



Design of Appo's Island

© 2019 Riker Sandvik

Roadmap

Key:

Not started, not sure how

Not started, understood

Barely started

Presentable

Pretty okay

PERFECT

Game-Specific

1. Gameplay

a. Movement

- i. Running
- ii. Turn-around
- iii. Jump up
- iv. Jump horizontally
- v. Lunge
- vi. Punch combo
- vii. Charged uppercut
- viii. Holding
- ix. Grabbing
- x. Throwing
- xi. Charged throw
- xii. Suplex

b. Enemies

- i. Damage interaction
- ii. Dizzy
- iii. Defeat
 - 1. Small time pause for each hit impact, final blow launches them off the walls until they explode.
- iv. Skipping
 - 1. Jumping off a harmful enemy with the right timing to avoid being hurt by it.

2. Visuals

a. Appo animation

- i. Running

- ii. Turn-around
- iii. Jump up
- iv. Jump horizontally
- v. Lunge
- vi. Punch combo
- vii. Charged uppercut
- viii. Holding
- ix. Grabbing
- x. Throwing
- xi. Charged throw
- xii. Suplex

b. Tilesets

- i. Coast
- ii. Cave
- iii. Valley
- iv. Tower
- v. Woods
- vi. Coast #2
- vii. Mountain

3. Audio

a. Music

- i. Title
- ii. Intro Skit
- iii. Garden Reef
- iv. Meeting Peevey
- v. Passage to the Valley
- vi. Valley of April
- vii. Tower Above the Clouds
- viii. Basil Woods
- ix. Picnic Skit
- x. Lime Coast
- xi. Mount Lavender
- xii. Battle with Peevey
- xiii. Ending Skit
- xiv. Credits
- xv. Chapter Select

b. SFX

- i. Added as necessary

4. States

- a. Title
- b. Gameplay
- c. Chapter select
- d. Editor
- e. Cutscene

Engine

1. State
 - a. Active states
 - b. Load/unload
2. Sprite
 - a. Transform
 - b. Multiple spritesheets
3. Physics
 - a. Quadtree
 - b. Bodies
 - c. Collision
4. Input
 - a. Bindable controls
5. Tilemaps
 - a. Tile properties
 - b. Marching-squares
 - c. Collision
6. Editor
 - a. GUI
 - i. Buttons
 - ii. Draggable windows
 - iii. File browser
 - b. Map view
 - i. Import/export map
 - ii. Import/export tileset
 - iii. Painting tiles
 - iv. Assigning tile properties
 - v. Object layer
 - vi. Placing/removing objects
 - vii. Tile warps
 - c. Chapter view
 - i. Import/export chapter
 - ii. Adding/removing maps
 - iii. Editing map positions
 - iv. Assigning map music
 - v. Connecting tile warps

Mechanics

Gameplay

- A linear progression through different spring and summer environments of a colorful island. Featuring a fat hairy bastard turkish sailor who goes by “Appo”.
- There is no health to keep track of. Getting hit by an enemy or any other hazard just knocks you back and stuns you for a second. The consistent flow of proper gameplay should be the reward for dodging and defeating enemies. Positive reinforcement over negative reinforcement.
- Optional mode where a second player can control a seagull not affected by walls. You can fly around, peck things, and pick stuff up.

General Movement

- A combination of the original Donkey Kong, Donkey Kong '94, and the Wario Land series.
- Slow, steady, deliberate movement and ample air-control. A focus on constant forward progression and efficiently dispatching everything in your path.
- Fighting enemies is a combination of punching them to disorient them, and then either punching them again or throwing them.
- Walking into dizzy enemies or pickups while automatically pick them up.
- Jumping into a ledge will have you automatically hop up it.

Moves

1. A punch combo that can break blocks and disorient enemies. The punch can launch disoriented enemies and other pickup objects.
2. A jumping lunge that can also break blocks, pick up objects quickly, and pick up disoriented enemies. This can be chained into a suplex or a throw. It can also be used for mobility.
3. An elbow drop similar to Wario's butt-stomp. Can break blocks and knocks everything out of the way like a drill.

Elements

- Breakable blocks and hidden breakable blocks.
- Invincibility mode that breaks blocks by touching them.
- Unique collectable treasures from Kirby Super Star.

Enemies

- Enemies are dangerous from how they're positioned and how they move.
- Enemies don't often attack, they just annoyingly walk into you.
- Most peacefully walk back and forth, occasionally doing a little attack, not directed at anything.

Storyboard

Key

INGAME TEXT

<transition>

[gameplay element]

Title

- Blue-gray mist covers the entire frame.
- Small clouds zip past, implying rapid forward movement.
- Mist subsides, revealing an ocean with an island in the distance.
- A large stone object suddenly falls from the sky, causing a massive splash which envelopes the frame with seafoam.
- The foam trickles away, unveiling a stone sculpture of the game's title:

**APPO'S
ISLAND**

- Three puffs of smoke appear out of the island's volcano, morphing
- into the game's title options:

NEW GAME

CONTINUE PICK A CHAPTER

- A flag in the corner appears, with **EXIT** written on it.
- If **NEW GAME** is chosen, A motor boat driven by Appo zooms from the foreground behind the viewer towards the island.
- Other options merely fade out the screen.

Intro Skit

- An ingame 2D view of a peaceful ocean current, a seagull is lazily bobbing in it.
- Appo zooms from left to right on his motorboat, disturbing the bird.
- Cut to Appo, sailing along. He takes out a pair of binoculars.
- Cut to binocular view of the island in his sights.
- A seagull suddenly appears in his view and crashes into him.
- Cut back to Appo on his boat, in a tussle with the seagull.
- Appo eventually grabs the seagull out of the air, and punches it to the left out-of-frame.
- Appo looks back and laughs, not aware of where his boat is going.
- Suddenly, his boat strikes a rock spire, and the inertia causes him to fly forwards out of the boat and into the air.
- Cut to an aerial shot of Appo flying through the air from left to right, along with broken pieces of his boat.

