

Brick World Mobile Game Partial Design Doc

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2.1 Main character and abilities

Basic abilities are:

- *Move to the right*
- *Move to the left*
- *Jump (Jump height = twice the character sprite height)*
- *Crouch*

2.1.A) Main Character

Bill Brikman is a young builder from the tiny village of Brickville. Though still an apprentice, he has a love of building and is always tearing things down so he can use the bricks to build one crazy structure after another, much to the annoyance of the townspeople. He, like all inhabitants of Brick World, is made of plastic building bricks, so he has a blocky angular design. He wears a bandanna, sleeveless vest, jeans, and a tool belt.

2.1.B) Premise

What appears to be just another normal day in the peaceful village of Brickville soon becomes anything but when it's attacked by the minions of the evil Industrialist builder Ivon Lotsabricks who is determined to break down everything in the village (villagers included) for bricks with which to build his new mega factory. Bill, who was off working on another of his crazy building projects at the time, returns to find his home in shambles and heads off to stop Ivon and rebuild his friends and village.

2.1.C) Here's Abilities

1. Take Apart: This is Bill's primary means of attack and is also used during exploration. When exploring, Bill will run across various elements which have a loose brick. By grabbing onto these loose bricks, Bill can fully or partially (depending on context) take apart the structure, gaining bricks and opening up new routes. Enemies can also be taken apart if Bill can get close enough. While normal enemies can be taken apart in a single go, larger foes may feature multiple sections that need to be taken apart before they're defeated.
2. Build: There are many points in every level (indicated by nubs) where Bill can attach the bricks he has collected to create structures, activate devices, and the like. In many areas, he can also use nubs on the ground and create bridges or staircases. Building requires bricks, which are gotten by taking apart objects and enemies.

2.1.D) Context Dependant Skill

Note: This skill will be used in the LD of Part three.

Helicopter Gun: When riding in a helicopter, Bill can use the on-board guns to shoot down oncoming enemy craft. Hitting the enemy crafts' loose bricks will bring them down much more quickly than blindly shooting.

2.2 Entertainment culture / Competitors

2.2.A) Key References

LEGO bricks and their related media and merchandise. Hollywood action movies in general, especially Pirates of the Caribbean and Indiana Jones for their style and humor (not their settings).

2.2.A) Competitors

Popular iPhone platformer games include: Sonic the Hedgehog, Castle of Magic, Spy Boy Chronicles, and Toki Tori.

2.2.B) What are the other competitors of this game in terms of gameplay? (i.e. on any other device). Add screenshots if necessary.

Kirby's Epic Yarn (Wii), Donkey Kong Country Returns (Wii), LEGO Star Wars: The Clone Wars (multiplatform), Sonic Colors (DS)

2.3 Controls

- 1 virtual pad + 2 buttons.
- Double input (i.e.: two simultaneous inputs on different parts of the screen can be detected)

- 1) Move to the right: Right arrow on pad
- 2) Move to the left: Left arrow on pad
- 3) Jump: Button 1
- 4) Crouch: Down on pad
- 5) Take Apart: Button 2
- 6) Build: Tap the nub you want to build on.
- 7) Helicopter Gun (to be unlocked later): Button 1 (when riding helicopter)

2.4 Gameplay elements

Surface properties

Surface #1: Normal Ground

Properties:

Can be grass, dirt, wood etc depending on appearance. Objects (including the hero and NPCs) collide with it and can't pass through it in any direction. It's used for the ground, impassable walls, ceilings, etc.

Surface #2: Platform

Properties:

Can be grass, dirt, wood etc depending on appearance. Objects (including the hero and NPCs) collide with the upper part of the tile and can walk on it. However, they can pass through the tile from underneath to get on top.

Surface #3: Slick Ground

Properties:

Can be rock, glass, ice, etc depending on appearance. Objects (including the hero and NPCs) collide with the upper part of the tile and can walk on it. However, they can pass through the tile from underneath to get on top. It has a shiny smooth appearance. When walking on it, objects slide, making it difficult to stop moving.

