



DON'T TOY WITH ME!

Game Brief 05/10/17

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 CHASE

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, including: 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

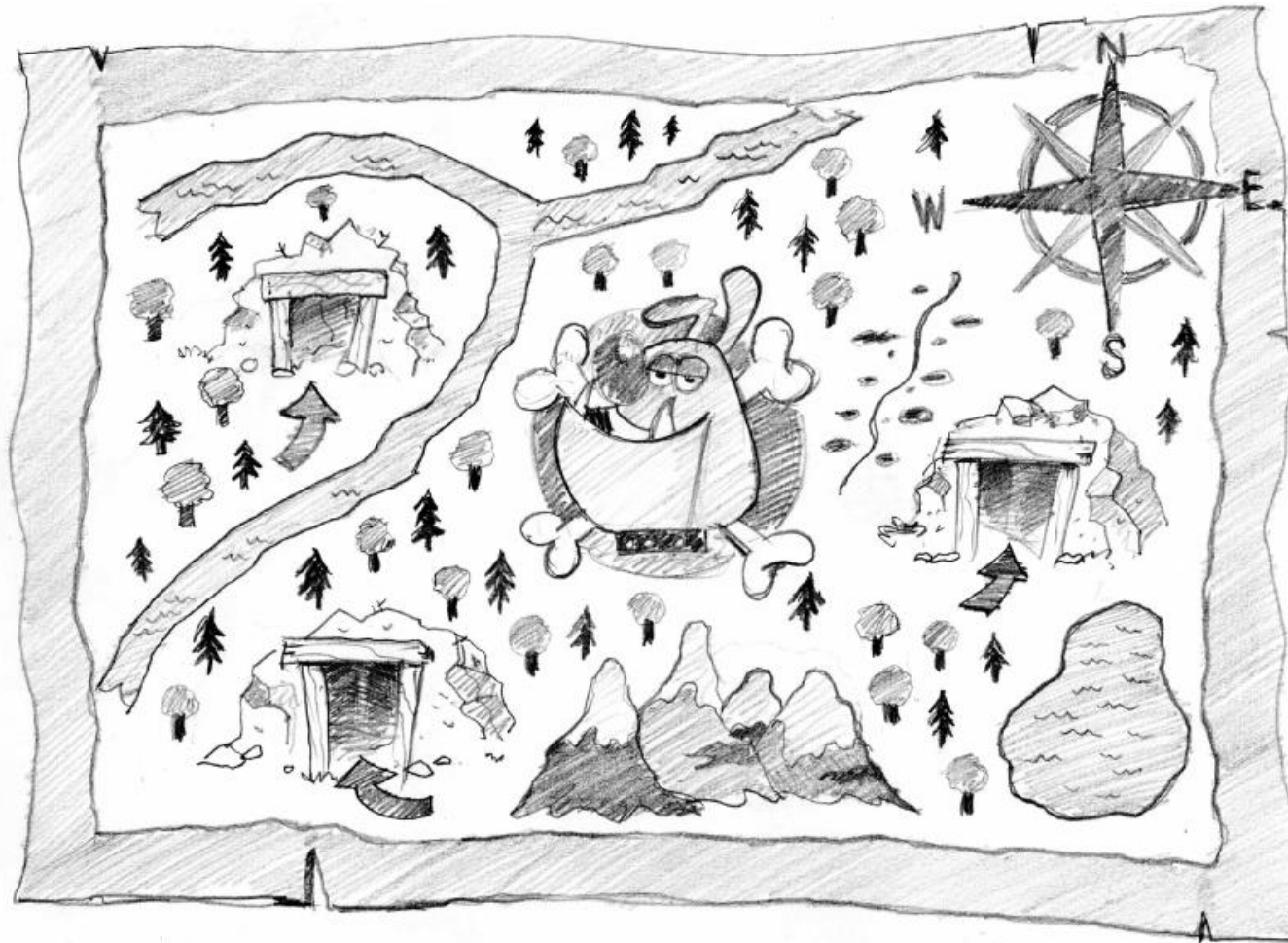
At the end of each tunnel, the player is presented with a special challenge that has to be completed before entering the final cave with the Toy Treasure Vault. Successfully completing each of the three challenges will reward the player with a special key. Each challenge requires successfully using a special exploration tool, including a magnifying glass, a compass and a headlamp. The player will need to successfully complete all three challenges to recover the missing toys.

