

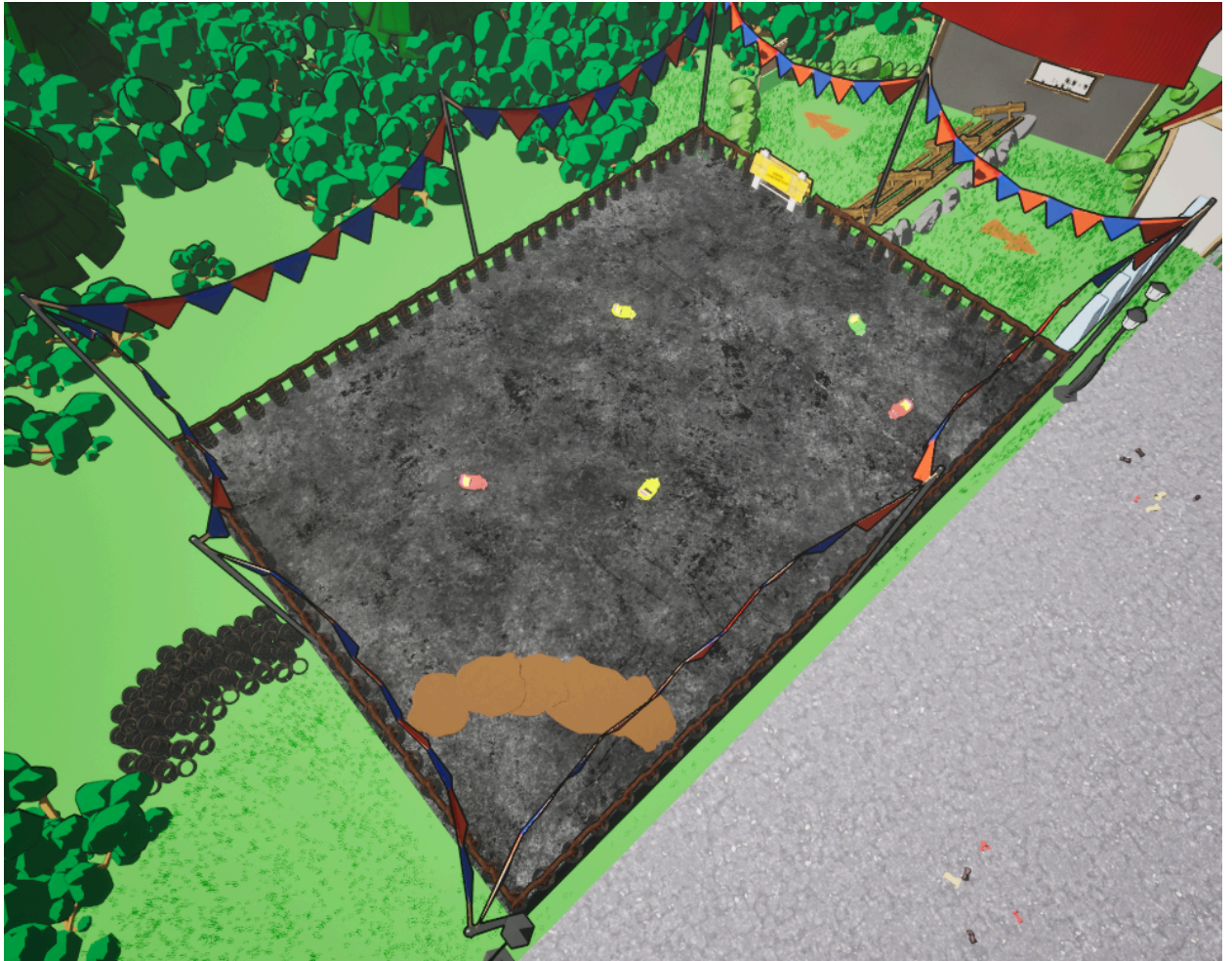
Bubono's Bumperland LDD

Team Bumpy Ride

Bubono's Burg:

This level consists of several components put together which each serve a different purpose. This level needs to accomplish several things in order to get the player acquainted, so each section was created with that in mind. We need to introduce the concept of bumping, teach that bumping around and losing control of the car is actually good, show that the goal is to ram objects and break them, and introduce enemies and special abilities.

The section the player starts in, the bumper arena, is the section meant to teach the player how to harness the car's physics and speed to their advantage. The player is trapped in a walled section made entirely of bumpers, and a construction sign blocking a gap in the gates. The player will be unable to leave the arena until they bounce off the walls at an angle that allows them to shoot through the sign while maintaining their speed. This sole interaction will give the player everything they need to know about how to proceed through the game.