Interactive elements

Interactive element #1: Loose Bricks

Gameplay:

Various objects in the environment have loose bricks (shown by a brick that isn't fully attached). Bill can use his Take Apart ability on these loose bricks to fully or partially take apart the object in question (depending on the context). This may open up a new path (e.g. taking apart a boulder blocking the road), reveal hidden objects (e.g. taking apart a building to reveal an extra life inside), and the like. Taking apart objects also earns Bill bricks, which can be used for building.

Interactive element #2: Nubs

Gameplay:

Nubs (indicated by slightly raised nubs, as on LEGO bricks) are found on various parts of the ground, background, etc, and indicate places where Bill can attach bricks using his Build ability. Depending on the area, he may connect his bricks together to form a bridge or staircase, build a platform, create a vehicle, add a knob to a door, or make any number of other possible things.

Enemies

Enemy #1: Lotsabricks Henchman

Behaviour:

The lowest rung on the totem pole in the Lotsabricks organization. They walk back and forth looking for things to take apart. When they see Bill, they'll run towards him and attempt a close range attack which reduces Bill's health by 1. They can be easily taken apart with a single attack.

Enemy #2: Lotsabricks Battle Chopper

Behaviour:

The Lotsabricks organization's standard aerial combat vehicle. They fly up and down the screen and fire missiles at Bill's helicopter. If a missile hits, it reduces the copter's health by 1. The missile can be destroyed with a single shot from the copter's gun. The Battle Chopper takes 15 shots to defeat, with every five shots destroying one part of it. However, each part can be destroyed with a single shot if the player successfully hits its loose bricks.

Rewards

Taking apart enemies and objects earns Bill bricks, which can be used with his Build skill. Each level also contains a number of special hidden bricks which can be used in Brickville between levels.

After completing a level, any bricks remaining in Bill's inventory will be sent to Brickville. Bill will be given the option to continue the story, replay a previous level to look for any hidden bricks he may have missed, or return to Brickville. In Brickville, he can use the collected bricks to rebuild the village. However, many of Brickville's buildings and inhabitants can't be rebuilt until Bill finds not only enough regular bricks but various special hidden bricks as well. Rebuilding buildings and their inhabitants will reward the player with story scenes, bonus levels, health upgrades for Bill, and the like.

3.2 Level 1 Design

3.2.A) Note on Special Skill

About 75% of the way through the level, Bill will rescue and rebuild one of the villagers, who is a helicopter pilot. The villager tells him that everyone else has been taken to another island and offers to fly Bill there. When Bill boards the helicopter, he'll gain the helicopter gun skill.

The icon for Button 2, which normally relates to Bill's Take Apart skill, will be replaced with one relating to the helicopter gun. The pilot will also have a few lines of humorous dialogue explaining how to move the copter and shoot down enemies.

Level Walkthrough

See "Brick World Level 1 Map.png"

A: After the opening scenes, Bill starts out at the marked spot. He is on a grassy field but a large ancient ruin can be seen in the background. The first henchman walks onto the screen and Bill makes a crack about taking him apart, explaining how to use the take apart ability to attack. He can then proceed up the slope while defeating more henchmen.

B: There are some trees in the background. Bill's progress is halted by a huge mass of overgrown plants. He points out the loose brick on the edge and says that he thinks he can take the plants apart if he jumps up and uses his take apart ability on it. Once the player does so, Bill will partially take apart the plants, revealing a second loose brick and then a third.

C: There is a boulder with a loose brick blocking the path, which leads into a passage below another old ruin. The player can take it apart to proceed. However, there is a nub on the ground that the player can use to build a staircase to access area C2 instead.

C2: This is an optional area that the player probably won't find their first time through the level. After building a staircase from the nub at C to the small ledge, the player can proceed to the left by taking apart the tree tops, creating platforms and then jumping or building bridges between them until he reaches the ancient ruins from the start of the level.

C3: There are a few platforms spread across the upper area of the ruins. The player can proceed across them through a mix of staircase building and jumping until he reaches a hidden brick. Dropping down the ledge on the far left will reveal a large rock which can be taken apart to reveal another hidden brick.