REPLAYABILITY

As 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 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.

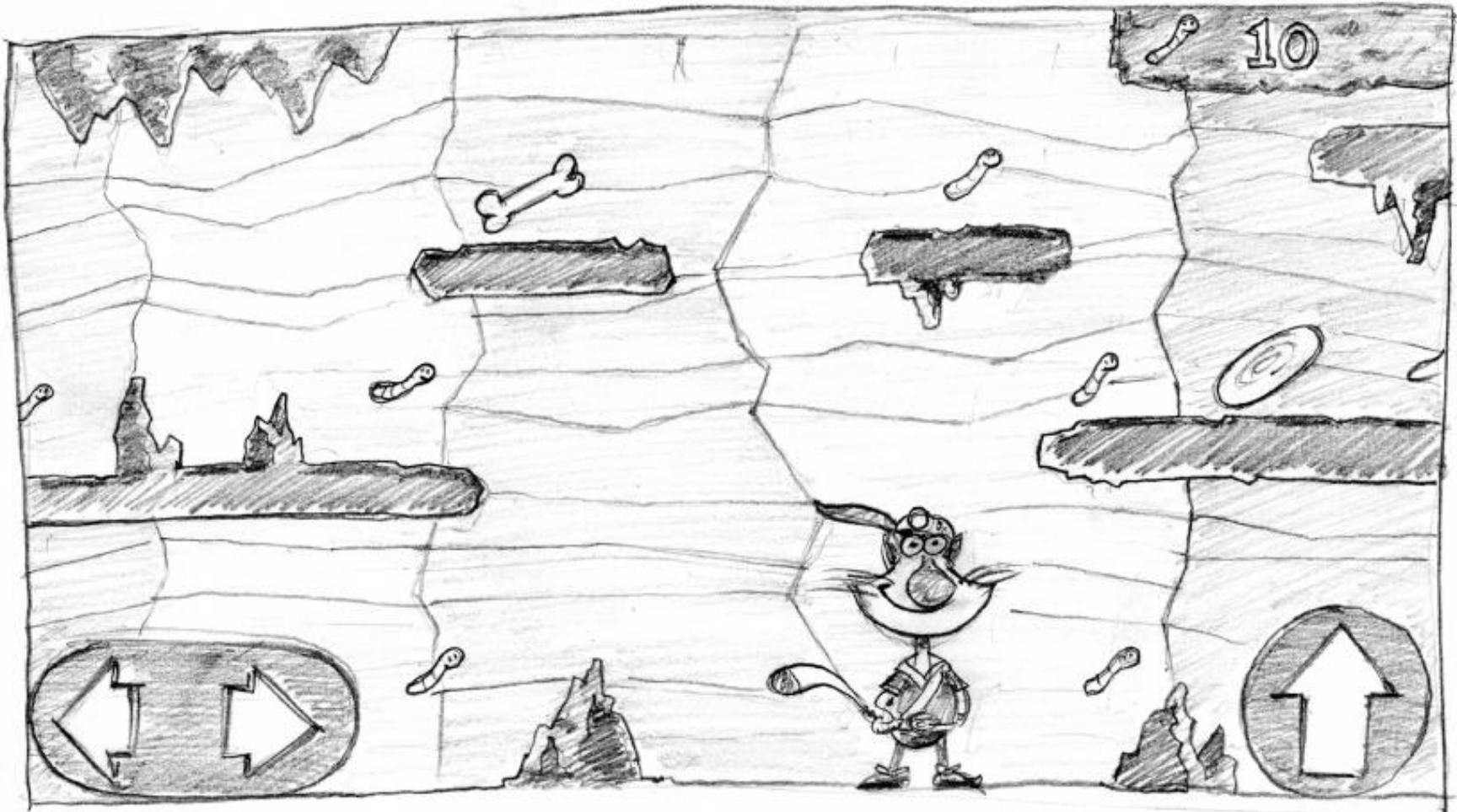
THE GAME MAIN GAME SCREEN

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



GAMEPLAY

The game mechanic is based around a standard side scroller/platformer. The side-scroller is not endless as there are only a limited number of items to be collected on the tunnel trail.



THE TUNNEL MISSIONS

- 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.
- 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 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 Trials below)
- 6) All throughout the cave, the tunnel trails 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).

