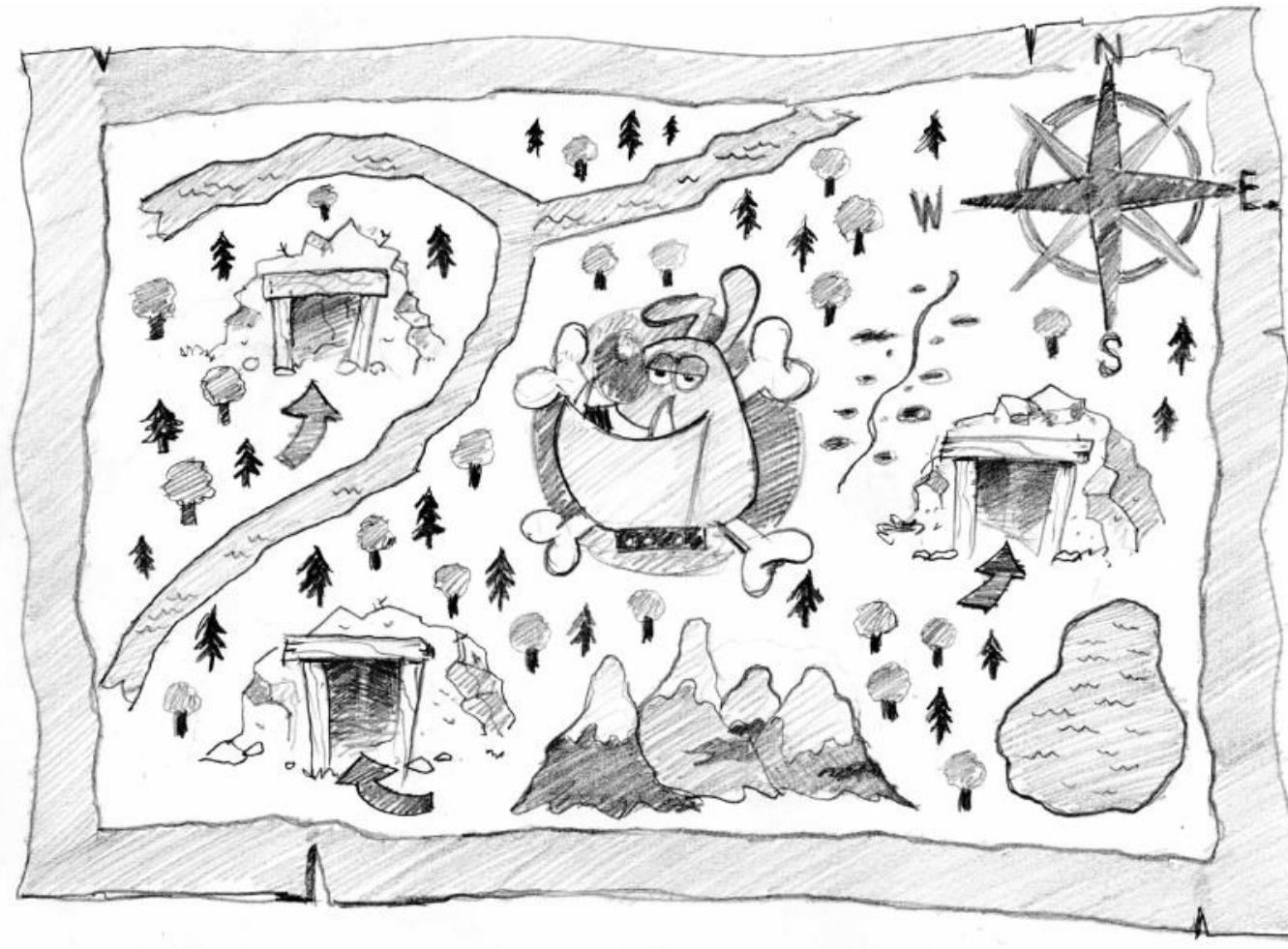
the three challenges will reward the player with a special key. Each Challenge requires successfully using a special exploration tool, including a magnifying glass, a compass and a flashlight. The player will need to successfully complete all three Challenges to recover all the missing toys.

REPLAYABILITY

As the players navigate through the tunnels, they are prompted to pick up glowing glow worms along the path. Picking up glow worms is not essential to getting to the end of the tunnel, but acquiring glow worms is an important aspect of “bonus play” at the end of each mission. In the Treasure Vault cave, once the stolen toys have been revealed, a congratulatory glow worm dance begins. The more glow worms collected, the bigger and more intricate the dance, so players are prompted to collect more glow worms for a bigger dance. Though a player can recover all the toys after completing the three Challenges, she/he want to continue to play Missions to collect more glow worms.

THE MAIN GAME SCREEN

The following is a (very) rough game board design to demonstrate the map interface to access the Tunnel Missions



THE MISSION SET-UP

- 1) Animation: At the beginning of the game, the player is presented with the back story – Bad Dog Bart has stolen all the dog and cat toys in the neighborhood, and there are going to be some pretty grumpy neighbors unless they're found. And who better to find them than Nature Cat and his friends? Oh yea, and it also helps that Hal just dug up what looks like a treasure map.

Note: The animation will be kept at a minimum, and any gameplay instructions will be added as tool tip tutorials on regular gameplay screens.

- 2) The player is given a view of the map. The map shows the entrances to three different tunnel locations. A player can begin his/her journey at any spot and explore them in any order.
- 3) A single Tunnel Mission can be repeated, but a player must successfully complete all three Missions to earn the three keys that will open the three different Toy Treasure Vaults.
- 4) Once a player enters a tunnel, he/she is presented with an underground side-scroller "platformer".
- 5) The player, either through tapping, clicking or swiping needs to successfully jump up and down a number of platform levels in this underground maze. Along the way the player will encounter obstacles and hurdles that she/he will either need to jump over or under, swing over, or find other inventive ways to traverse. (for more info, see Tunnel Missions below)
- 6) All throughout the cave, the tunnels are lit by glow worms that need to be collected to reveal the identity of the toy thief.
- 7) Once a player has successfully maneuvered through a tunnel, she/he will arrive at a door that opens on to a specific Challenge (see description of three challenges below).

THE TUNNEL MISSIONS

- 1) The underground tunnels in this platformer have multiple levels/platforms that a player needs to jump to. The goal of the player is to move left and right and jump successfully from level to level to hunt for the correct path to the end of the tunnel (and the door to the Toy Vault).
- 2) This left-right navigation is accommodated through with left/right arrows (or swiping TBD) and the jumping is done by up arrows (or tapping, actual navigation mechanic TBD).
- 3) The player will need to navigate through the tunnel platformer by successfully negotiating hurdles or trials.
- 4) Each tunnel will have its own specific set of trials (or a Mission) that Nature Cat (and the player) will need to traverse. These Missions include:
 - a. Tunnel 1: jump from platform level to platform level avoiding the stalactites and stalagmites
 - b. Tunnel 2: jump from platform level to platform level avoiding the cave critters, bats in the air, and lizards on the ground.
 - c. Tunnel 3: jump from platform level to platform level while avoiding underground rivers, waterfalls and lakes (oh, he hates getting wet!)
- 5) The tunnels are lit with glow worms, so it will be important to pick up as many of them along the way. One of the goals of the game (and a factor in its replayability) is to collect as many glow worms as possible in the underground tunnel trials. That will mean exploring all the available routes in the cave as the player hunts for the door to the Toy Treasure Vault.



Tunnel 1: Stalactites / Stalagmites

Avoid the formations in the tunnel



Tunnel 2: Critters

Avoid bats in the air and lizards on the ground

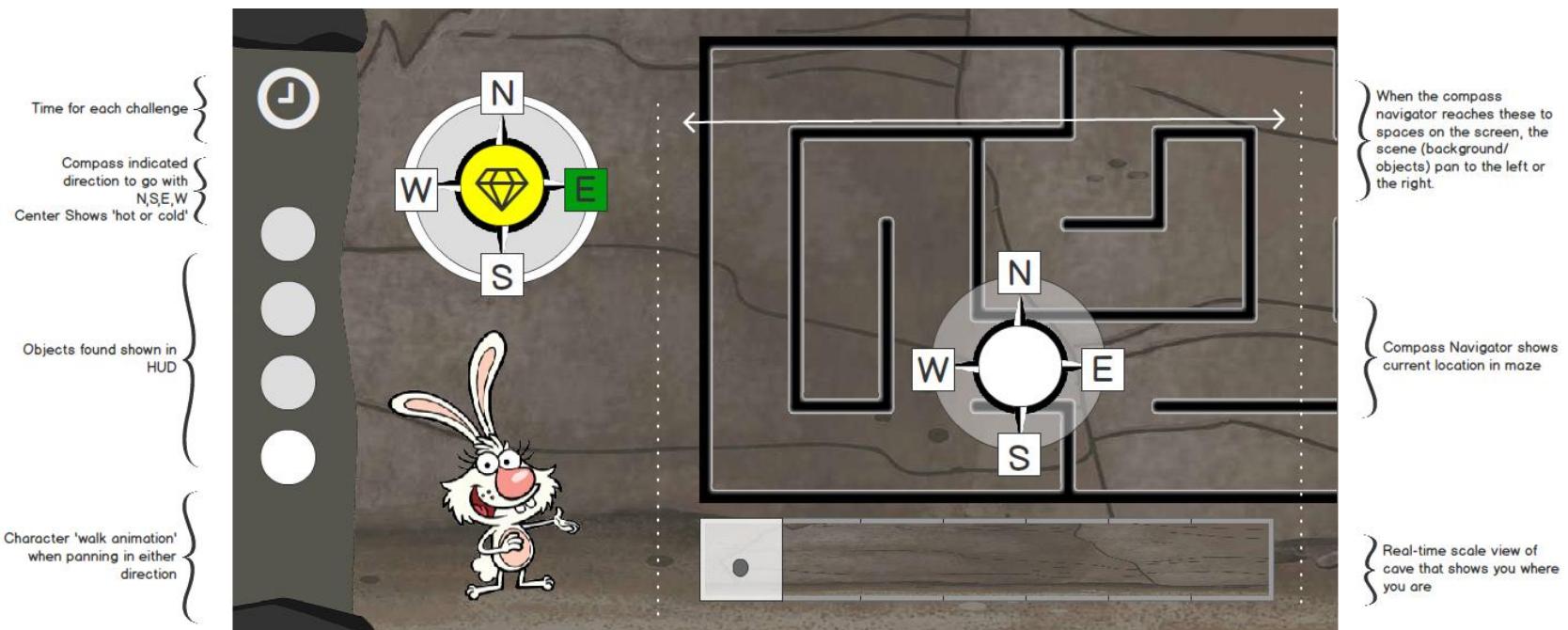


Tunnel 3: Water

Avoid water: underground rivers and waterfalls

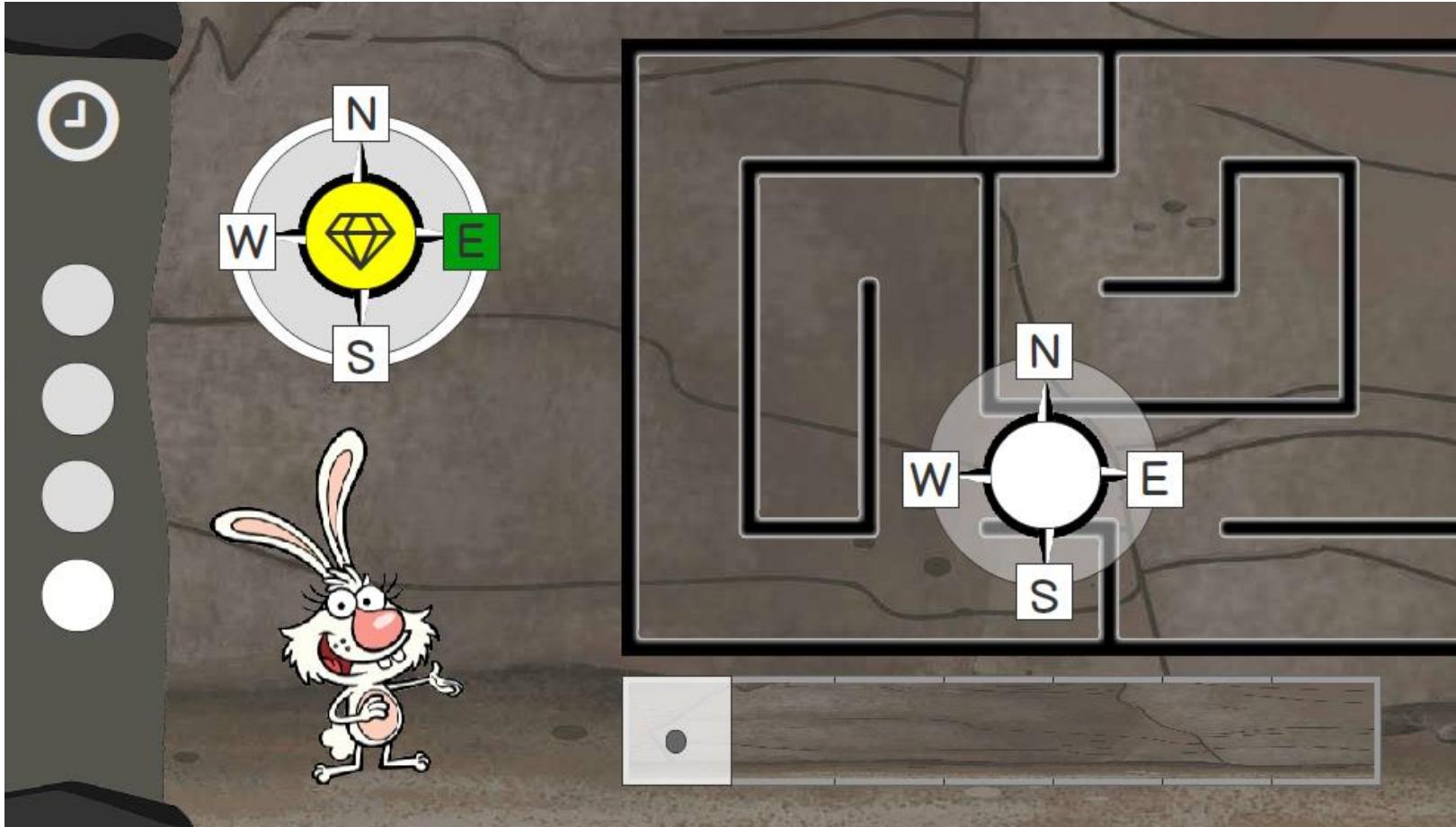
THE COMPASS CHALLENGE

At the end of one of the tunnels is a door leading to the Compass Challenge. In the Compass Challenge the player needs to successfully navigate a compass icon through a series of mazes to uncover gems buried in the rock. The player moves the icon over the maze grid and is given visual and audio directions on where the compass icon needs to be moved in order to uncover the buried gem. Once a player successfully completes the task of uncovering 5 gems, he/she earns a golden key in the shape of a compass. If the player has all three keys then they can open the Toy Treasure Vault door. If not, then they are advised to return to the map and take another Mission to find more keys.



