

# The WindBlown Adventure - Overview

## USP:

- Emphasis on wind physics, which functions both as a hindrance and a help to the player.
- Unique ability set, based on household objects: scissor legs, corkscrew bouncy body and brushy afro.
- Over dimensioned and surreal world, as seen through the eyes of a child.
- An amazing wind blowing experience.

## Genre:

- 2½ D side-scrolling platformer

## Target Group:

- 8-year-olds, mainly girls, but both genders.

## Features:

- Use the physics of the universe to move around



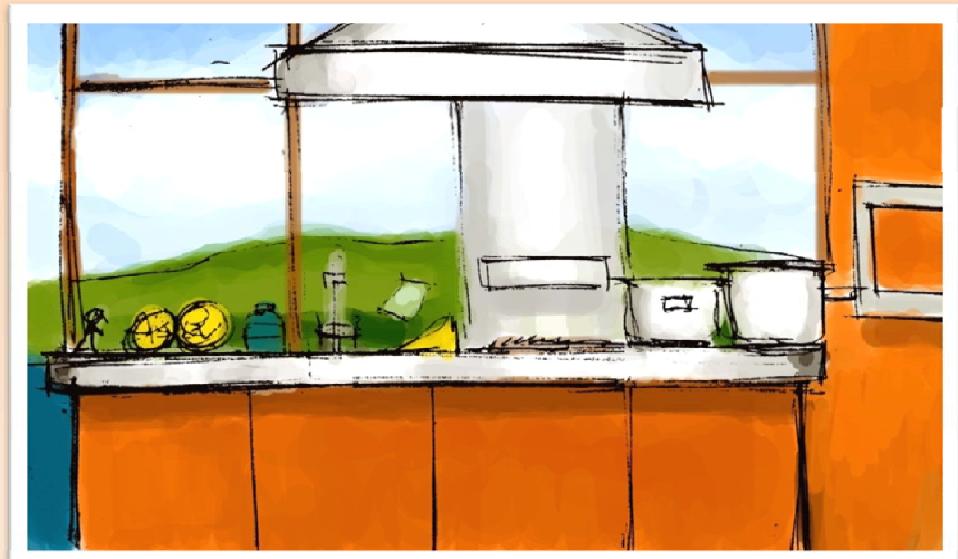
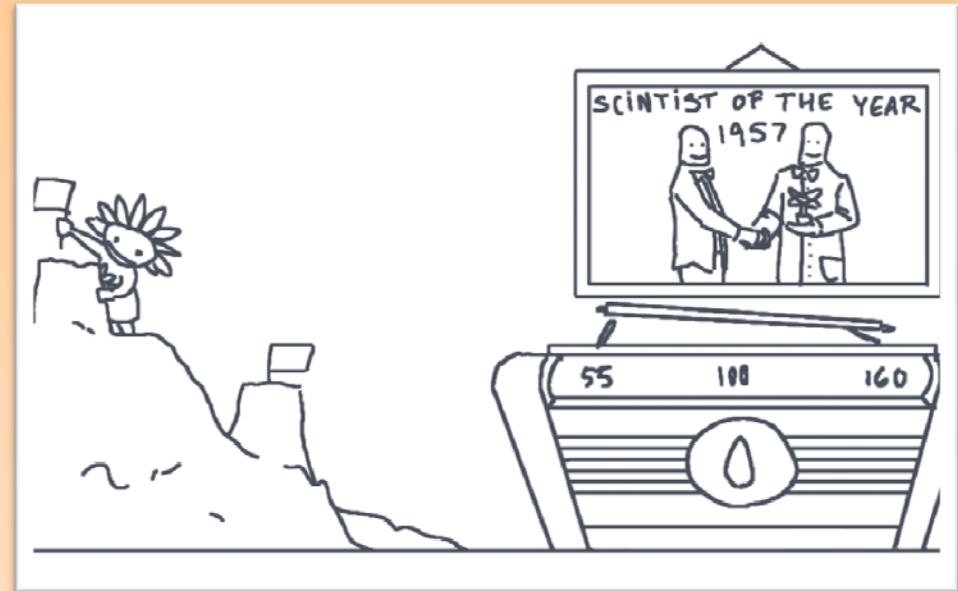
# The WindBlown Adventure - Story

## Storyline:

- You are the girl Ragga, on the kitchen table, building up your imaginary world in flour.
- From the radio you hear a storm warning.
- Ragga gets scared, because she can see the consequences:
- If she does not close the window before the storm arrives her favourite castle will be destroyed by the strong wind.
- She then finds her inner “power girl” and decides to go for it!
- She had better get going - kitchen elements have already started rolling, flying, against her!

## Setting

- The kitchen table, overdimensioned and because of that, and her big imagination everything is a bit abstract.