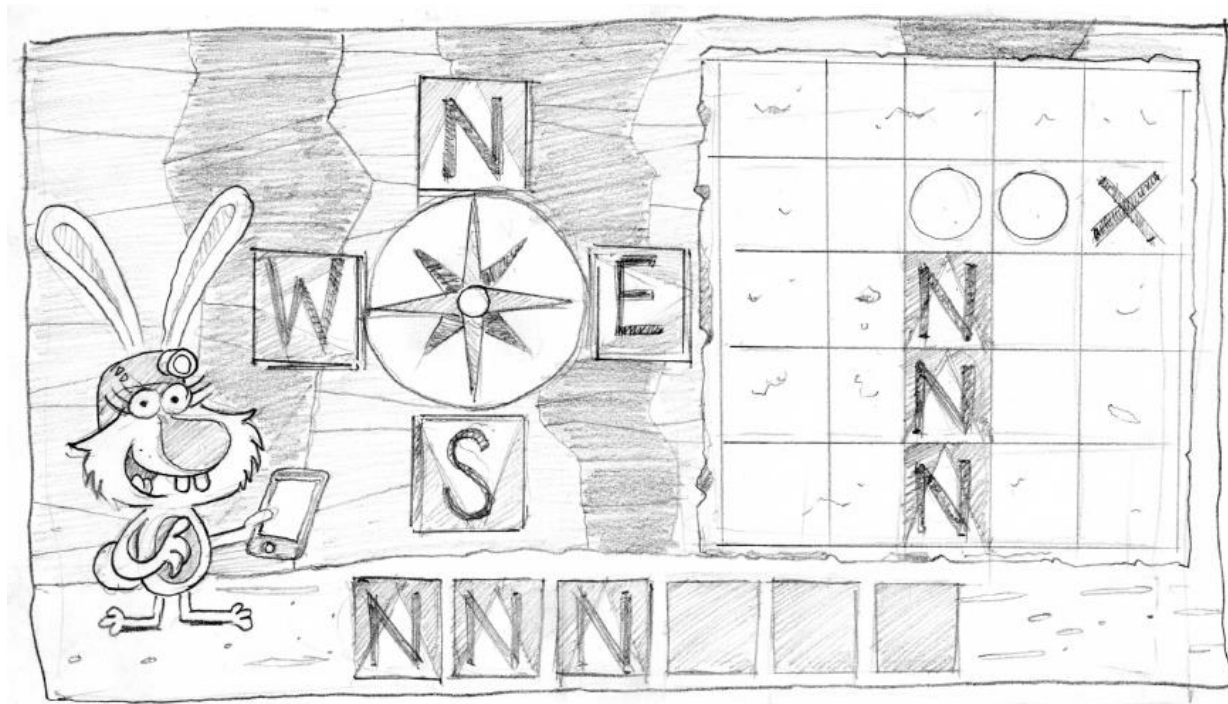
THE TUNNEL TRIALS

The underground tunnels will offer a lot of trials, including:

- 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 toys (and collect glow worms). 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).
- 2) The player will need to navigate through the tunnel platformer by successfully negotiating hurdles or trials.
- 3) Each tunnel will have its own specific set of trials that Nature Cat (and the player) will need to traverse, including:
 - 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!)
- 4) 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.