Garden Reef

- A panning shot left to right of the shore, and the rock with the wrecked boat embedded in it.
- Focus on Appo, stuck headfirst in the sand, with only his legs poking out of the ground.

[tap the A button]

- Appo struggles but manages to unearth himself. He stands up, grits his teeth, palms his fist, and looks onwards in anticipation.

[gameplay segment]

The first chapter in the game. It's an easy romp through a series of tidepools and lush cliff-sides. An introduction to the common gameplay mechanics you'll see

later in the game. Breakable blocks, hidden breakable walls, basic enemies, each unique fighting move, and invincibility.

- Appo enters an open clearing.
- In the middle of this area, the ground suddenly gives away, causing Appo to fall into a pit.

<cut>

- Below is a nerdy kid watering a small garden.
- Offscreen, Appo falls down and lands violently below, getting knocked out, surprising the nerdy kid with the loud impact.
- Cut to Appo on the ground, unconscious the nerdy kid walks over, pauses, and pours water on him with his watering can.
- Appo suddenly gets up, confused. He glances around for a moment before noticing the kid right in front of him.
- The kid introduces himself as "Peevey", and launches into a long story about how he found this island all by himself, and how he's happy that he finally found a stranger to be friends with.
- He keeps talking and repeating himself. Blocking your progression. At this point you can fully control Appo, but you can't get past Peevey.

[press the A button]

- Appo uppercuts Peevey and launches him off the screen.
- The normal music and gameplay returns and you can now continue.

[gameplay segment]

- Eventually Appo reaches the entrance of a cave. Entering it ends the chapter.

Passage to the Valley

[gameplay segment]

This area only serves as an interlude between the first and second chapters.

Valley of April

[gameplay segment]

A valley that sees a perpetual mix of rain and sunshine.

Tower Above the Clouds

[gameplay segment]

A chapter based on vertical platforming and searching for hidden keys.

- Appo enters a suspended bridge built into the tower.
- In the middle of this bridge, a trapdoor suddenly opens, causing Appo to fall through the floor of the bridge.
- Peevey, with a black eye, appears from behind a wall on the roof of the bridge.
- He snickers, and then walks over and pushes a huge boulder through a hole in the roof, and through the hole in the floor.

Basil Woods

- Following Appo falling down with a tall cliffside to his left.
- Once he exits the frame, the boulder falls past.

<cut>

- A calm forest pasture.
- Suddenly, Appo falls from the sky and gets embedded in the ground.
- He manages to get himself out this time, gives a thumbs up and a cheeky grin.
- The boulder then falls on him, burying him completely.

[tap the A button]

- The boulder shudders and then breaks completely.
- Underneath is a completely flattened Appo, like a pancake.
- Appo growls and looks defeated, but then looks determined.

[gameplay segment]

This is a short area where the way Appo moves is completely different.

You have to use your flat body to sail on updrafts and drift over pits.

You slowly collect mushrooms which seem to each improve Appo's condition.

Eventually you collect the final mushroom and are returned to normal.

Lime Coast

- Some enemies are together, having a picnic at the edge of the woods.
- Appo bursts out of the trees, triumphant, but then falls into the picnic basket, ruining it.
- One of the bigger enemies gets up, walks over, and slaps Appo hard off the screen.

[gameplay segment]

A return to the coast.

Mount Lavender

[gameplay segment]

Another vertical chapter with lots of boulder-dodging this time. A callback to Donkey Kong.

Battle with Peevey

[gameplay segment]

The only boss battle in the game.

Ending Skit

- Peevey, nearly defeated, points forward menacingly and a big cannon drops from the sky.
- Appo is paralyzed by surprise and fear and awaits his doom.
- Peevey lights the fuse and laughs.
- In the middle of this, a seagull lands on the cannon and tips it over so it's facing the sky.
- Both Appo and Peevey go silent.
- The cannon fires and the cannonball goes straight up.
- Cut to an aerial shot of the ball reaching its apex, and then coming down.
- Cut back to Appo and Peevey. The ball lands on Peevey's head, disorienting him.
- In this moment the player is given control to Appo.

[punch Peevey]

- Appo powerfully uppercuts Peevey like in the beginning of the game. Peevey flies away in slow motion.
- Cut to a distant view of the island, Peevey, a tiny speck, is seen falling all the way down until he hits the water and causes a big splash.
- Appo does a victory flex and looks out across the island that is now his.
- Appo gets in idea.
- Cut to an overhead shot of the entire island, dust clouds start appearing as Appo gets to work reshaping the island.
- He carves a statue of himself out of the mountain top.
- As the day turns to night, fade to Peevey drifting in the water on a log. A seagull is perched on his head, pecking him. He looks deadpan and exhausted. Now clearly understanding that he shouldn't have been so nice.

<credits>

Tracklist

1. Title (Title)
2. The Sailor's Skit (Intro Skit)
3. Crash at the Reef (Garden Reef)
4. Peevey's Welcome (Meeting Peevey)
5. Cavern Interlude (Passage to the Valley)
6. The Valley of April (Valley of April)
7. Admiring the Towering Sky (Tower Above the Clouds)
8. Flattened! (Basil Woods)
9. Let's Enjoy the Moment (Picnic Skit)
10. A Coastal Detour (Lime Coast)
11. Go, Get Up There, to the Top! (Mount Lavender)
12. Annoying for the Last Time (Battle with Peevey)
13. Appo's Island (Ending Skit)
14. Should've Been Stronger (Credits)
15. Happy Scrapbook (Chapter Select)