

Act 2, Scene 2 (2.2)

“A Bouquet for Grandmother

Scene/Mission Type: **FETCH MISSION**

Location: EXT. THE WILDERNESS - DAY

Estimated Mission Difficulty: MEDIUM

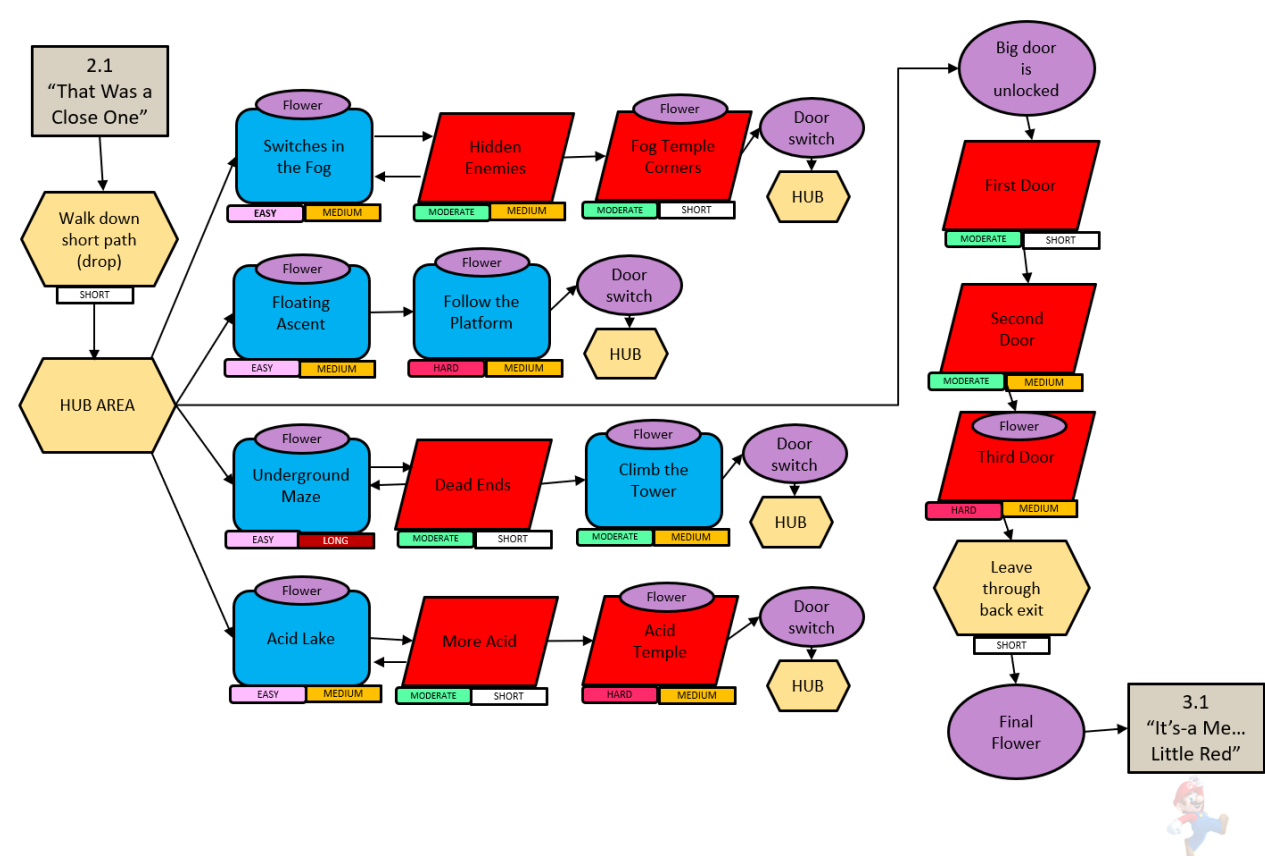
Estimated Mission Duration: LONG (3-5 minutes)

Dialogue Line IDs: n/a

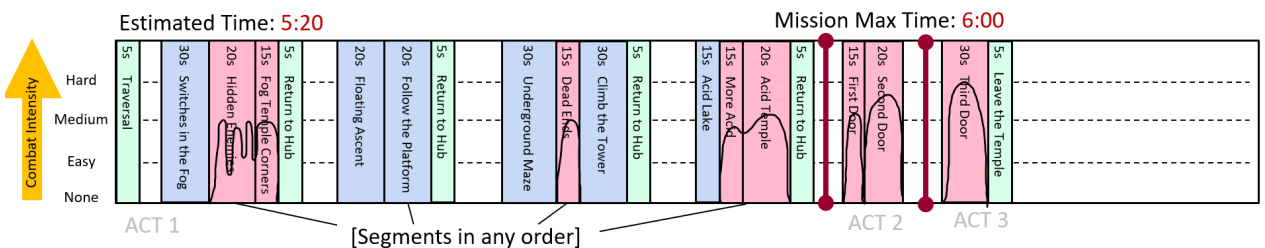
Overview

The Wilderness has treacherous terrain and is full of dangerous creatures that attack her as she collects **TEN (10) LOVELY FLOWERS** for Grandmother’s bouquet. Little Red must fend off enemies and face traps, tricks, and environmental challenges, until her bouquet is complete and she can leave the wilderness.