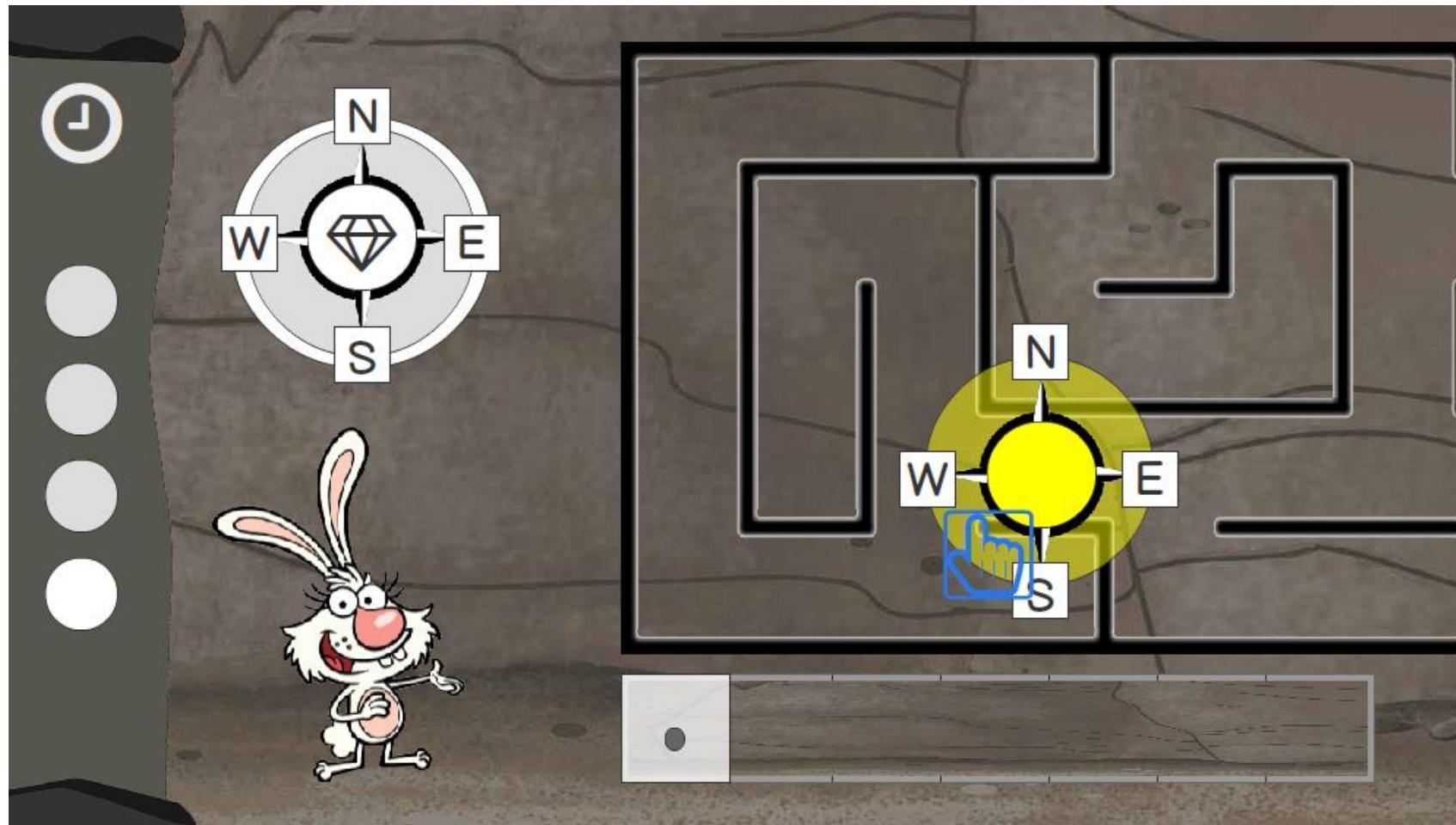
Game Screen (Master layout)

COMPASS CHALLENGE WALK-THROUGH



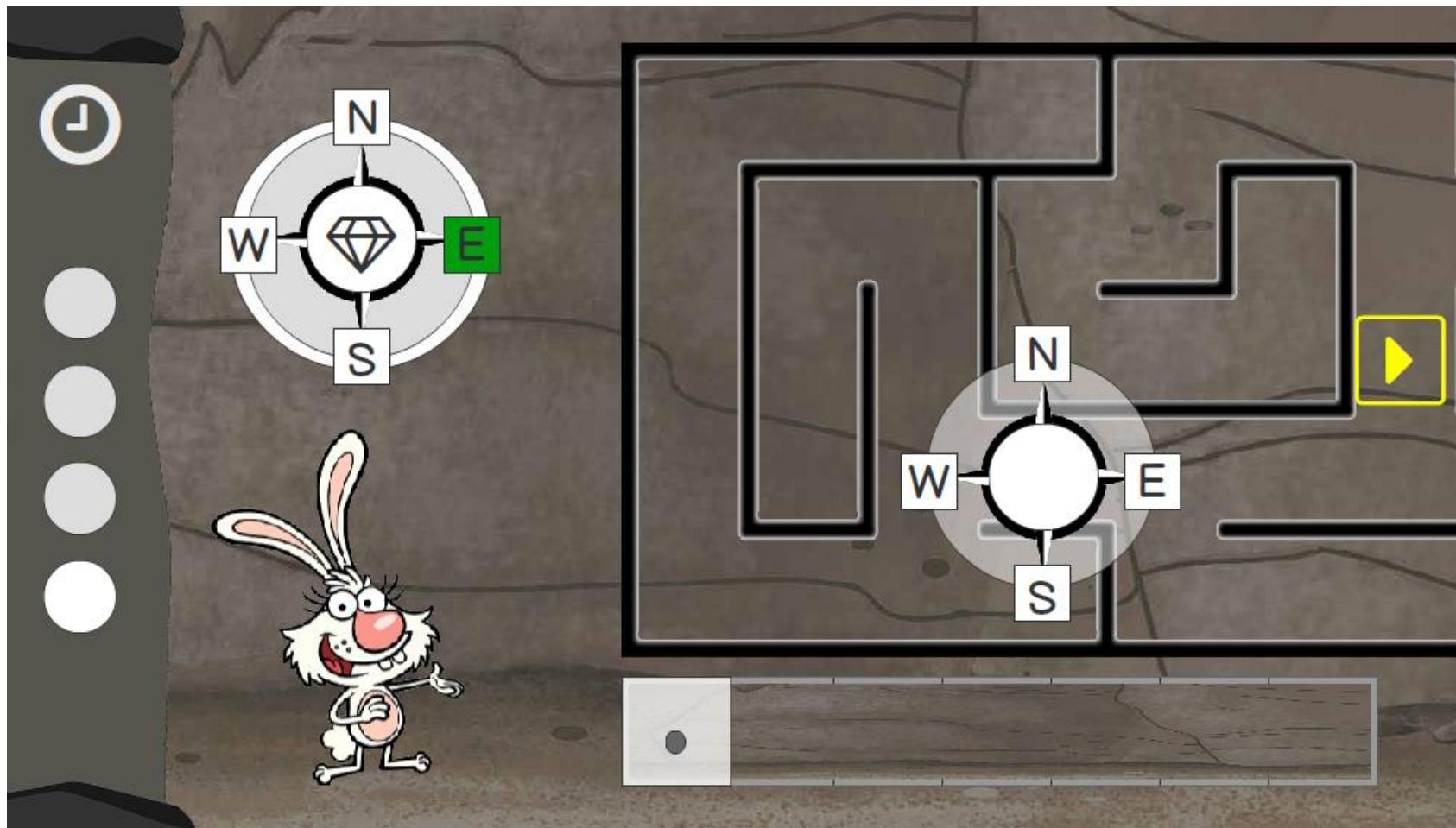
Challenge 1: Tutorial 1

Introduce the object to find and how compass works (blinks a direction to tell you which way to go)