D: The start of this section acts as a checkpoint in case the hero dies. Soon after entering, one henchman will attack. Then player will then come to a pit filled with water. Bill will complain about not being able to swim and mention that he thinks he can build a bridge across. The nearby nub is highlighted and Bill explains how to use his build ability.

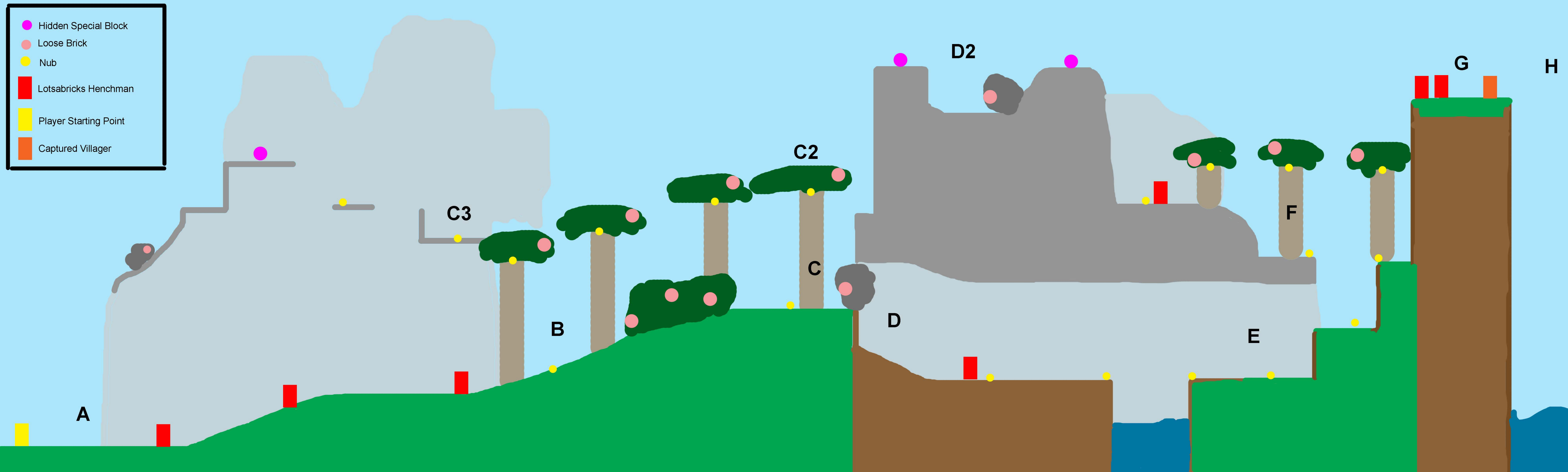
D2: This is an optional area that can be reached by building a very tall staircase from the tops of the trees in areas C2 or F. Up top are two hidden bricks and a large rock that can be taken apart to gain a lot of extra regular bricks.

E: Bill reaches a ledge that is too high for him to jump up. He says that he thinks he can build a staircase to get up, using the nearby nub. The player will then need to build another staircase to get up the following ledge, followed by a bridge leading to the left.

F: After jumping up a steep slope, the player must defeat a henchman and then start taking apart tree tops and building bridges between them, heading right. On the last tree, he can build a staircase to get to the top of the tall cliff.

G: At the top of the cliff, Bill finds two henchmen taking apartment one of the villagers. After defeating them, he can put the villager together again. This triggers a scene where the villager thanks Bill and says that everyone else has been taken off the island. He gives Bill a special brick and helps him build a helicopter. The two fly off towards the next island.

H: The start of this section acts as a checkpoint in case the hero dies. The pilot says that enemy crafts are approaching and explains how to move the helicopter and fire the gun. They player will need to proceed while shooting down and/or avoiding missiles. Eventually, a Battle Chopper will appear, triggering a brief scene and marking another checkpoint. After the chopper is defeated, the level ends.



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