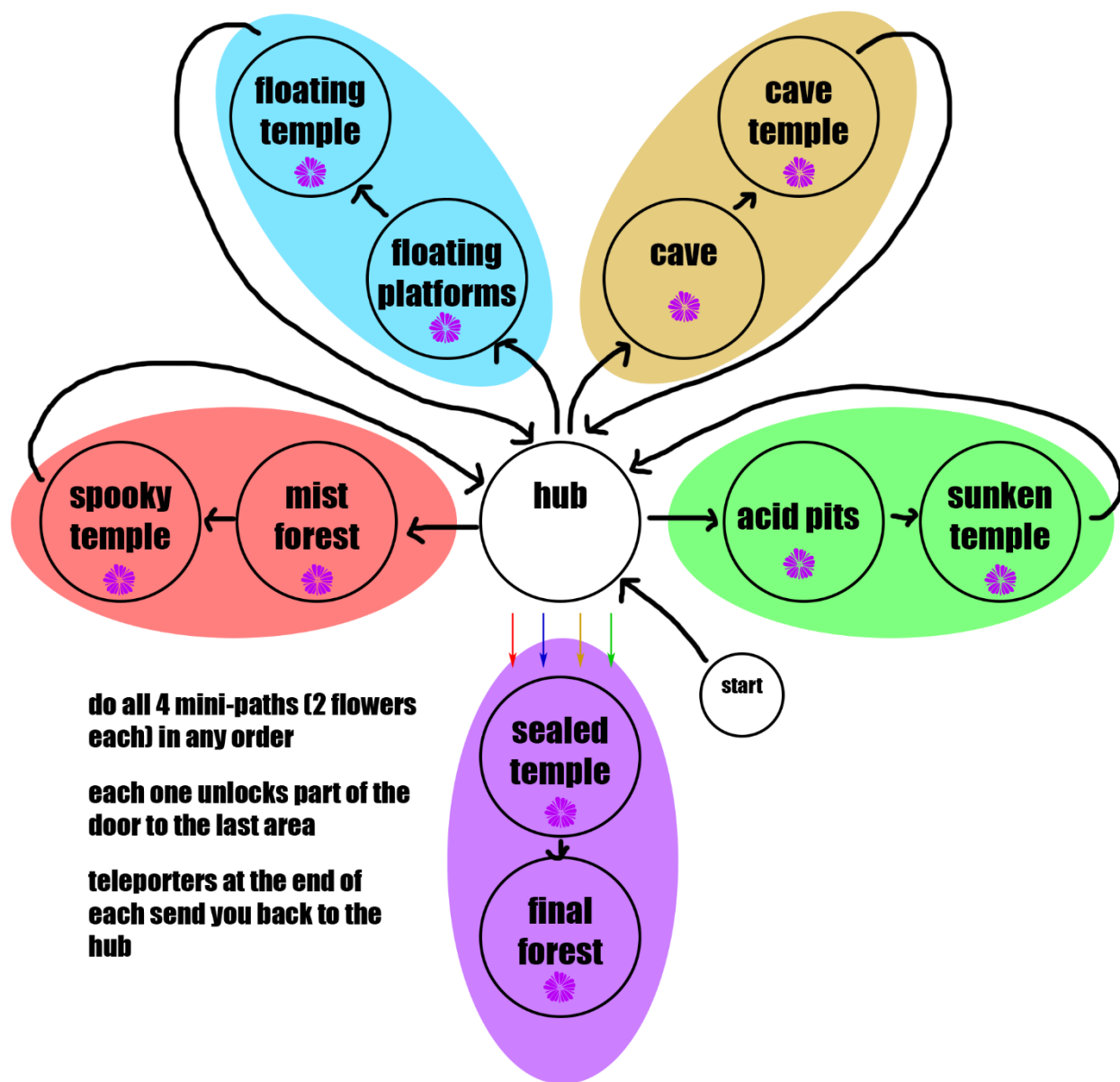
Mission Flow Map

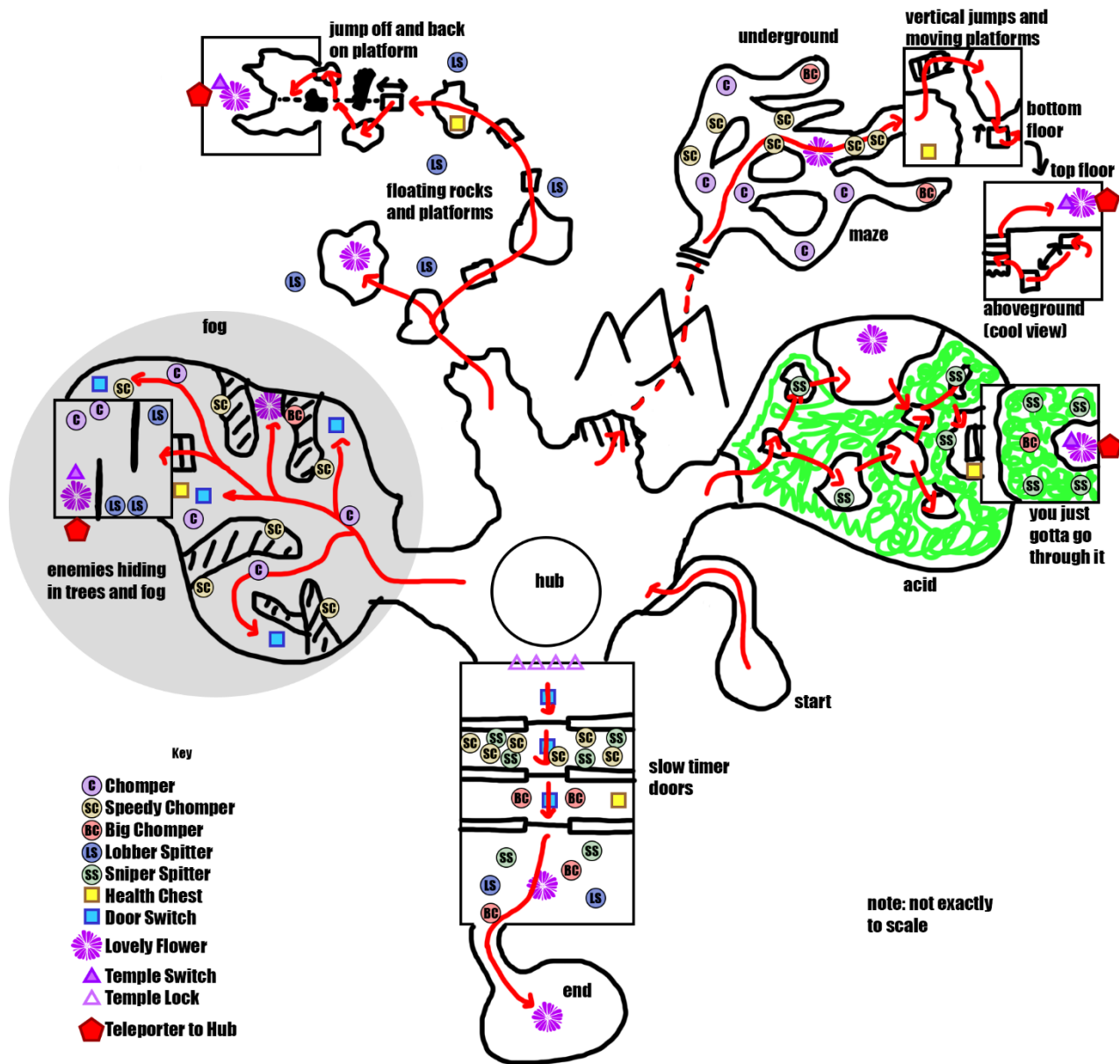


Mission Timeline Chart



Mission Overhead Map





Encounter #1: Switches in the Fog + Hidden Enemies

Estimated Duration: Medium (15-30 sec)