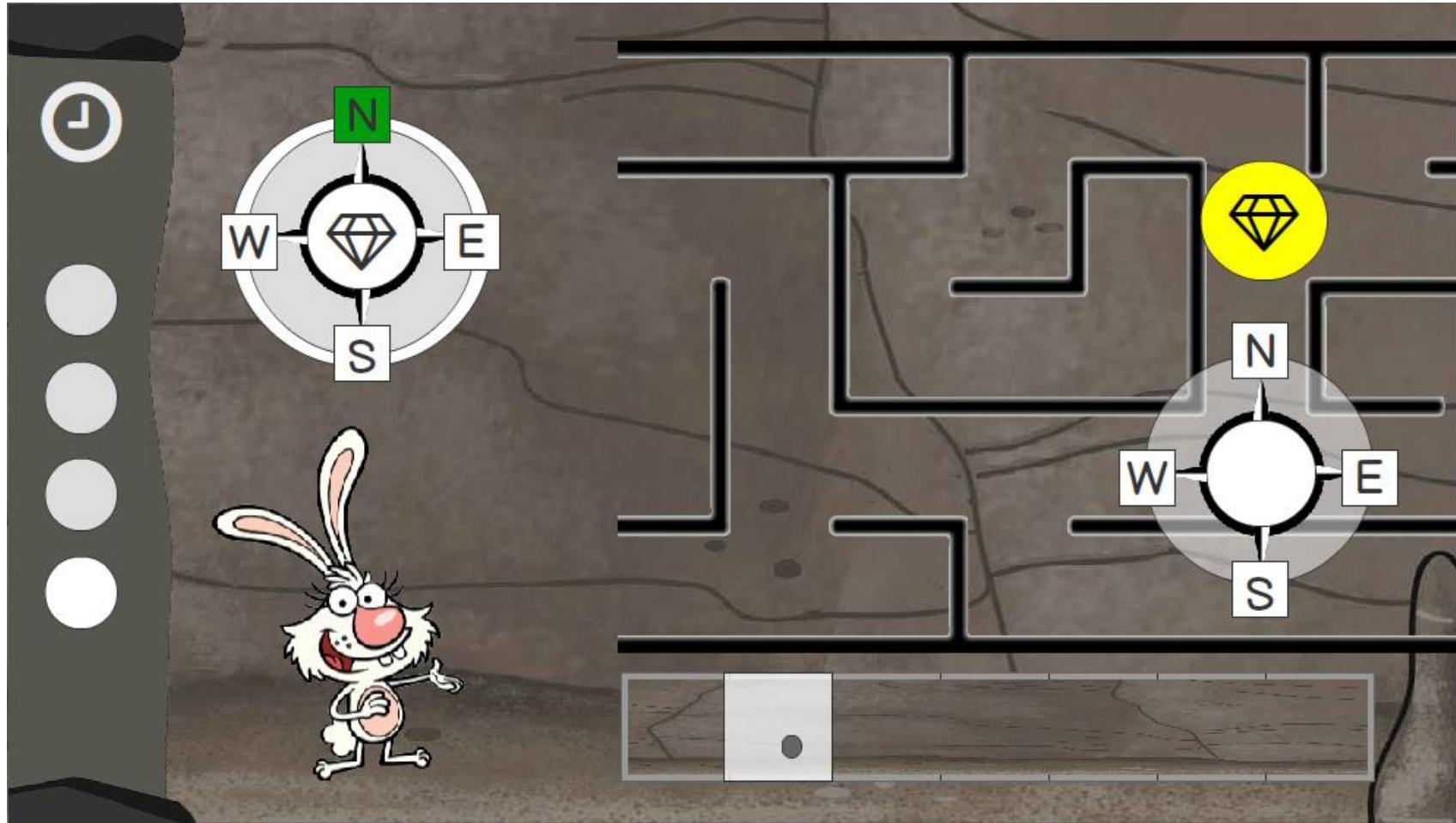
Challenge 1: Tutorial 2

Introduce Compass Navigator / Maze



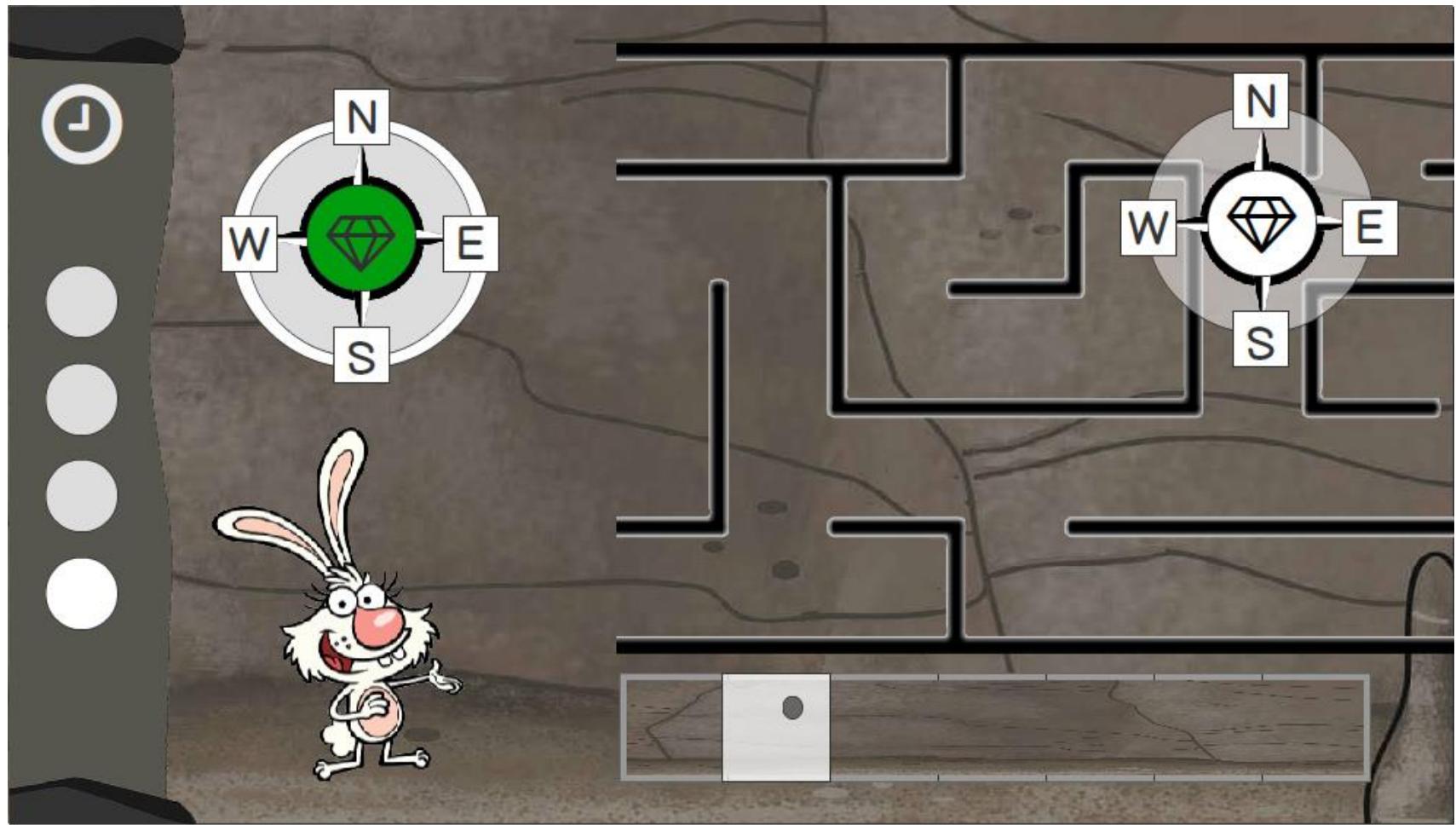
Challenge 1: Tutorial 3

Introduce Panning



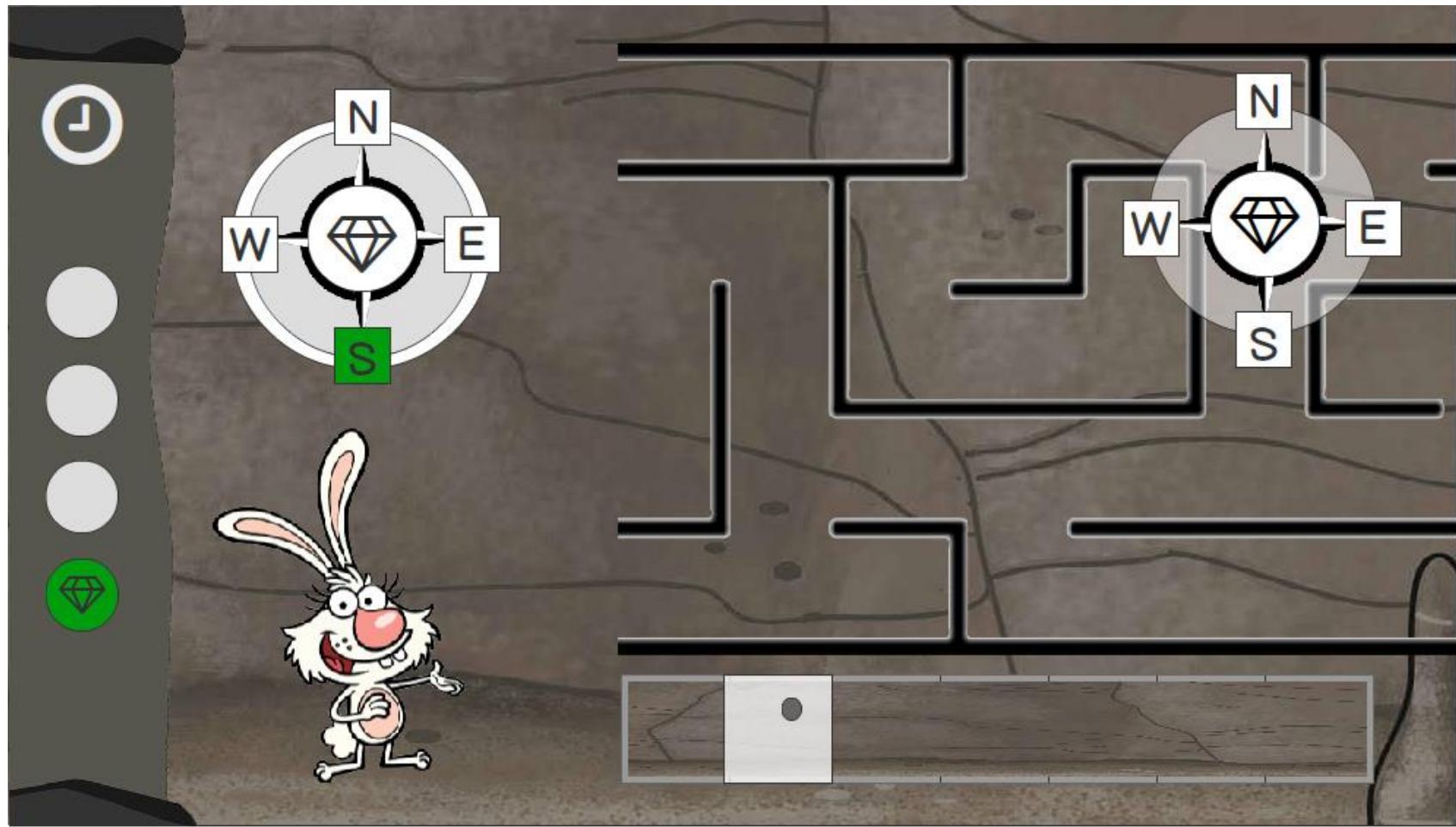
Challenge 1: Tutorial 4

Introduce Highlight Object



Challenge 1: Tutorial 5

Found it!

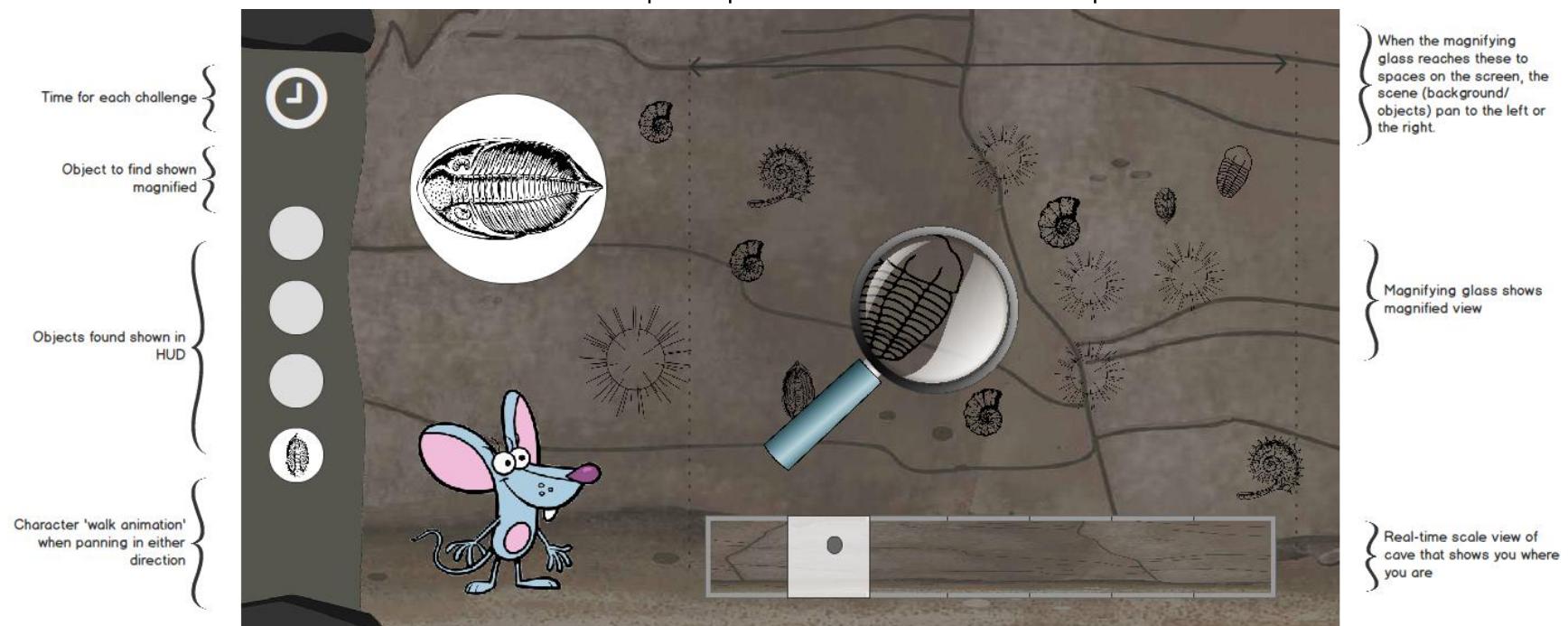


Challenge 2-4

New objects displayed in different locations. Timer Reset for each challenge

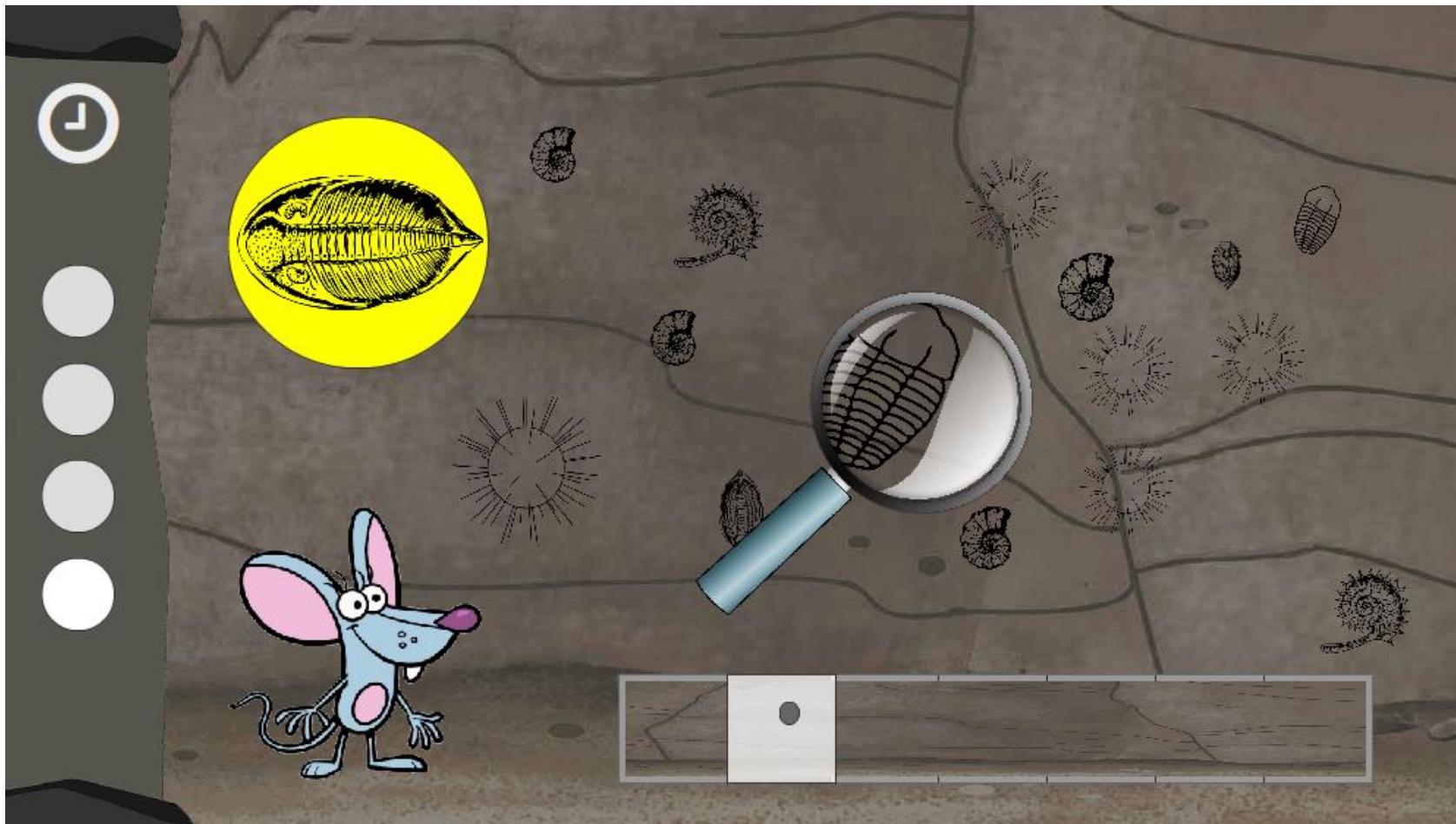
THE MAGNIFYING GLASS CHALLENGE

At the end of one of the tunnels is a door leading to the Magnifying Glass Challenge. In the Magnifying Glass Challenge the player is provided an enlarged image of a fossil or rock and provided with a magnifying glass. The player is prompted to move from end of the tunnel to the other searching for the match to the magnified item. As the player moves the glass over the wall, items enlarge and come into view. When the player finds a match, then a new item will appear in the display window and the player will need to search to find the new item. Once the player has found all the items, she/he is awarded with a golden magnifying glass key. If the player has all three keys then they can open the Toy Treasure Vault door. If not, then she/he is prompted to return to the map and take another Mission.



