**Universal Dramatic Level Template:**

**Level Title:** One Small Step

**Scene Outline:**

* **Grabber:** Earth explodes
* **Bump:** Need to find ExoSuit
* **Climax:** Find Legs
* **Resolution:** Move to level exit

**Problem/Solution:** Need to find ExoSuit in order to get to the moon. Traverse level to find a single piece.

**Game Objective/How it is learned:** Find Legs of Exosuit- exposed through dialogue between SA and Nova (thought bubbles)

**Location:** Near earth (Earth seen below platforms)

**Mood:** Whimsical/Light/Determined – Exciting new beginning

**Initial Intention:** Get legs (perhaps rescue Nova to begin)

**Opening Conflict:** Earth experiences core collapse

**Major Characters:**

* **SA-216:** Purely functional/well-intentioned
* **Nova:** “The brains”/Loves SA unconditionally

**Enemies:** None

**Plot:** \*In game spec\*

**Bump/Reversal:** Level is just normal platformer until a situation in which legs are needed is encountered. After this point the quest becomes a search for the Exo Legs

**Final Action:** Find Legs

**Value System:** Relics

**Setup:** There is no setup for future content. The game is linear so beginning areas won’t be accessed later on

**Bridging Out:** Use legs to exit level