Estimated Difficulty: Easy Gameplay, Moderate Combat

Description

This is the first encounter of one of the 4 paths the player can take from the central hub. From the hub they can see a dark and spooky forest covered in fog, with a large stone building poking out at the far end. At least one sparkling lovely flower will be visible, prompting them to go in. Inside the fog, there are a small number of obstacles the player must navigate around to reach the building, where they will find a locked door and a switch. Activating the switch will show them that they need more than one, prompting them to turn back and continue exploring. The other switches are hidden around various paths and corners in the forest and can be more easily found due to their glow.

Also hidden in the fog are various small groups of enemies, generally smaller and less dangerous but still surprising due to the low visibility. These enemies will be encountered when first exploring the forest as well as when backtracking and looking for switches. Note: if time goes over too much, the backtracking for the switches can easily be cut and this challenge will become a simple navigation challenge.

Establishment/Expansion/Evolution

Establishment of fog, expansion of enemy types.

Enemy Palette

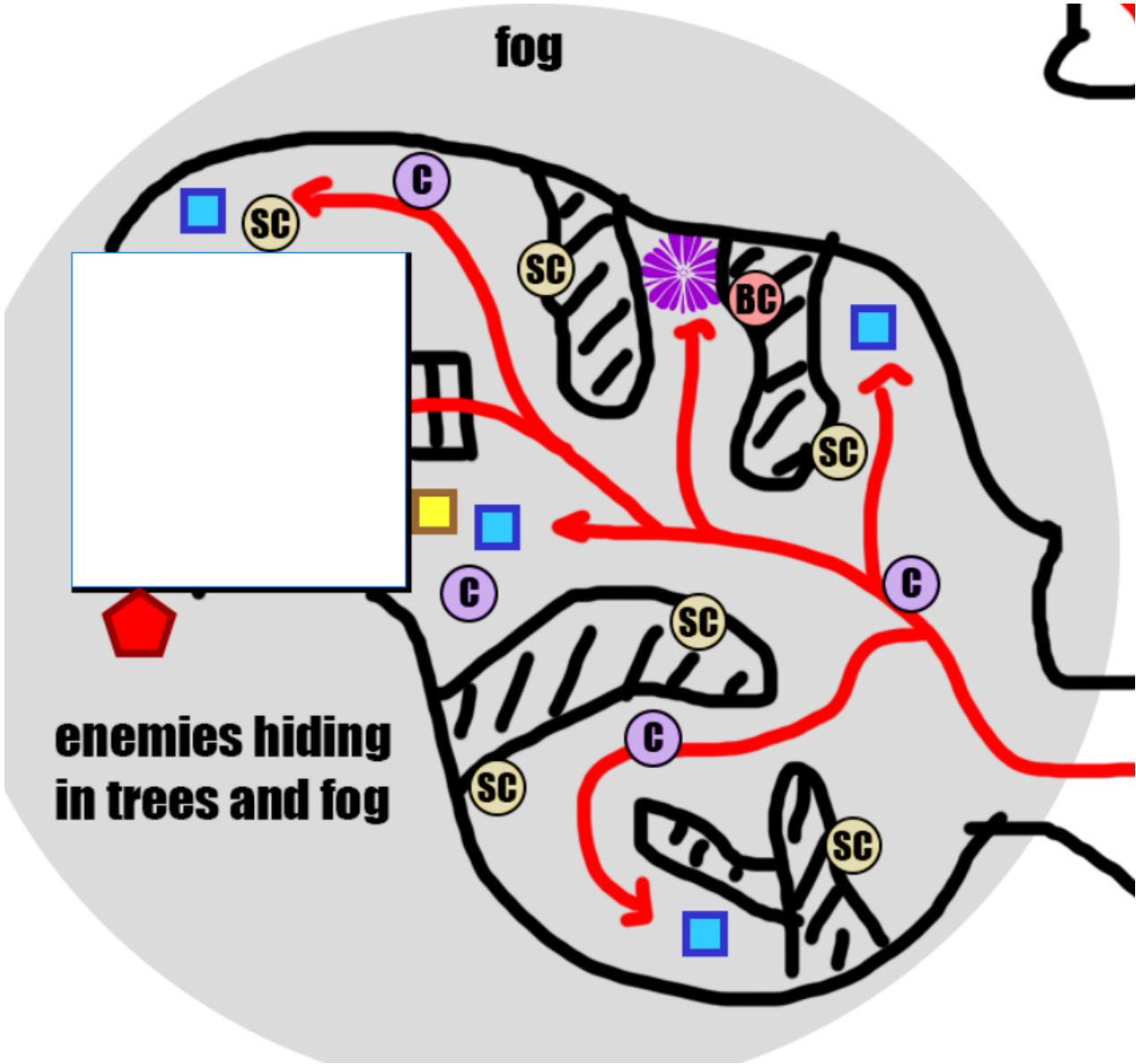
- Chompers – 4
- Speedy Chompers – 6
- Big Chompers - 1

Environmental Hazards

- Fog makes traversal and navigation difficult

Player Progression

1. See the building from the hub and enter forest
2. Traverse forest, navigating around obstacles and hidden enemies
3. Find switch and door to temple
4. Backtrack through forest and find other switches
5. Open door to temple and head inside to next encounter



Encounter #2: Fog Temple Corners

Estimated Duration: Short (1-15 sec.)