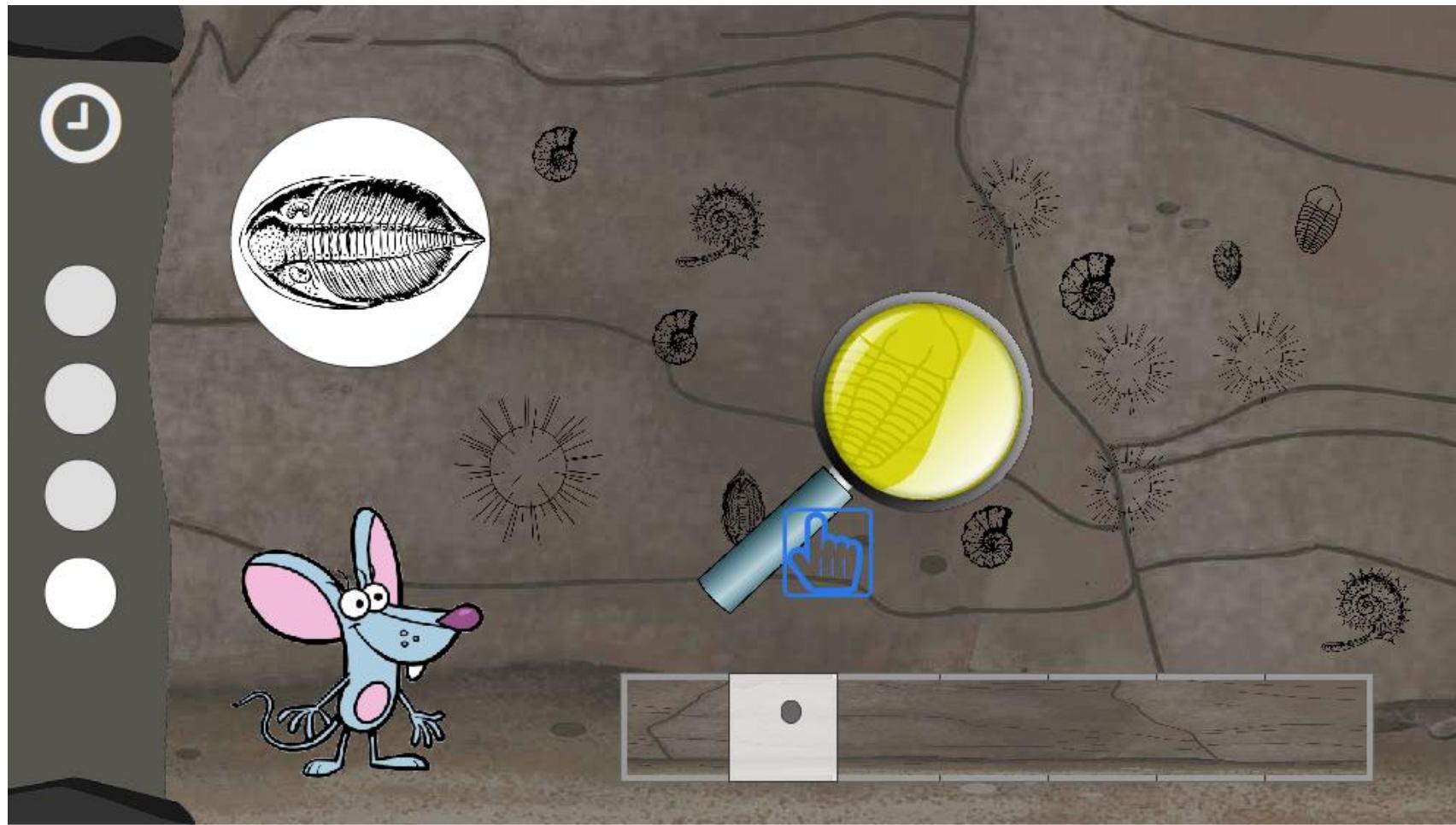
Game Screen (Master layout)