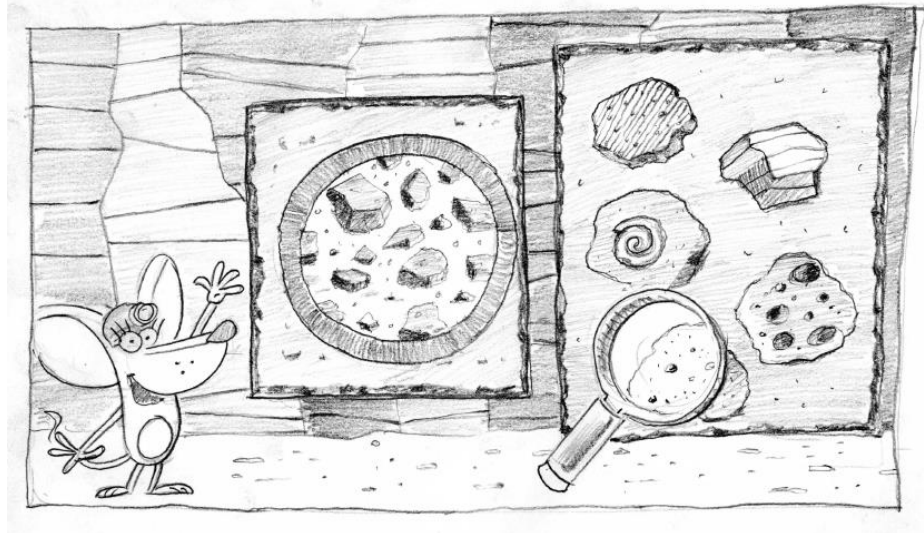
THE COMPASS CHALLENGE

Animation: Nature Cat and his friends arrive in a cave and see a simple grid map maze carved in the stone wall. Next to it is a compass with four buttons for north, south, east and west. There is a starting point on the grid and an end point. Daisy helps the team understand that this is a challenge to try to figure how to successfully move from the start to the finish by manipulating the compass interface. The first challenge is pretty easy, but each challenge gets progressively harder. The player must successfully complete three compass challenges before earning the special key which is 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.



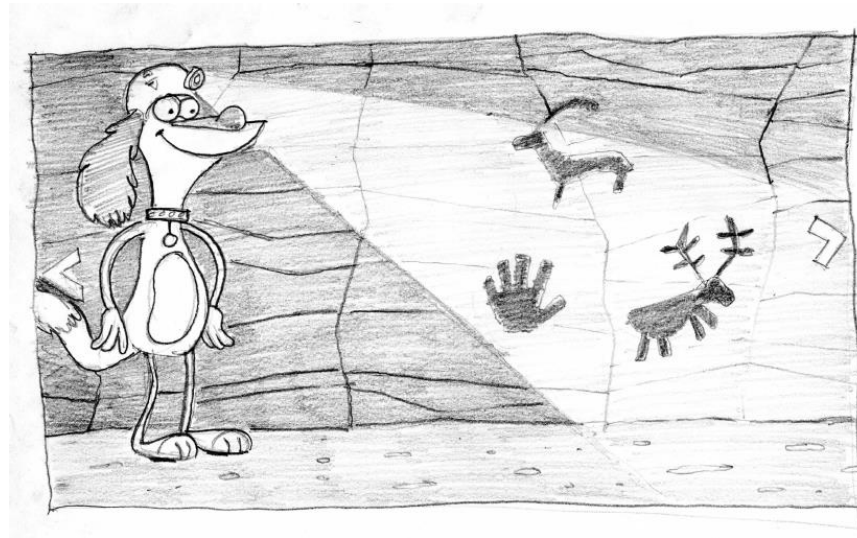
THE MAGNIFYING CHALLENGE

Animation: Nature Cat and his friends arrive in a cave with two images on the wall. One is image is a nature item (fauna or flora) and the second one is pretty abstract. Nature Cat and his friends are confused, but Squeaks pipes up, saying he knows what the challenge is. Being small, he deals with this all the time. The second image is a close-up from the first image. Taking a magnifying glass from the wall he shows where the detail is located in the first image. Now it's the player's chance at the challenge. The player is provided an image of a collection of natural objects (plant or critter, drawn in *Nature Cat* style), and then also a highly enlarged image of a small detailed section of that image. It is the player's task to move the magnifying lens over the image in order to locate and match the detailed section. Once the golden magnifying glass key is awarded, the player and Nature Cat team are presented with the door to the Toy Treasure Vault. 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.



THE HEADLAMP CHALLENGE

Animation: Nature Cat and his friends once again enter a cave at the end of the tunnel, but this time it's very dark, so they have to turn on their headlamps in order to see what's up. On the wall in front of them is a series of shapes or pictographs. It looks like a puzzle with missing pieces. Hal knows what to do. This is like digging for bones. The team just needs to explore the dark cave with their headlamps to find the missing pieces. The player scans the dark interior of the cave to find images of natural items that match the silhouettes, pick them up and then take them back to the tunnel entrance and fit them in. There are three silhouette images that need to be filled in and there are many images hidden in the dark cave, so choosing the right image can be very hard. And the headlamp only provides a limited lit viewing area which doesn't make things easier. When a player has successfully found all the pieces and fit them together, then the challenge is complete and the player is awarded a golden key in the shape of a headlamp. 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. The following is a very rough initial sketch to illustrate our ideas.



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.

Having opened the vault of toys the player 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!