Estimated Difficulty: Moderate

Description

This is the second and final encounter of one of the 4 paths the player can take from the central hub. After opening the door from the previous encounter, the interior of the temple is as foggy as the forest and also darker. The path to the lovely flower is simple but around two corners, guarded by two small groups of enemies. These enemies are harder than the ones hidden in the forest, and the addition of ranged enemies attacking from beyond the player's sight will be an additional challenge. After making their way to the flower, the player will trigger one of the 4 switches to unlock the final temple and can then take a teleporter back to the hub.

Establishment/Expansion/Evolution

Evolution of fog, expansion of enemy types.

Enemy Palette

- Lobber Spitters – 3
- Chompers - 2

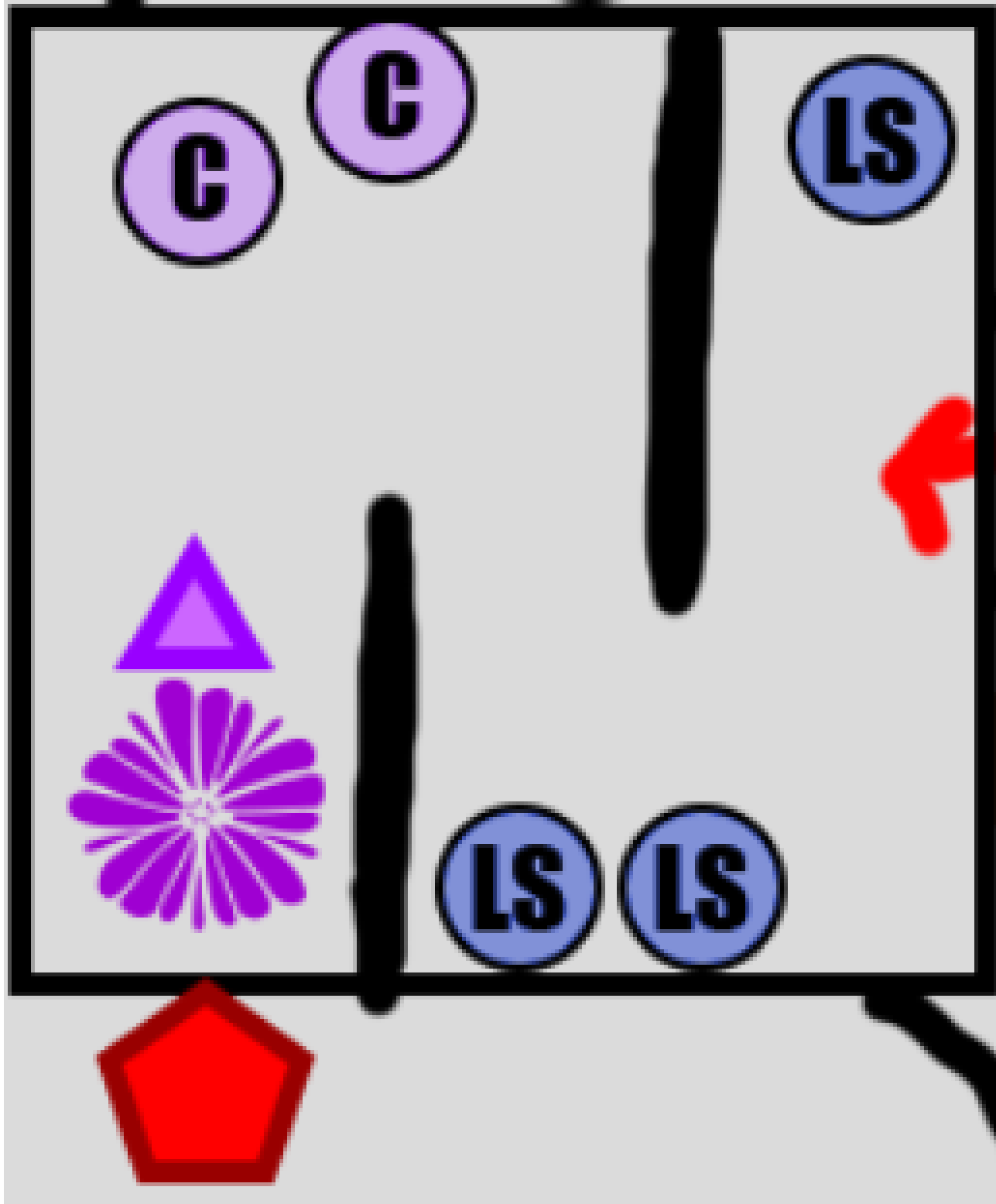
Environmental Hazards

- Fog makes traversal and navigation difficult

Player Progression

1. Enter building from previous encounter
2. Navigate around the corners of the temple interior
3. Fight through a small number of hidden enemies
4. Step onto pressure plate to watch cutscene of big door
5. Collect Lovely Flower
6. Teleport back to central hub

Map Inset



Encounter #3: Floating Ascent

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Easy

Description

This is the first encounter of one of the 4 paths the player can take from the central hub. The path up to the floating temple in the sky can be seen from the hub, with at least one sparkling Lovely Flower visible on the edge of an island or through a hole in the temple itself. The player then platforms across a number of floating rock islands and slowly moving platforms to ascend into the sky towards the temple, avoiding attacks from Lobber Spitters along the way. The spitters can be attacked, although reaching them is an additional optional challenge.

The Lovely Flower is clearly visible on a larger central floating rock that can be reached partway through the climb, also providing a checkpoint for players. At the top of the climb is the next encounter, which flows naturally from this on.

Establishment/Expansion/Evolution

Establishment of floating platforms, expansion of moving platforms and jumps, evolution of ranged enemies.