THE MAGNIFYING GLASS CHALLENGE WALK-THROUGH



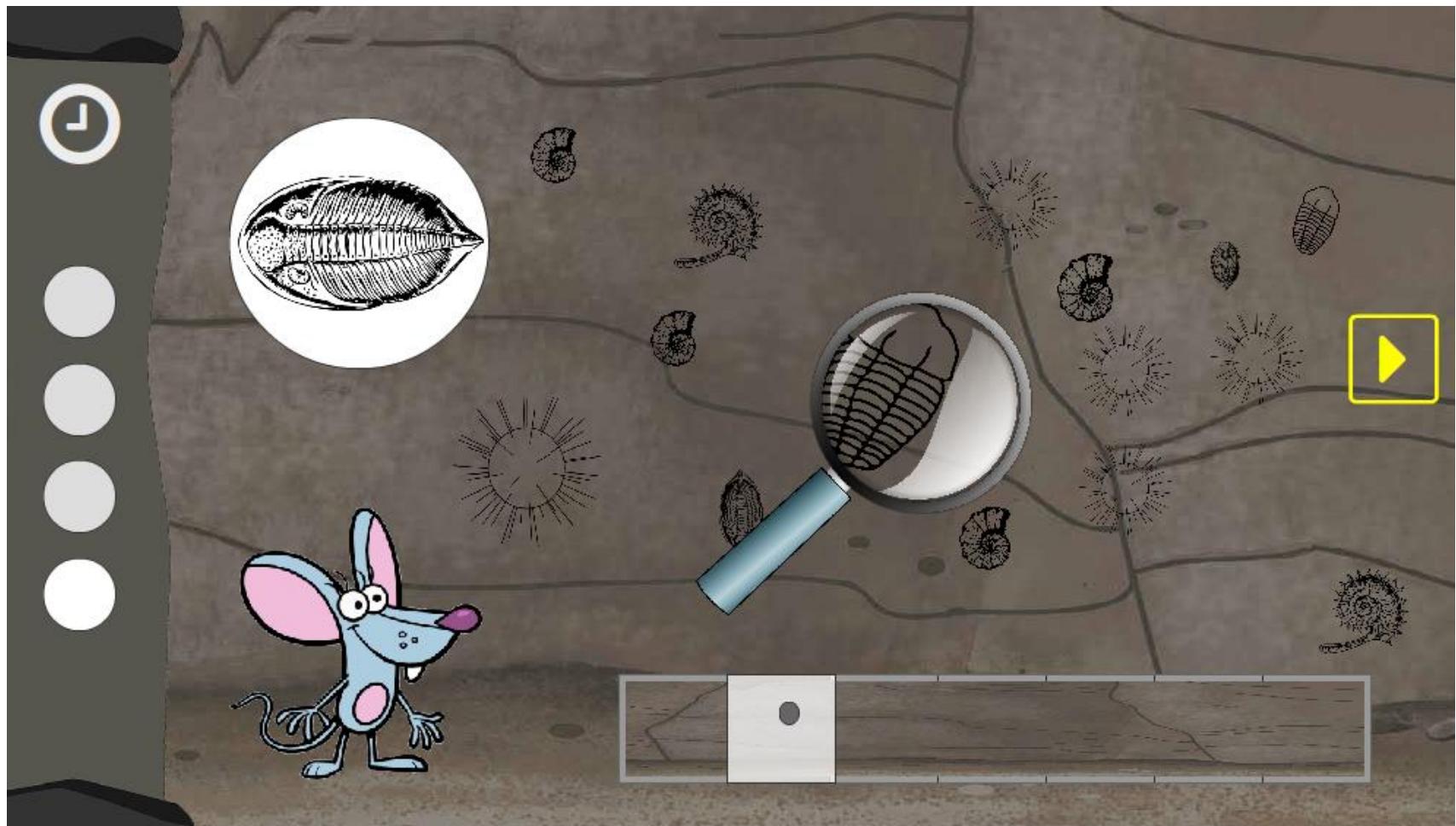
Challenge 1: Tutorial 1

Introduce the object to find



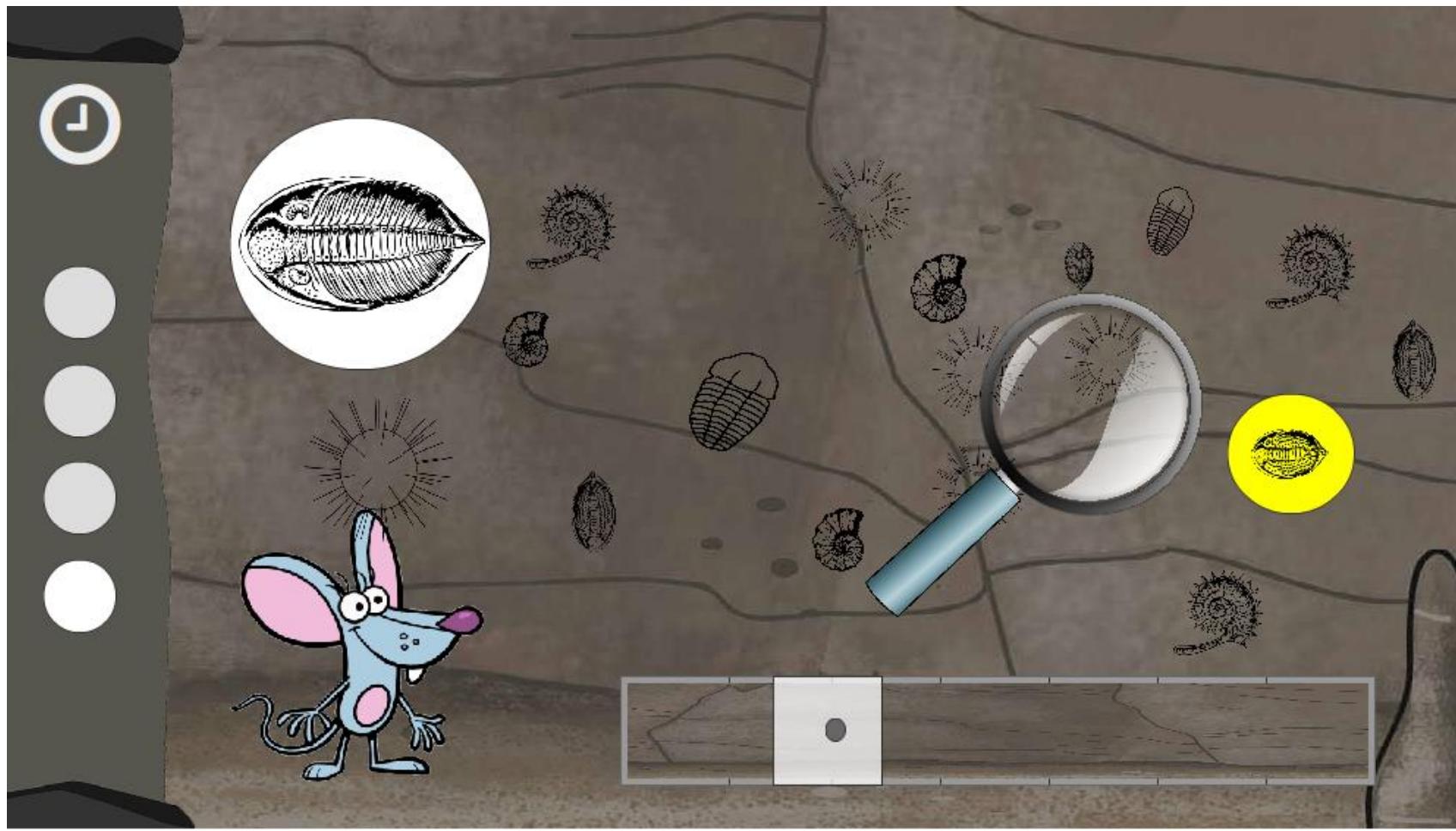
Challenge 1: Tutorial 2

Introduce the magnifying glass



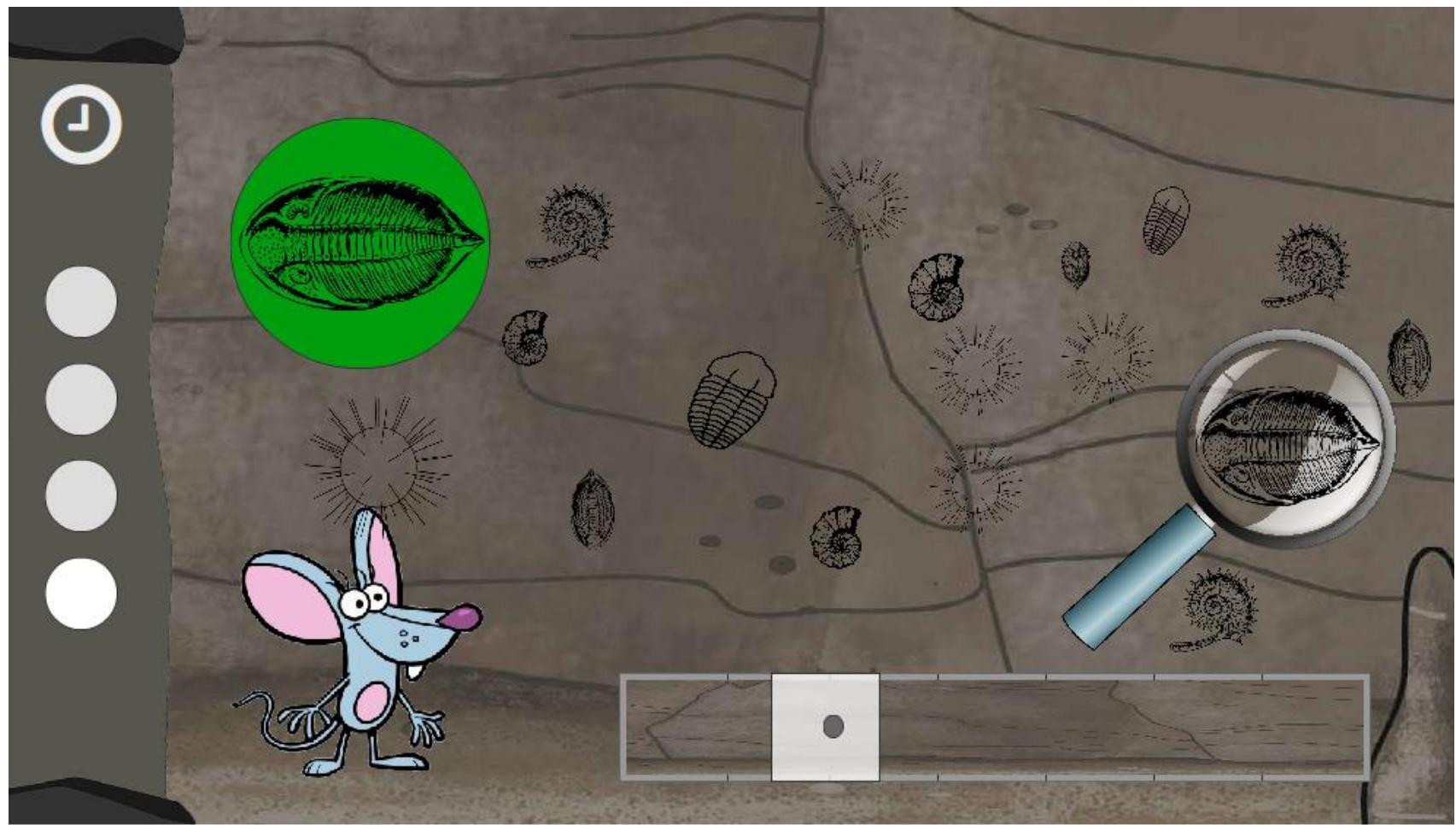
Challenge 1: Tutorial 3

Introduce Panning



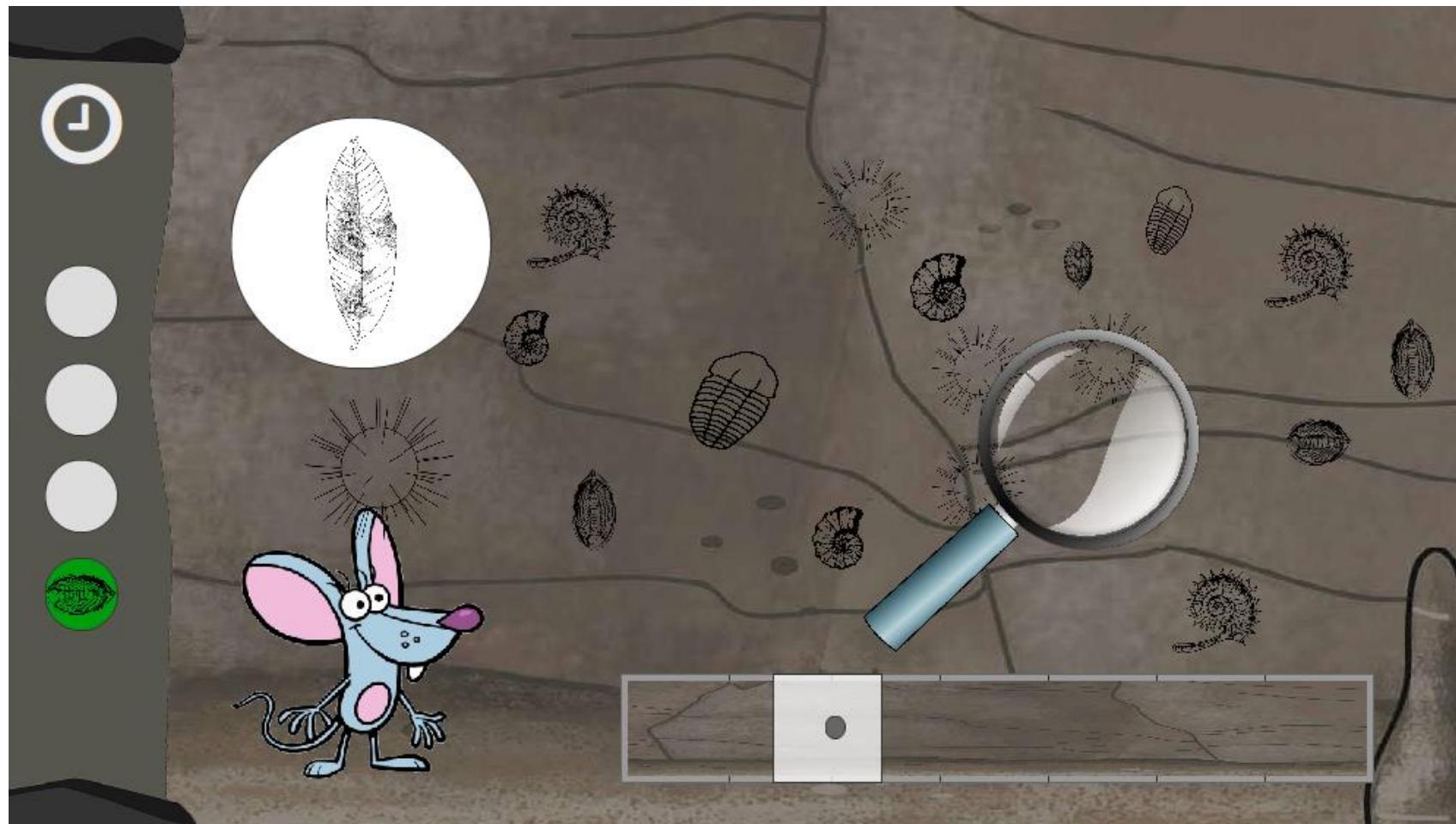
Challenge 1: Tutorial 4

Highlight Object



Challenge 1: Tutorial 4

Found it!

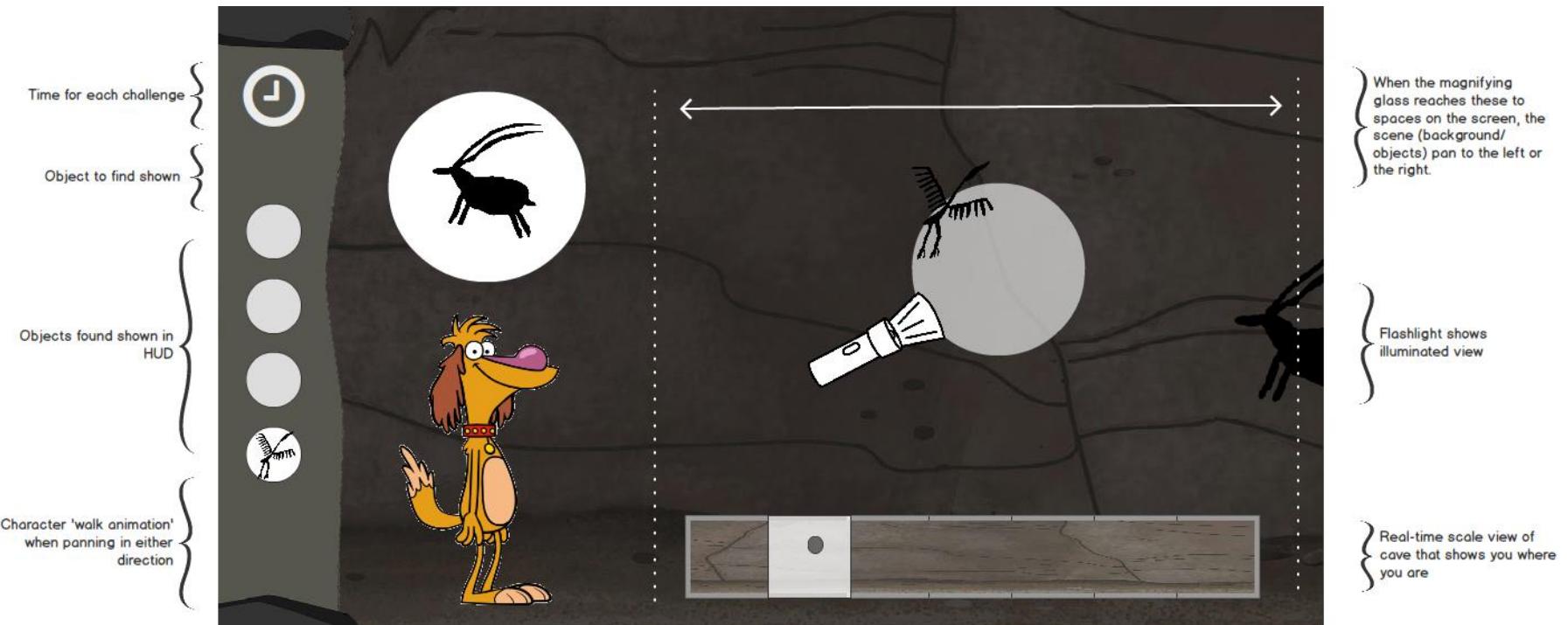


Challenges 2-4

New Objects Introduces, Timer Reset on each correct answer

THE FLASHLIGHT CHALLENGE

At the end of one of the tunnels is a door leading to the Magnifying Glass Challenge. The player is presented with a flashlight. The player is presented with a cave drawing image that needs to be located and then prompted to explore from one end of the tunnel to the other in order to find the image on the wall that matches that item. The flashlight only provides a limited lit viewing area which doesn't make finding things easier. When a player has successfully found all the images then he/she is awarded a golden key in the shape of a flashlight. If the player has all three keys then they can open the Toy Treasure Vault door. If not, then they are advised to return to the map and take another Mission.



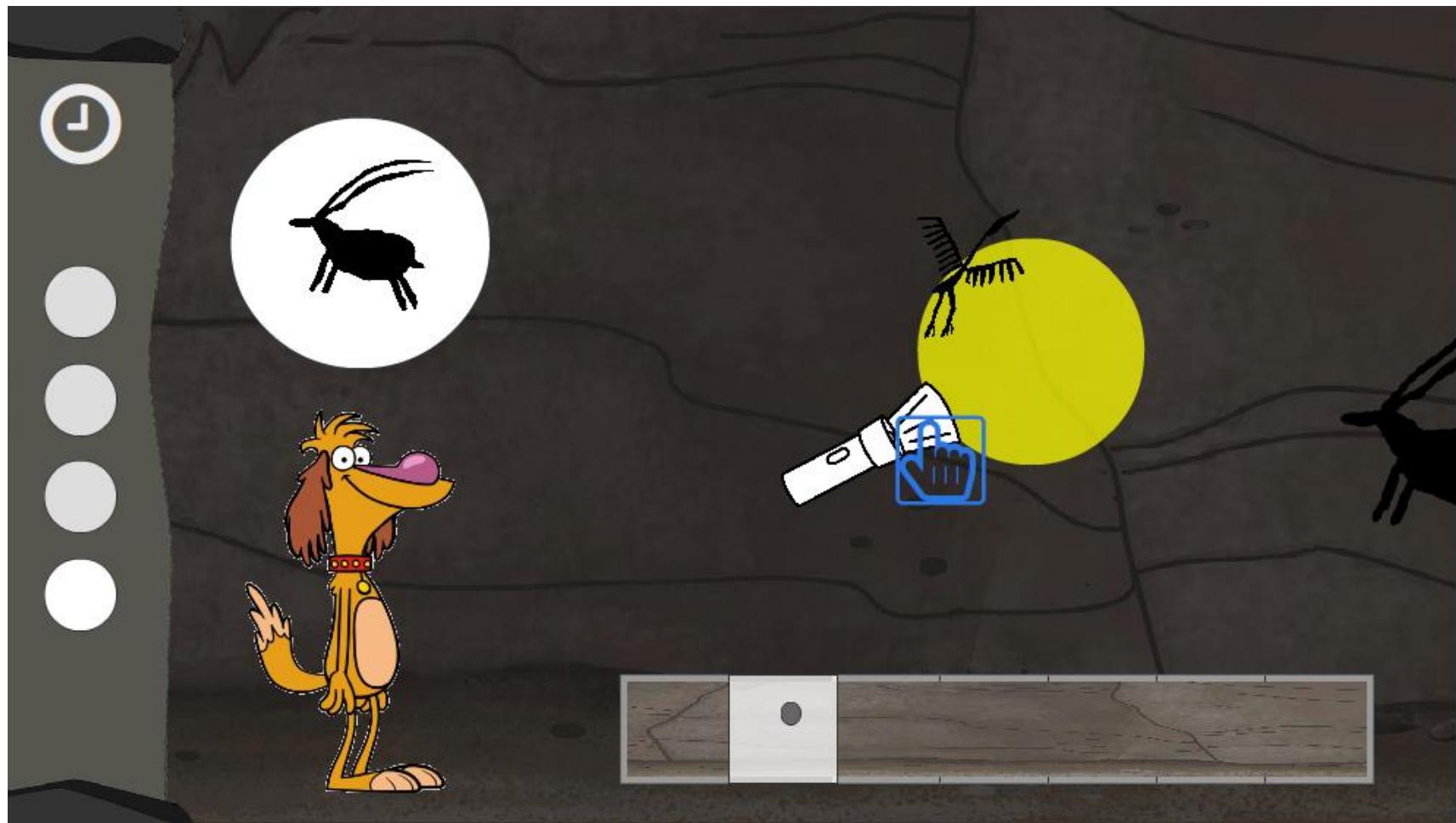
Game Screen (Master layout)