# The WindBlown Adventure – Intro

## Intro sequence

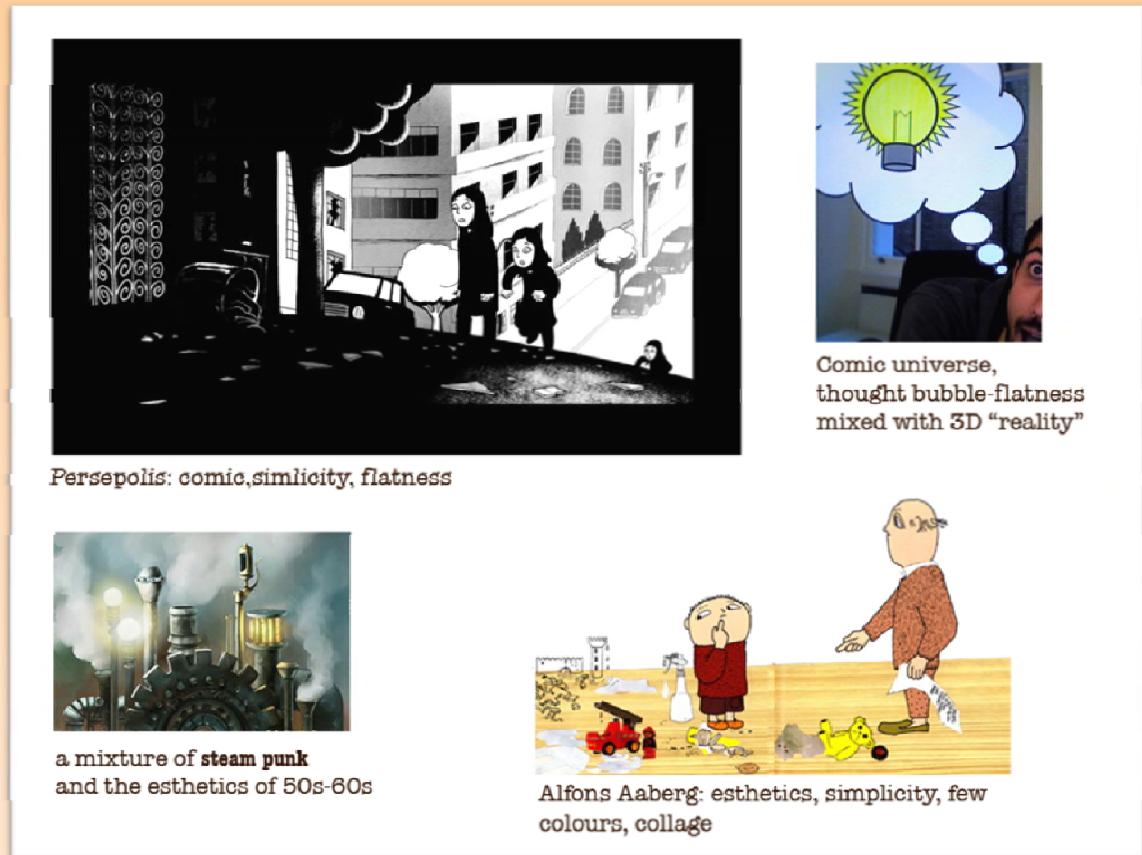
- 1. Ragga builds a flour castle on the kitchen table. In the picture is a radio and Ragga in the flour castle. From the radio comes a storm warning.
- 2. Zoom in on Ragga. Scared, surprised facial expression. Thinking bubble showing her fear of how the storm will destroy the castle.
- 3. Facial expression changes. She has found her inner fighting power-girl. She looks convinced and ready to "go for it".
- 4. Thinking bubble with text. " I need to go and close the window before the storm destroys my castle!"
- 5. Ragga looks around the room for something to help her. She sees a corkscrew, and is inspired by its shape to magically transform her body in a puff of smoke.
- 6. She looks determinedly towards the far-away window.



# The WindBlown Adventure – Visual style

## Visual Universe

- Steam punk with a touch of Alfons Aaberg and Persepolis
- Steam punk: The crazy inventor is one reason for choosing this setting.
- A bizarre and abstract style that gives the image of how the main character Ragga looks at things.
- Persepolis: Comic inspired universe. Simplicity, flatness.
- Alfons Aaberg: poetic fantasy creation.
- Game links: little big planet, the scrolling with the character, fantasy universe. Small character, oversized



# The WindBlown Adventure - Gameplay

## Winning Condition

The character must find her way through the level and reach the end.

## Core Gameplay Mechanic

Along the way, the character must:

- Avoid moving obstacles
- Jump, float and climb her way over pots and pans in the kitchen
- Find the end of the level

## Ability System

The main character utilises three abilities to overcome the challenges:

- Spring mode (allows her to jump high)
- Scissor mode (allows her to climb walls)
- Afro mode (allows her to float in the air)



# The WindBlown Adventure – 60 seconds

## 60 Seconds of Gameplay

In a cut-scene, the main character gets her first ability - the spring body. 8-year-old Lisa (the player) is eager to try out her new ability, and immediately starts jumping around when the level starts.

She proceeds right, and jumps over a few kitchen items rolling towards her, then jumps across an open boiling pot. Each jump sends the character high into the air.

Almost a minute into the game, Lisa gets the characters next ability – scissor legs. Her two lost health points are recharged, a short animation is played, and Lisa happily tries out her new ability...