Enemy Palette

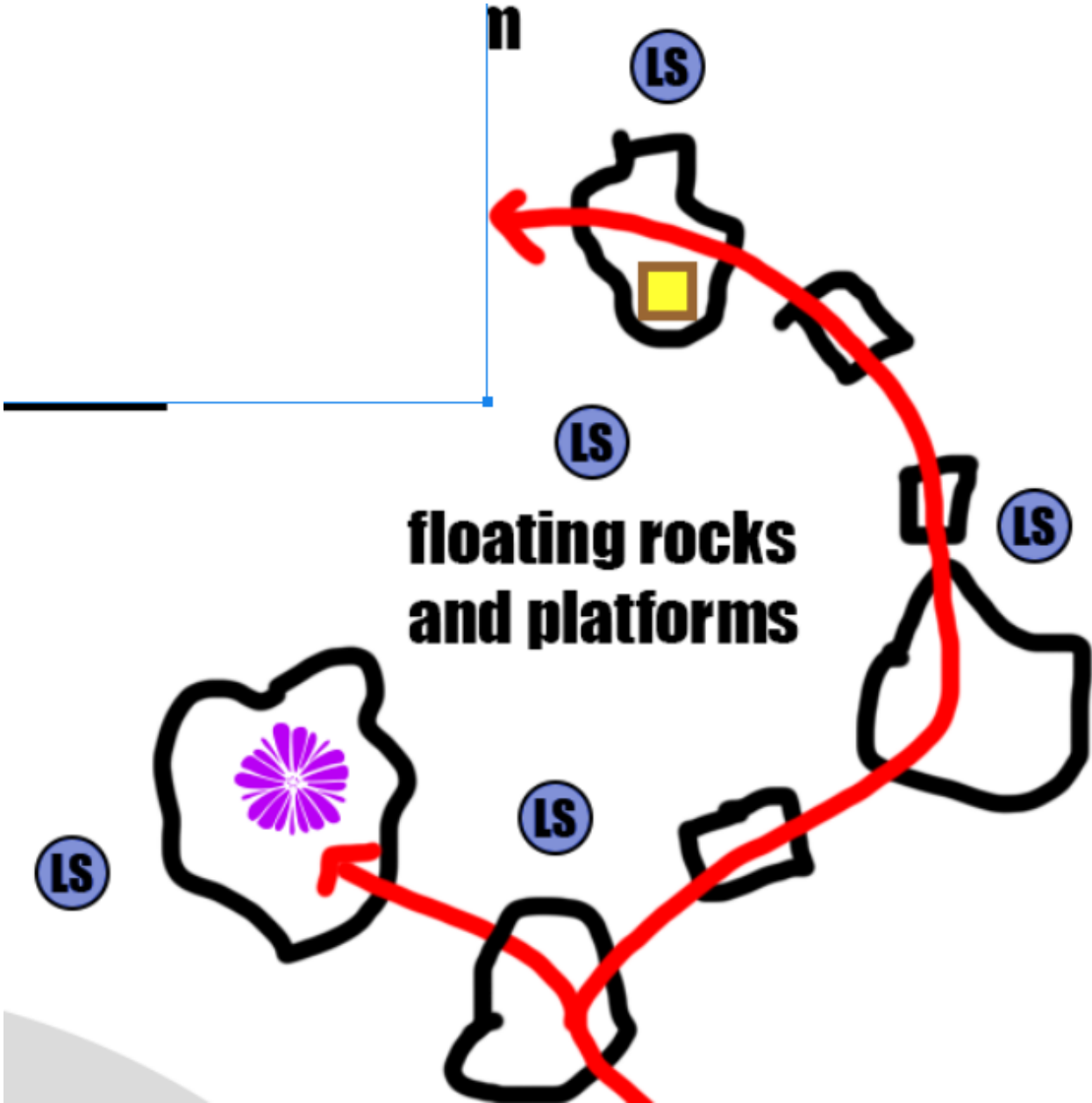
- Lobber Spitters - 5

Environmental Hazards

- Falling off a platform or rock means death

Player Progression

1. See the temple from the hub and walk to first platform
2. Platform up a series of floating rocks and moving platforms
3. Stop along the way to collect the Lovely Flower
4. Continue upwards
5. Reach the final checkpoint and begin next encounter



Encounter #4: Follow the Platform

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Hard

Description

This is the second and final encounter of one of the 4 paths the player can take from the central hub. After climbing most of the way up to the floating temple, the player will reach a point in which there is a moving platform they must take directly to the temple. However, this platform's path is blocked by several pieces of floating debris and the player will be pushed off as they move. To avoid this, they must jump off the platform to platform around the obstacles, then jump back on it as it continues moving. After doing this twice, the player will reach the temple itself. There are no enemies attacking the player during this sequence.

The temple is not a challenge and contains only the Lovely Flower, as the challenge was reaching it. The player can also look back down at the rest of the level for a nice view and potentially some guidance in the other areas. After making their way to the flower, the player will trigger one of the 4 switches to unlock the final temple and can then take a teleporter back to the hub.

Establishment/Expansion/Evolution

Evolution of moving platforms.

Enemy Palette

- n/a

Environmental Hazards

- Falling off a platform or rock means death

Player Progression

1. Jump on the moving platform
2. Jump off the platform to avoid an obstacle, then back on.
3. Repeat step 2.
4. Jump off the platform to reach the temple ground.
5. Step onto pressure plate to watch cutscene of big door
6. Collect Lovely Flower
7. Teleport back to central hub

**jump off and back
on platform**



Encounter #5: Underground Maze + Dead Ends

Estimated Duration: Long (30+ sec.)

Estimated Difficulty: Easy Gameplay, Moderate Combat

Description

This is the first encounter of one of the 4 paths the player can take from the central hub. There is a cave entrance in the hub, and the player can see glowing light from inside. (Note: if I can figure out how, there will also be a small hole in the side of the rock showing a view of a sparkling Lovely Flower deeper inside) The player enters the cave and must find their way through its maze-like structure, all while encountering individual enemies around corners and in dead ends. The Lovely Flower is at a central point right before the path to the next encounter, making it unmissable for the player to progress.