THE FLASHLIGHT CHALLENGE WALK-THROUGH



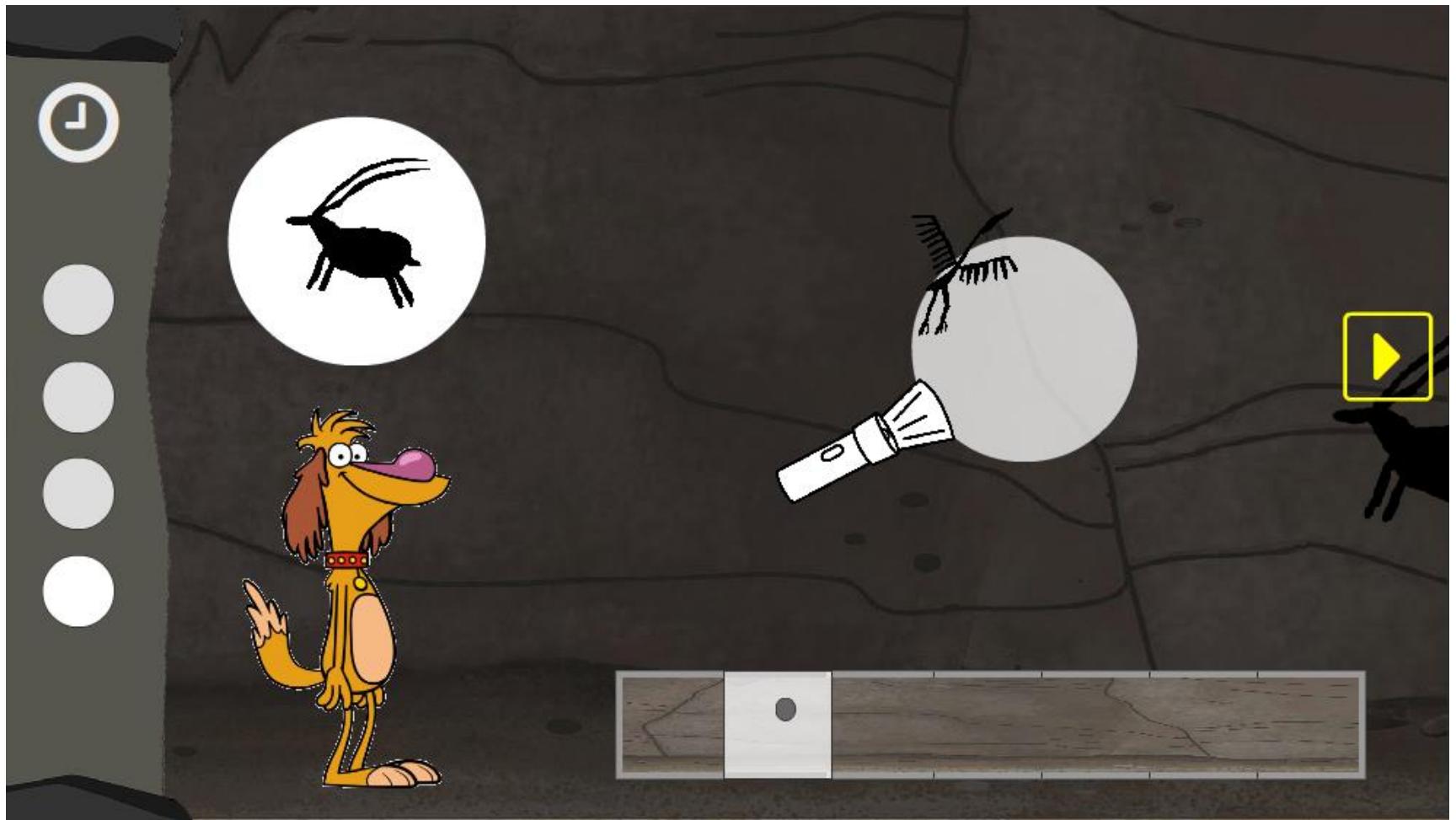
Challenge 1: Tutorial 1

Introduce the object to find



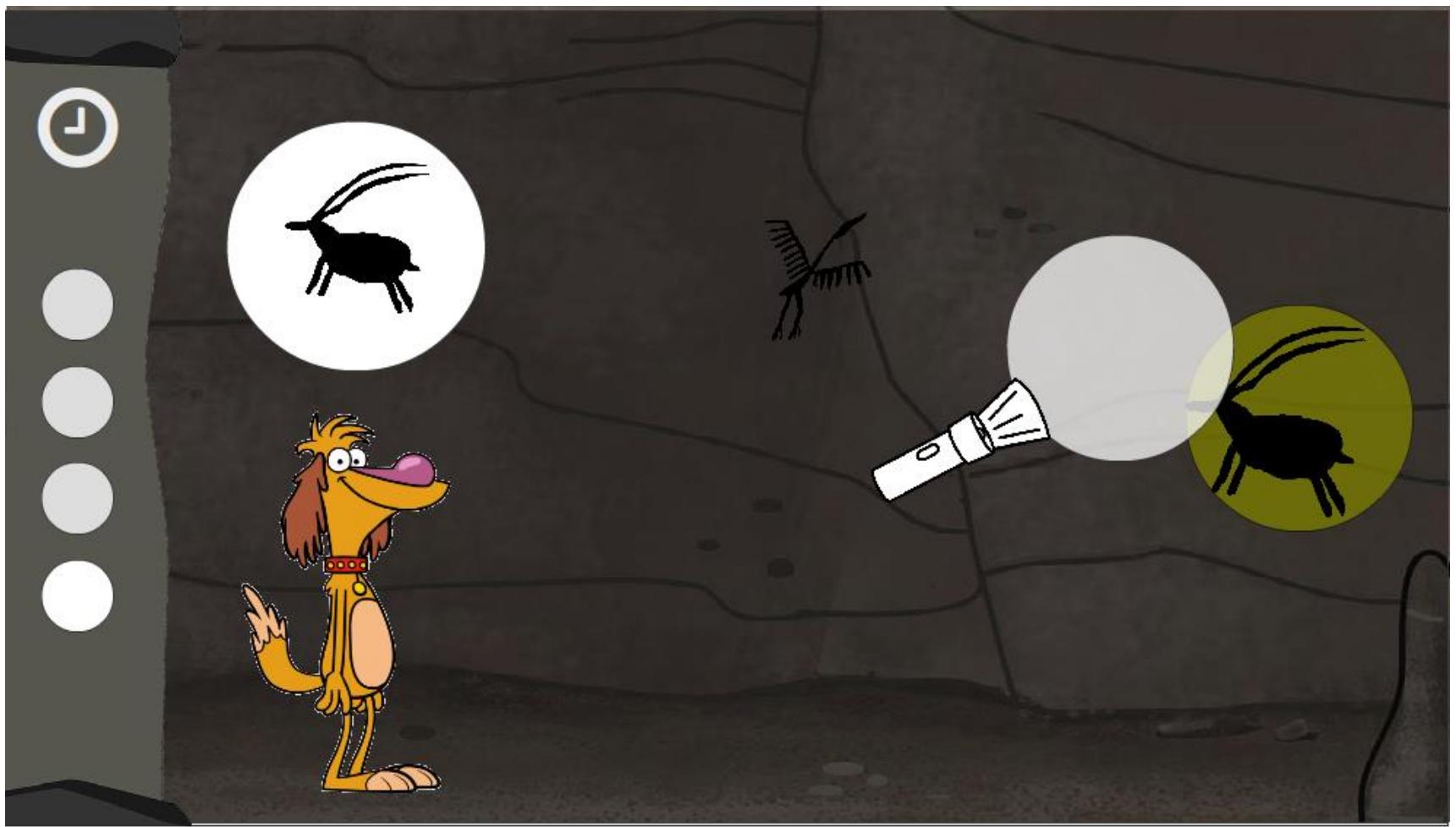
Challenge 1: Tutorial 2

Introduce the Flashlight



Challenge 1: Tutorial 3

Introduce panning



Challenge 1: Tutorial 4

Highlight Object



Challenge 1: Tutorial 5

Found it!

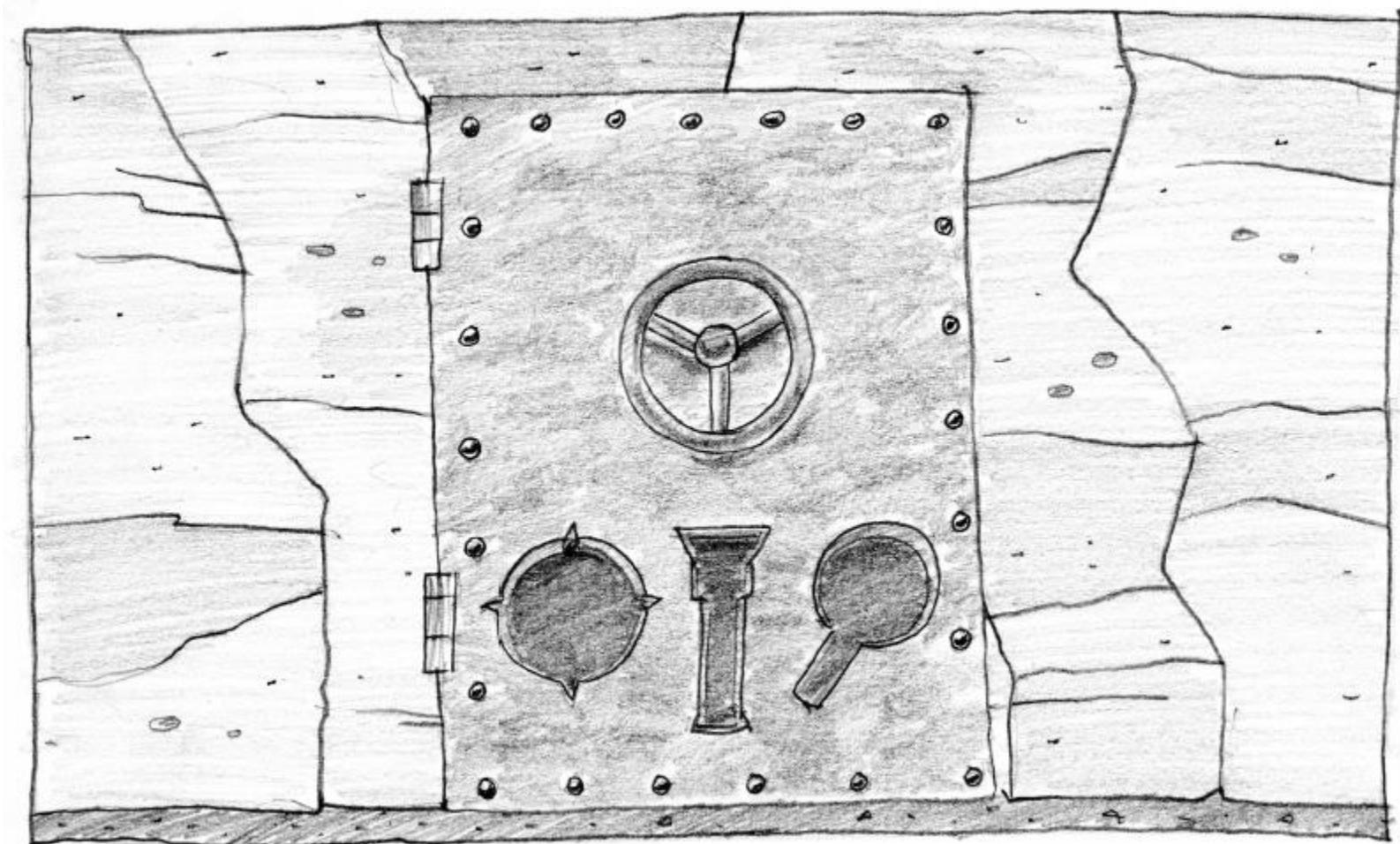


Challenge 2-4

New Objects Introduces, Timer Reset on each correct answer

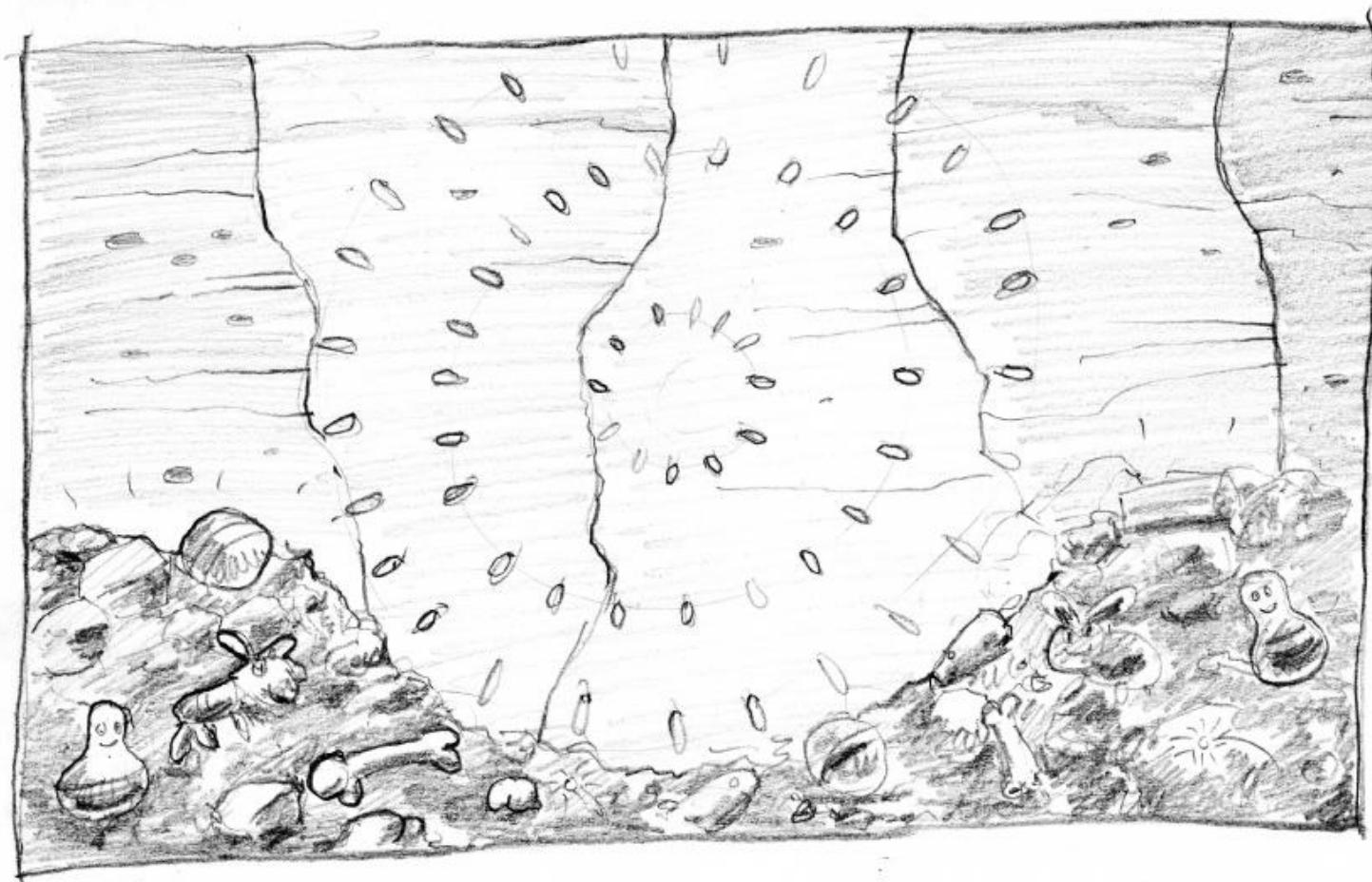
THE TREASURE VAULT

Now with all keys available to the player, all she/he needs to do is drag the appropriate key to the corresponding silhouette/key hole. Opening the vault displays all cat and dog toys that have been collected over the course of the Tunnel Missions.



GLOW WORM DANCE

Having opened the Treasure Vault, the player is presented with a huge pile of the missing toys and is congratulated with an animated glow worm dance. The more glow worms that have been collected over the course of the underground tunnel adventures, the bigger the celebration dance!



MAIN LEARNING GOALS

The following is based on the guidelines of the PBS KIDS Science Learning Framework

TOP LEVEL TOPIC: SCIENCE

The study of the natural world, both living and nonliving, through a process of inquiry that includes observation, prediction, and experimentation leading to understanding/explanation.

SCIENCE SUB-TOPIC- ENGINEERING & TECHNOLOGY

The practice of design to find solution to particular human problems (engineering) and the human-made tools, systems and processes created to fulfill human needs and wants (technology). Understanding engineering problems; developing possible solutions to problems; comparing and testing solutions to problems; low-tech and hi-tech tools and their uses.

SCIENCE SUB-TOPIC- LIFE SCIENCE

The study of the structure, behaviors and relationships of living organisms

SCIENCE SUB-TOPIC- EARTH SCIENCE

The study of processes that operate on Earth; characteristics and properties of earth materials and objects; human impacts on the environment

In Specific to the “Lost & Found” underground hunt game, the following learning goals apply:

Engineering Design and Technology Applications

- Use a variety of technologies and tools for a variety of purposes: *use virtual flashlight, compass and magnifying glass to examine natural occurrences.*
- Use of low-tech tools to record nature: *pictographs were humans’ earliest known attempt at recording the natural world found around them.*

Ecosystems and Interactions

- Properties and characteristics of living and non-living things: *stalagmites and stalactites are natural wonders and though they are fun to look at, they should not be touched as they are fragile.*
- Relationship between living things and their environment: *some animals have adapted and thrive in different environments, like nocturnal or underground dwellers, by developing their senses of sight and/or hearing, i.e. bats, glow worms, salamanders, etc.*
- Structure & Processes: *Living creatures, can be preserved in petrified form or as a mold cast in rock and are called fossils.*
- Ecosystems, Interactions, Energy and Dynamics: *even underground, water can be found in caves in the forms or streams, rivers, lakes and waterfalls.*

CROSSCUTTING LEARNING CONCEPTS

- Patterns: *Players will be challenged to recognize and match the shapes and patterns of natural items like fossils, rock formations, crystals and pictographs*

- **Cause and effect:** *Players will be presented with the results of how animals have adapted to living nocturnally underground.*
- **Systems and System Models:** *players will be challenged to learn how simple tools, like compass, flashlight and magnifying glass work to examine and explore natural items.*
- **Structure and Function:** *players will be presented with a simple overview of the basic structure of caves and underground living.*

GAME MECHANICS

BASIC GAME MECHANIC

This is a mission based game comprised of 3 missions – each accessed from a central ‘map’ that allows non-linear access to each mission.

Each mission consists of 2 parts

- 1) A side-scrolling platformer game
 - a. Avoid stalactites and stalagmites
 - b. Avoid critters: bats and lizards
 - c. Avoid water: underground rivers/waterfalls
- 2) A challenge to find a series of objects by dragging virtual tool on the screen
 - a. Using a magnifying glass (to find small objects)
 - b. Using a headlamp (to find objects in the dark)
 - c. Using a compass (to find object by directions)

These are all time-based and take place in real time.

In the side scroller, the user must help NC get to the end of the tunnel before time runs out. There are no ‘lives’, just time, so the user can try as many times as they like before the time runs out. The user collects glow worms along the way. The more glow worms they collect, the bigger the ‘dance party’ is at the end of the game.

In each challenge, the user must find each object to be found before time runs out.

At the end of each mission, the user is awarded a key.

From the map, the user can access the treasure vault, but only after the user has collected each of the 3 keys (by completing each of the 3 missions) are they able to gain access to the vault and the final treasure.

BASIC STEPS / INTERACTIONS FOR THE USER

MAP

The map is displayed at the beginning of the game and is a simple navigational/menu device that allows the user to choose where to go:

Mission 1, Mission 3, Mission 3, Treasure Vault

As each mission is completed, a checkmark or similar positive acknowledgment of completion is shown on the mission map.

The user tap/clicks each of the clearly marked tunnels to enter a tunnel mission.

TUNNEL MISSIONS

The tunnel missions will most likely be built upon the Platypus game engine that PBS is already familiar with (*Wild Kratts: Monkey Mayhem*). Those aspects of the mechanics and interactions that are particular to this game are discussed here, but a general level of familiarity is assumed.

On Screen Controls

As this is a platformer game, the basic interaction is to move NC left and right and jump. On tablet and mobile devices, on screen controls will be displayed: Left/Right arrows in the bottom left-hand corner

of the screen, jump on the bottom right-hand. This should be a familiar 'game-controller' approach. On desktop, keyboard controls will be used as in the Wild Kratts game mentioned above.

If possible within the Platypus engine, we'd like to adjust the left/right onscreen controls to work more like a joystick left/right, allowing the user to shift from one to the other without lifting a figure, unlike the Wild Kratts controls which require individual tap/holds for each.

Interactions And On-Screen Feedback

Mission 1: Avoid stalactites (ST) and stalagmites (SM), and collect glowworms (GW)

If there is a collision between NC and an ST/SM, there will be:

- a visual cue: a red flash either around the object or NC
- a negative audio cue: around NC or the object and NC will start again at the left of the screen.

If there is a collision between NC and a GW, there will be:

- a visual cue: a green flash around the GW or a more "mario bro's" coin collecting visual of a coin floating/fading up quickly
- a positive audio cue: a ding that will signify collection of the GW.

Mission 2: Avoid Crtitters: Lizards and Bats, and collect glowworms (GW)

If there is a collision between NC and a Lizard or Bat, there will be:

- a visual cue: a red flash either around the object or NC

- a negative audio cue: around NC or the object and NC will start again at the left of the screen.

If there is a collision between NC and a GW, there will be:

- a visual cue: a green flash around the GW or a more “mario bro’s” coin collecting visual of a coin floating/fading up quickly
- a positive audio cue: a ding that will signify collection of the GW.

Mission 3: Avoid Water

If there is a collision between NC and a water, there will be:

- a visual cue: a red flash either around the object or NC
- a negative audio cue: around NC or the object and NC will start again at the left of the screen.

If there is a collision between NC and a GW, there will be:

- a visual cue: a green flash around the GW or a more “mario bro’s” coin collecting visual of a coin floating/fading up quickly
- a positive audio cue: a ding that will signify collection of the GW.

In all scenarios, if NC reaches the end of the tunnel, the challenge for each mission will begin.

Wining/losing

For all 3 mission tunnels:

- If NC makes it to the end of the tunnel, the final challenge starts immediately

If NC does not make it to the end of the tunnel, the tunnel restarts at the beginning of the tunnel and the user can try again.

TUNNEL CHALLENGES

In each of the challenges, the basic interaction is the same:

The user drags the tool on the screen and sees the results in real-time

The screen scrolls if the user reaches either side of a safe-zone interaction area

If the user drags the tool to the correct spot, they will be given credit for finding that object, and if there are more objects to be found, the next object will be presented.

At the beginning of each challenge, a brief tutorial will walk the user through the first object in the challenge. As the mechanics are roughly the same for each challenge, it is TBD if these tutorials should be at each challenge, or just the first challenge that the user encounters. The differences in challenges are discussed below

The Magnifying Challenge

- The user is shown a picture that they are to find on the cave wall.
- The user is shown a magnifying glass
- The user drags the magnifying glass around the screen seeing images blown up in real-time
- If the user drags the magnifying glass to the left or right of the screen, the cave will scroll as the character walk animation is displayed.
- If the user drags the magnifying glass over the object as presented for the challenge, there will be:

- A visual cue: the glass will flash green
 - An audio cue: A positive audio cue will signify that the object has been found
- If the user does not drag the magnifying glass over the object before time runs out, there will be
 - A visual cue: the glass will flash red
 - An audio cue: A negative audio cue will signify that time has run out
- The challenge will then start over from the beginning and the user can try again.

The Headlamp Challenge

- The user is shown a picture that they are to find on the cave wall.
- There is a black/grey scrim over the scene so it is hard to see the wall.
- The user is shown the headlamp and the area of the wall that it illuminates
- The user drags the headlamp around the screen seeing the illuminated cave walls in real-time
- If the user drags the headlamp to the left or right of the screen, the cave will scroll as the character walk animation is displayed.
- If the user drags the headlamp over the object as presented for the challenge, there will be:
 - A visual cue: the glass will flash green
 - An audio cue: A positive audio cue will signify that the object has been found

- If the user does not drag the headlamp over the object before time runs out, there will be
 - A visual cue: the glass will flash red
 - An audio cue: A negative audio cue will signify that time has run out
- The challenge will then start over from the beginning and the user can try again.

The Headlamp Challenge

- The user is shown a picture of an item hidden in a maze that is displayed
- The user is shown the compass navigator and how it works
 - The directions: N,S,W,E blink/highlight in green to show the direction the user is to move
 - The 'hot/cold' mechanism shown in the middle (using colors) that lets the user know how close they are
- The user drags the navigator around the screen, bumping into walls of the maze as that happens, but watching and adjusting their drag based on the visual feedback of the compass.
- If the user drags the navigator to the left or right of the screen, and the path of the maze continues in the same direction (no wall), the maze scrolls and the character walk animation is displayed.
- If the user drags the headlamp over the object as presented for the challenge, there will be:

- A visual cue: the compass navigator will flash green
- An audio cue: A positive audio cue will signify that the object has been found
- If the user does not drag the navigator over the object before time runs out, there will be
 - A visual cue: the glass will flash red
 - An audio cue: A negative audio cue will signify that time has run out

The challenge will then start over from the beginning and the user can try again.

TREASURE VAULT

The treasure vault shows a door and 3 keyholes.

If the user has a key, they can drag the key on screen to one of the keyholes.

If it's a match there is:

A visual cue: The keyhole flashes green

An audio cue: A positive audio cue is given to signify that the key fit into the hole

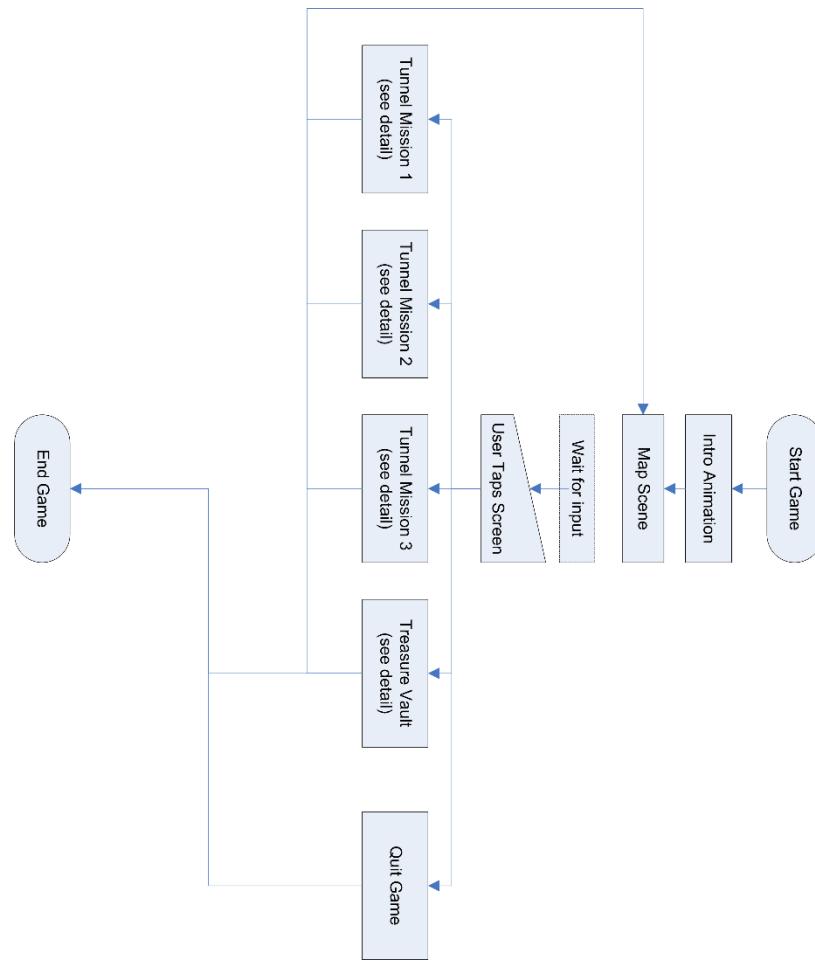
If it's not a match there is:

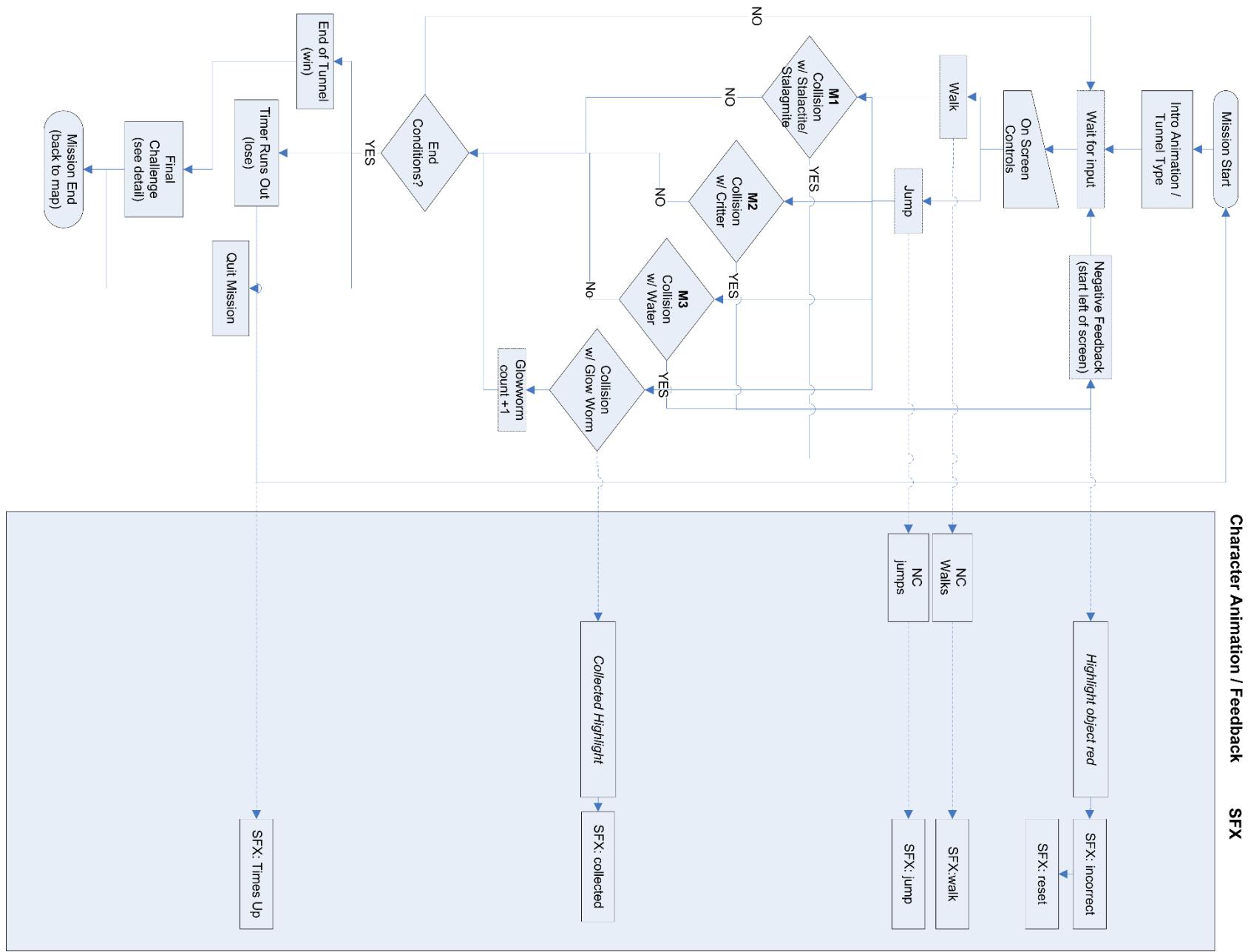
A visual cue: The keyhole flashes red

An audio cue: A negative audio cue is given

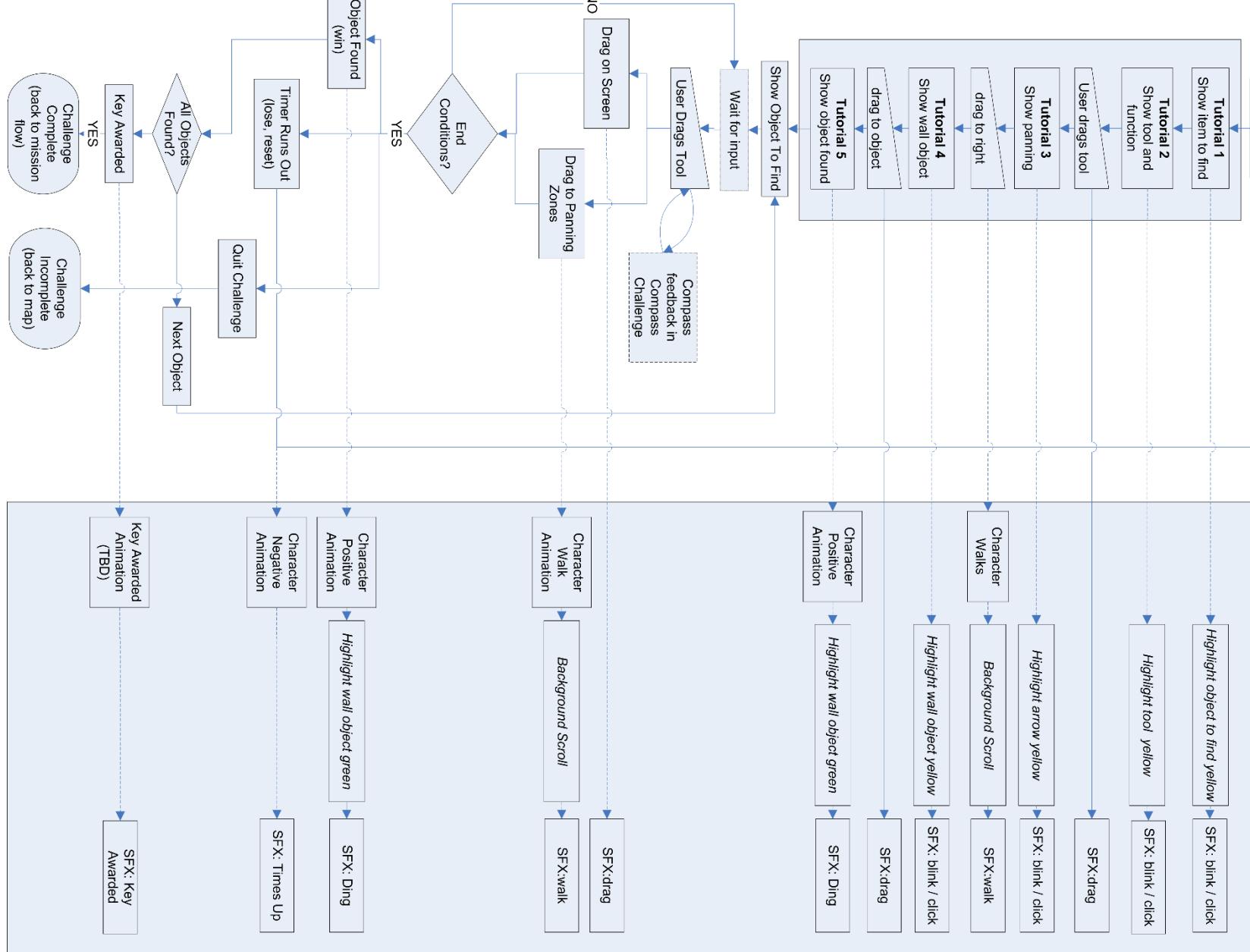
If all 3 keys are in place, an animation if trigger to signifying unlocking and the treasure presented

BASIC GAME FLOW



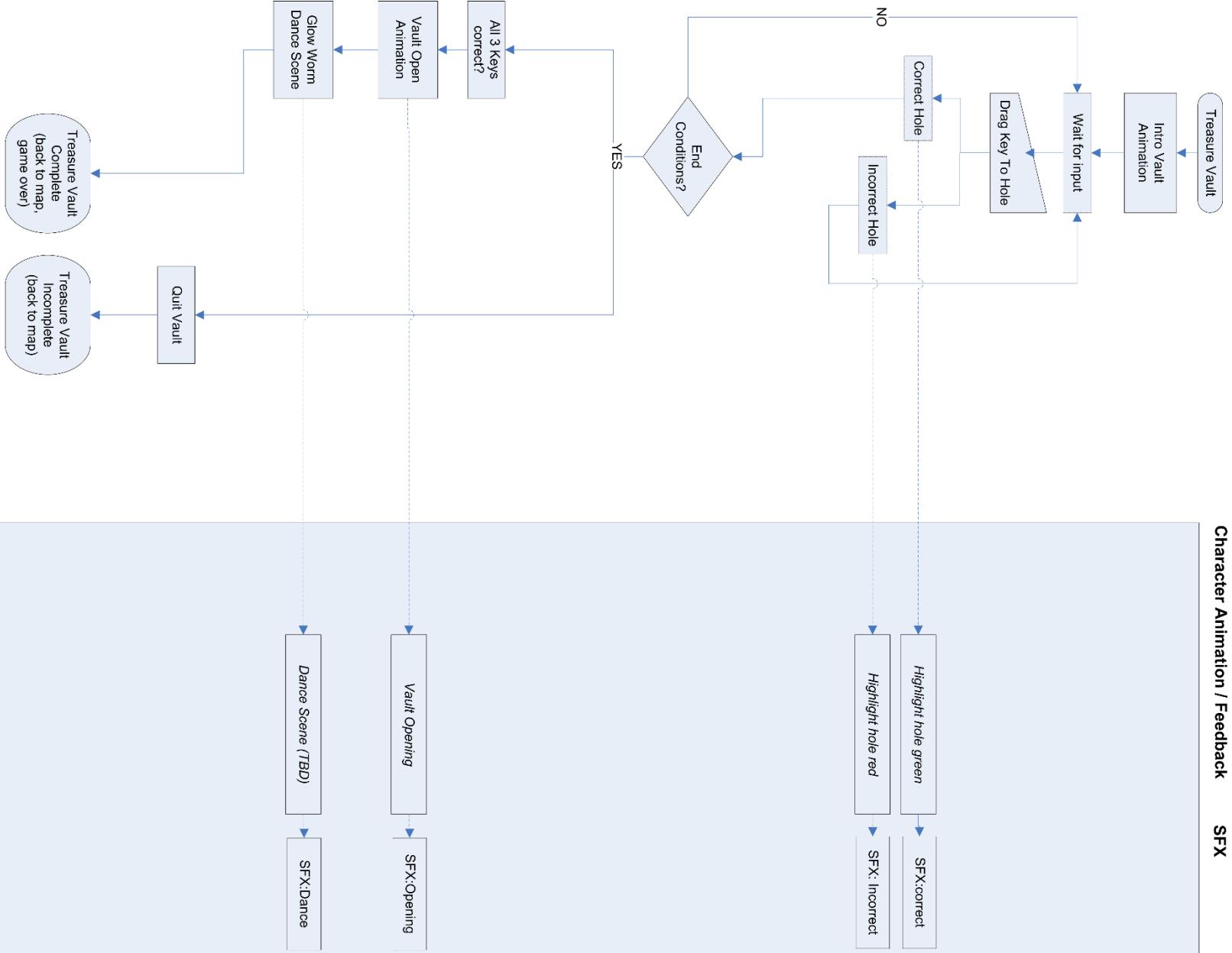


Character Animation / Feedback SFX



Character Animation / Feedback

SFX



TECHNICAL SPECS

FRAMEWORK & HIGH LEVEL SPECS

The game will be developed as an HTML5 game in the Springroll framework.

The ‘tunnel missions’ (platformer game) will be based in the Platypus Engine supplied by PBS

Aspect ratio and Dimensions: 16x9 (990x560)

Max Game Size: 50 MB

Audio Format: OGG & MP3

JS libraries: Pixi.js will be used as a rendering engine

BROWSER / OS SUPPORT

The following specifications were taken from the PBD producer hub page, “Websites Technical Requirement and Supported Devices” on 6/2/2019 (page last updated 5/26/2017)

Desktop Support

Windows

- Win 7+
 - IE 10+, Latest stable version of Chrome and Firefox.
- Win 8.1

- IE 11, Edge13+, Latest stable version of Chrome and Firefox
- Win 10
 - IE 11, Latest stable version of Chrome and Firefox.

Mac

- Mac OS 10.10+
 - Safari 8+, Latest stable version of Chrome and Firefox

Mobile / Tablet Support

iOS

- Operating System: 9.0+
- Devices: iPad 2+, iPad mini (1st Gen) iPhone 5c+, No iPods
- Browsers: Mobile Safari (latest)

Android

- Operating System: Android OS 4.4.2+
- Devices: Amazon Fire KFFOWI (2015), Samsung SM-T113 Galaxy Tab 3, LG K7 (represents baseline for lower powered phones)
- Browsers: Chrome (Sudden assumes latest version)

ASPECT RATIO & DIMENSIONS

The aspect ratio will be 16x9 at a resolution of 990x560.

This 990 number was determined by examining other PBS games. It should be noted that the previous Nature Cat games were created at a different aspect ratio and overall dimensions.

MULTI-RESOLUTION ASSETS

In previous projects, Sudden has delivered multi-resolution experiences so that a game renders ‘as-good-as-can-be’ and various resolutions and devices. From PBSs producer’s hub:

- Device resolution is a pain, particularly if you care about how your game looks. A typical strategy for multi-platform web games is to include variously sized versions of each asset (e.g., “small”, “medium”, “large”, “large2X”, and “optimal”), then render based on either build configuration or device detection--we don’t advise this.
- Go with one set (if possible) of “optimal resolution” assets, then let the game scale accordingly. The most obvious reason is game size, since we don’t support multiple production builds.

This means that Sudden will create the game assets for the 990x560 above and all other sizes and dimensions will be scaled proportionally, creating the possibility of reduced quality on smaller devices where the heavily outlined art direction of the NC style may suffer.

ORIENTATION

The orientation will be fixed as landscape following the 16x9 aspect ratio above. This means that the game will scale proportionally on devices in portrait so that the 16x9 is retained. It will not reorient or layout the game differently for portrait (9x16 or otherwise), it will simply be smaller.

TECHNICAL APPROACH

There are 2 main engines to this game, and 3 smaller engines:

Main Engine 1) Platformer (provided, but with issues and modifications needed)

Main Engine 2) Drag/Match

Small Engine 1) Map Interface

Small Engine 2) Treasure Vault Match

Small Engine 3) Glow Worm Dance

We believe that the success of this game will come with a) an adaptation of the Platypus platformer engine that will provide solid interactions on tablet/mobile, b) an intuitive tool dragging experience that is also forgiving on exact matches, and c) a very 'fun' glow worm dance at the end. With that in mind, we think getting a basic core mechanic for the platformer and the dragging/match engines as the important aspects of the game to focus on at first.

Initial discovery with the Playtpus engine has been less than perfect – there have been dependency issues in the underlying code that have stalled initial development. We hope to get this up and running sooner than later.

1) Create repos / build system / basic Springroll wrapper

a. Set up/access repos

b. Set up the necessary 'under-the-hood' build related scaffolding re: Springroll, Pixi, etc

- c. Use approved Springroll template to set up basic game structure
- d. Set up/review basic states (map, tunnels, challenges, treasure vault, glow worm dance)

2) Create Challenge: Drag/Match Engine

- a. No final graphics used, no animation
- b. Shapes or WFs used as placeholders
- c. Initial scene to include the flow for basic drag/match engine
 - i. 1 object to find
 - ii. 1 tool (flashlight may be the easiest, without scrim)
 - iii. 1 image to find object in
 - iv. 1 timer
 - v. NC / Character placeholder
- d. Config files to hold basic variables
 - i. Tunnel Mission time

3) Create Tunnel Missions game scene and build core mechanic with Platypus

- a. Get example Platypus Examples functioning
- b. Get basic Lost & Found version working with various objects to test collisions/end conditions
- c. No final graphics used, no animation

- d. Shapes or WFs used as placeholders
 - e. Initial scene to include the flow for tunnel mission
 - i. 1 Stalactite, 1 Stalagmite
 - ii. 1 critter
 - iii. 1 water/river
 - iv. 1 glow worm
 - v. 1 timer
 - vi. NC
 - f. We will also have to learn how to use the level creation software provide with the Platypus Engine. We assume all objects/glow worms will be laid out manually and not randomly placed.
 - g. Config files to hold basic variables
 - i. Tunnel Mission time
- 4) If the basic game-mechanics feel right and we are to continue development, we'll then:
- a. Continue to build all the more complicated versions of the Drag/Match Engine
 - i. Magnification in real-time
 - ii. Maze movement / real-time compass feedback display
 - b. Continue to build all of the more complicated version of the Platformer

- i. Longer levels with more object
- c. Build out the Treasure Vault / Glow Worm Dance Scenes
- d. Intro / Start Screens
- e. Add graphics as available
 - i. Considering asset management / graphic size
- f. Add VOs / SFX
 - i. Considering asset management / graphic size
- g. Add animations / tweens as available
 - i. Considering asset management / graphic size