Establishment/Expansion/Evolution

Establishment of maze, evolution of enemies

Enemy Palette

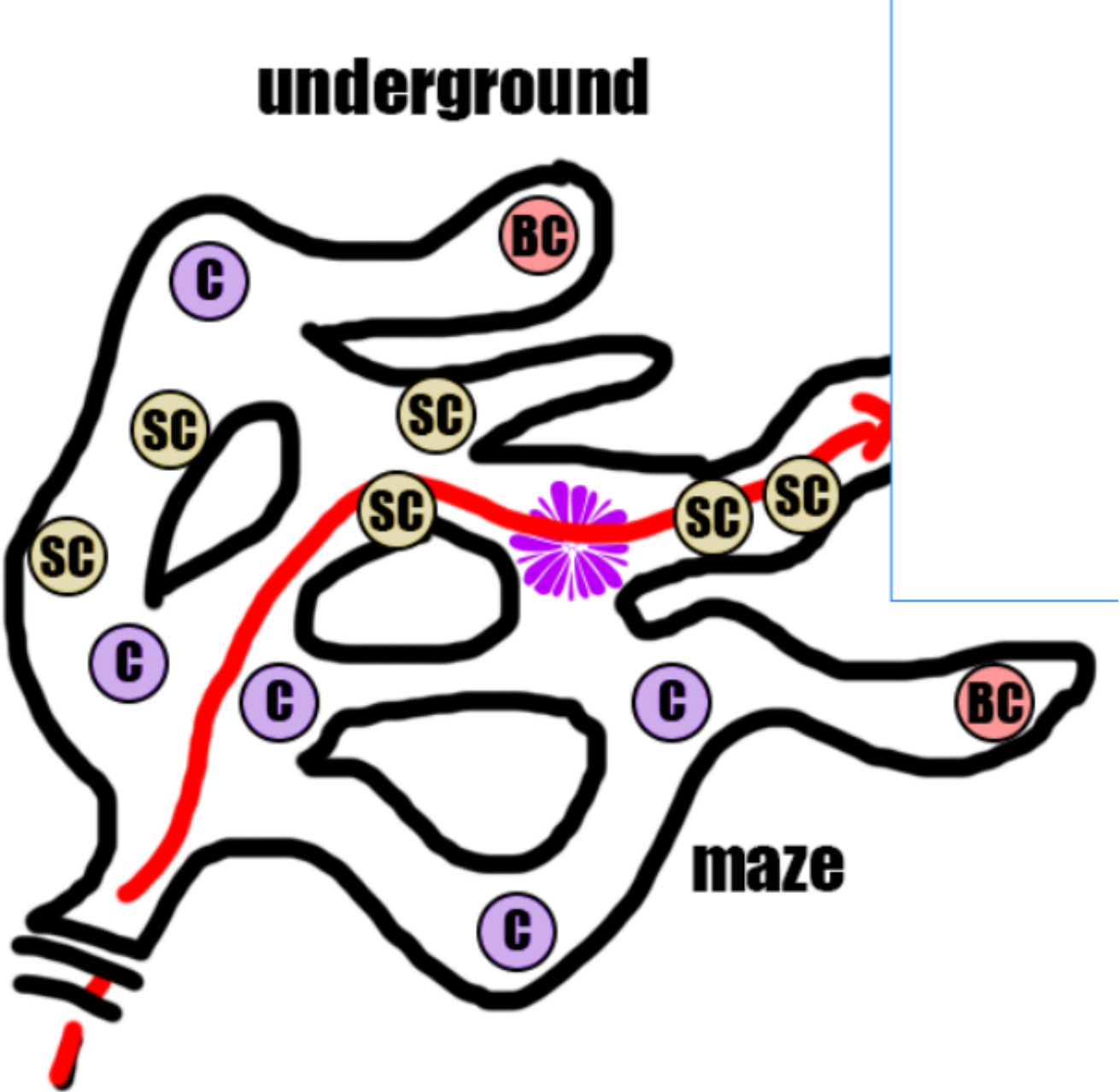
- Chompers – 5
- Speedy Chompers – 6
- Big Chompers - 2

Environmental Hazards

- Maze-like caves make navigation difficult

Player Progression

1. See cave entrance (and maybe flower) from hub and enter
2. Traverse maze-like cave while fighting occasional enemies in the way
3. Find flower towards the back of the cave
4. See entrance to a temple and enter it to begin next encounter



Encounter #6: Climb the Tower

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Moderate

Description

This is the second and final encounter of one of the 4 paths the player can take from the central hub. After making their way through the cave maze, the player enters a stone temple with an open top. They must platform vertically up a number of raised floor pieces and vertically moving platforms to reach the top. There are no enemies in this encounter. At the top is a Lovely Flower, as well as the ability to look back and see a nice view of the whole level from high above and potentially see the paths through other areas. After making their way to the flower, the player will trigger one of the 4 switches to unlock the final temple and can then take a teleporter back to the hub.

Establishment/Expansion/Evolution

Evolution of moving platforms and jumping

Enemy Palette

- n/a

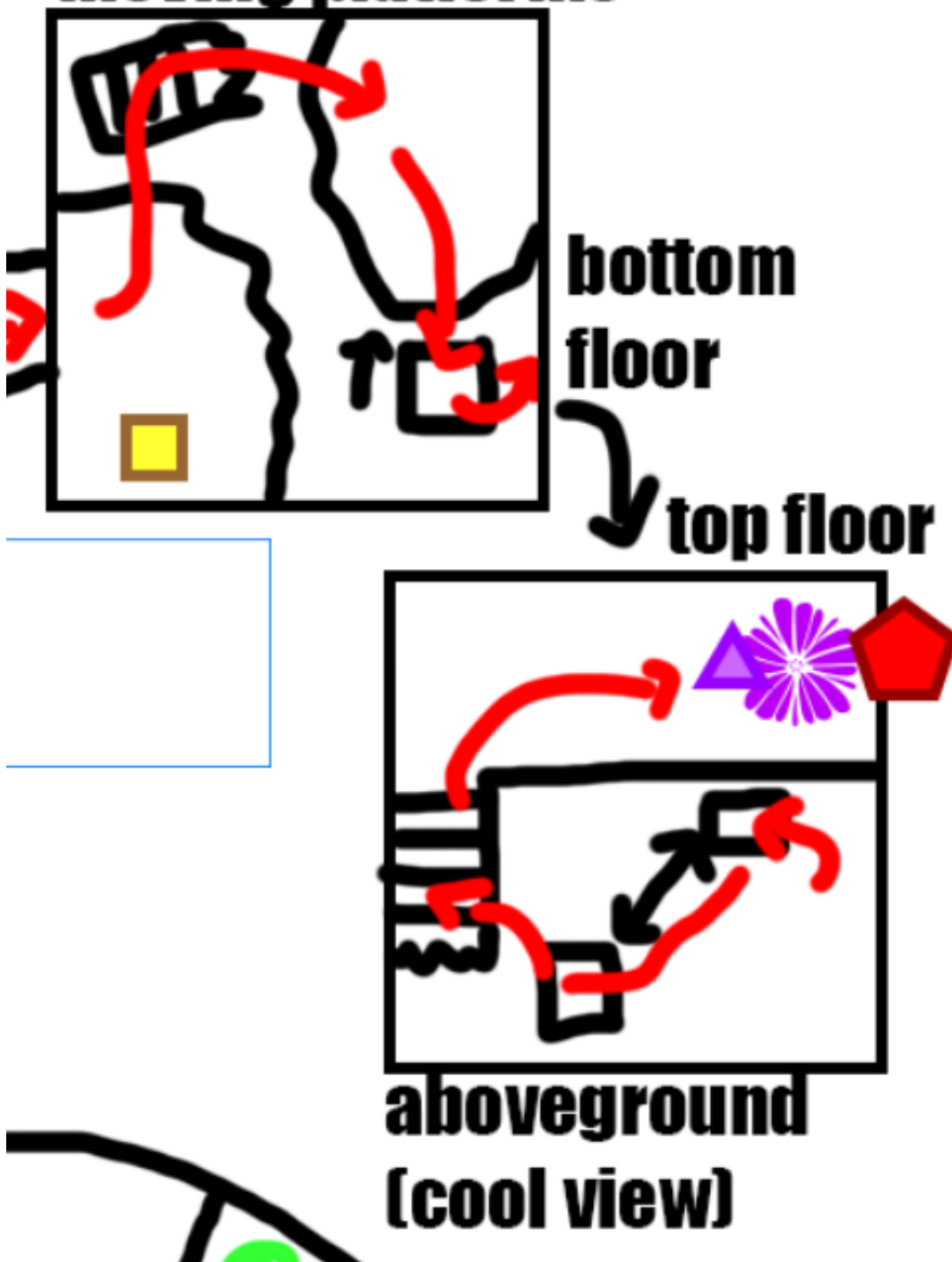
Environmental Hazards

- Falling means restarting from the bottom

Player Progression

1. Enter the temple
2. Platform up a series of rocks, floors, and vertical moving platforms
3. Reach the top and look at the view
4. Step onto pressure plate to watch cutscene of big door
5. Collect Lovely Flower
6. Teleport back to central hub

vertical jumps and moving platforms



Encounter #7: Acid Lake + More Acid

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Easy Gameplay, Moderate Combat.

Description

This is the first encounter of one of the 4 paths the player can take from the central hub. The player can see a lake of acid and a temple rising out of it ground from the hub, and a sparkling Lovely Flower on an island. The player then makes their way across the lake, hopping from chunks of rock or stonework emerging from the lake to avoid the acid. Some Sniper Spitters also inhabit the lake, shooting at the player from a distance and providing optional objectives to reach and kill them. After collecting the Lovely Flower, the player makes their way to the gates of the temple and enters it to begin the next encounter.

Establishment/Expansion/Evolution

Establishment of slowing acid, evolution of enemies

Enemy Palette

- Sniper Spitters - 4

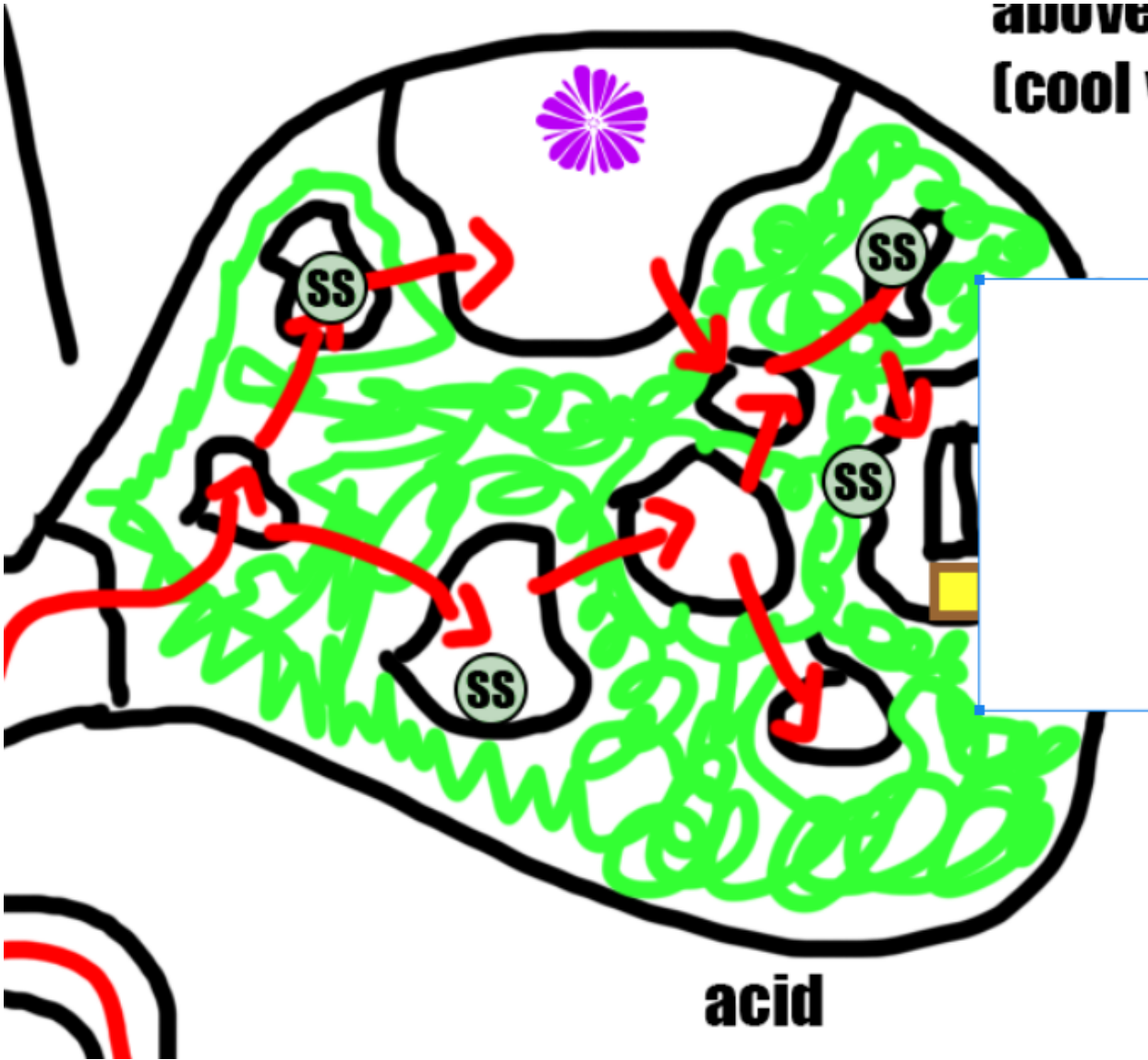
Environmental Hazards

- Acid slows and damages

Player Progression

1. See temple and lake from central hub and enter
2. Platform across acid while avoiding fire from Sniper Spitters
3. Reach Lovely Flower on island
4. Reach temple door and enter it for the next encounter

Map Inset



Encounter #8: Acid Temple

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Hard

Description

This is the second and final encounter of one of the 4 paths the player can take from the central hub. Inside the temple is another large pool of acid, but there are no platforms rising from it. Some Sniper Spitters back up one Big Chomper that blocks the way to the Lovely Flower, and the player must either lure them out of the acid or walk through it to fight. After making their way to the flower, the player will trigger one of the 4 switches to unlock the final temple and can then take a teleporter back to the hub.

Establishment/Expansion/Evolution

Evolution of slowing acid, evolution and expansion of enemies

Enemy Palette

- Sniper Spitters – 4
- Big Chompers - 1

Environmental Hazards

- Acid slows and damages

Player Progression

1. Enter the temple from the previous encounter
2. Fight the enemies and wade through the acid pool
3. Step onto pressure plate to watch cutscene of big door
4. Collect Lovely Flower
5. Teleport back to central hub



Encounter #9: First Door

Estimated Duration: Short (1-15 sec.)

Estimated Difficulty: Moderate

Description

This is the first encounter of the final chunk of the level, available after the player has completed all four of the other areas. Returning to the central hub, the large door to the huge temple is open and the player may enter. Stepping on a pressure plate opens the next door inside, but also closes them in. (A checkpoint will ensure they can't be locked inside). Beyond this door is a large group of Speedy Chompers, straightforward but made more difficult by the tight area. Another pressure plate past this first door will slowly open the next door, forcing the player to avoid or defeat the enemies while they wait.

Establishment/Expansion/Evolution

Expansion of enemies

Enemy Palette

- Speedy Chompers – 6
- Sniper Spitters - 4

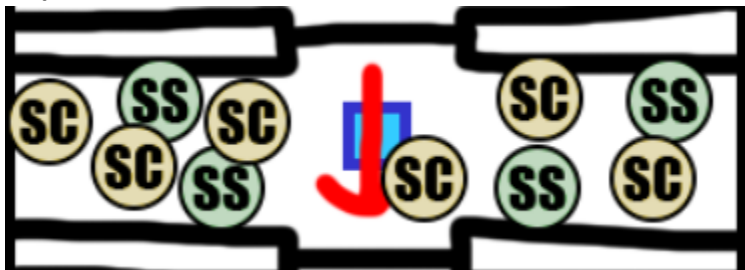
Environmental Hazards

- n/a

Player Progression

1. Enter temple from central hub
2. Step on pressure plate, opening door forward but closing the player in
3. Fight horde of Speedy Chompers
4. Step on second pressure plate and wait for door to next encounter to open.

Map Inset



Encounter #10: Second Door

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Moderate

Description

This is the second encounter of the final chunk of the level. After opening the door to this chamber, the player encounters two Big Chompers from opposite directions. Like the previous room, there is another pressure plate that slowly opens the next door forward and forces them to survive or defeat the enemies while they wait. If they had avoided the enemies in the previous encounter, they can also follow the player into this one and provide additional challenge.

Establishment/Expansion/Evolution

Expansion of enemies

Enemy Palette

- Big Chompers - 2

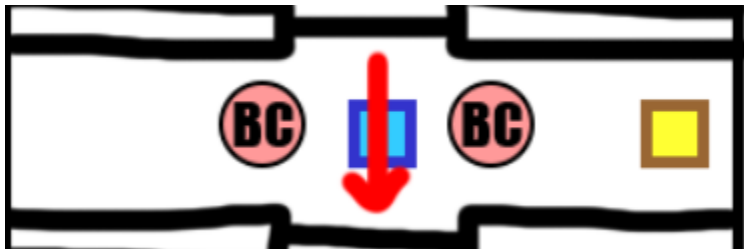
Environmental Hazards

- n/a

Player Progression

1. Enter chamber from previous encounter
2. Fight two Big Chompers
3. Step on pressure plate and wait for door to next encounter to open.

Map Inset



Encounter #11: Third Door

Estimated Duration: Medium (15-30 sec.)

Estimated Difficulty: Hard

Description

This is the final encounter of the level. After defeating the previous two combat encounters in previous rooms, the player will enter a larger chamber at the back of the temple. A large group of enemies awaits them, with a mix of both melee and ranged enemies. The Lovely Flower is on a pedestal at the back of the room. After defeating or avoiding the enemies in the room and collecting the flower, there is a small path that leads out of a hole in the back wall to the final flower and the end of the level. If needed, another pressure plate can lock the player into this room to fight the enemies before they are allowed to collect the flower and leave.

Establishment/Expansion/Evolution

Expansion of enemies

Enemy Palette

- Sniper Spitters – 2
- Lobber Spitters – 2
- Big Chompers - 2

Environmental Hazards

- n/a

Player Progression

1. Enter chamber from previous encounter
2. Fight large group of enemies
3. Collect the flower
4. Leave out the hole in the back wall

Map Inset