The second, much larger section is to teach the player their larger goal, which is that breaking things allows them to progress. This section is blocked off at the end by spike wielding guards who will not allow the player to pass until enough financial harm is done to the park that they are fired. Thus, the player is forced to learn that the more things they break, the more progress is made, which is a larger rule which will carry throughout the entire game. These first two rooms teach the player essentially everything that they need to know to finish the game. Destroying things means progress, and you need speed from bumping to destroy things.



The third section after the player passes the guards introduces the player to enemies, which is a further exploration of the “speed = destruction” and “destruction = progress” rules. The simple wheel enemies can only be killed by running into them at the right time and doing so grants the player progress in the gift of the spiked wheel ability. This short section is purely for enemy demonstration.



Just after this section is a fork, and at the fork a balloon cart is placed in a particular position for a number of purposes.



The buildings and foliage are placed in a way so the player almost always has a line of sight to the goal point later on in the level. When the balloon cart asset is hit, a simple animation plays where the balloons detach from the cart and rise off into the distance. If the new animation catches the player's eye, the balloons rising will at first cover and then reveal the windmill and exit sign in the distance. The balloon cart also sits just in front of a building, in a way that if the player doesn't understand the idea of the wheel ability being able to break buildings, ramming the balloon cart makes it essentially inevitable.



The path to the right is blocked off by guards, and without spending extra time continually killing wheels and breaking houses, the player is forced onto the left branch, where they are introduced to further perils, iron maidens, catapults, and spikes. Now, enemies and the player's goal of breaking things are combined. All of these are easy to avoid individually, but all together and now with the player trying to build up speed and ram objects, it becomes much more hectic. At first it appears that there is a path leading towards the end but it's blocked off by a downed tree, telling the player that there is something just beyond their reach if they can find another way.



Once the player unlocks the area on the right, they are faced with a much more precise puzzle, which can only be solved if the player understands how to take advantage of bumping and reaching green speed. Earlier in the level the player has almost entirely made progress by breaking objects which only require speed the player can gain through the car's base movement. Now, the player cannot proceed without breaking objects that require bouncing off of walls at certain angles and maintaining green speed. While this large space was previously filled with all sorts of assets in order to keep up the sense of chaos, after playtesting we saw that these other assets proved to be too much of a distraction for the player to figure out the solution to this puzzle.



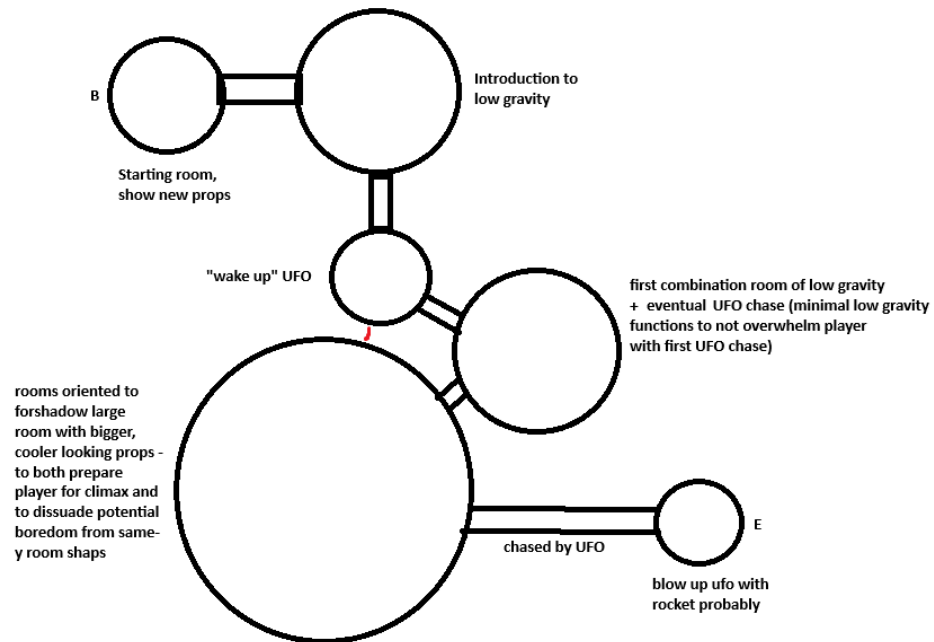
Once the player has made this breakthrough, they are rewarded with a brief introduction to the rail mechanic and a smooth sail towards the goal point foreshadowed earlier, allowing the player to climatically smash this branch's largest feature.



Thus, the end of the level has arrived, and after a couple more collisions, the last guards are dissipated and the next level begins.

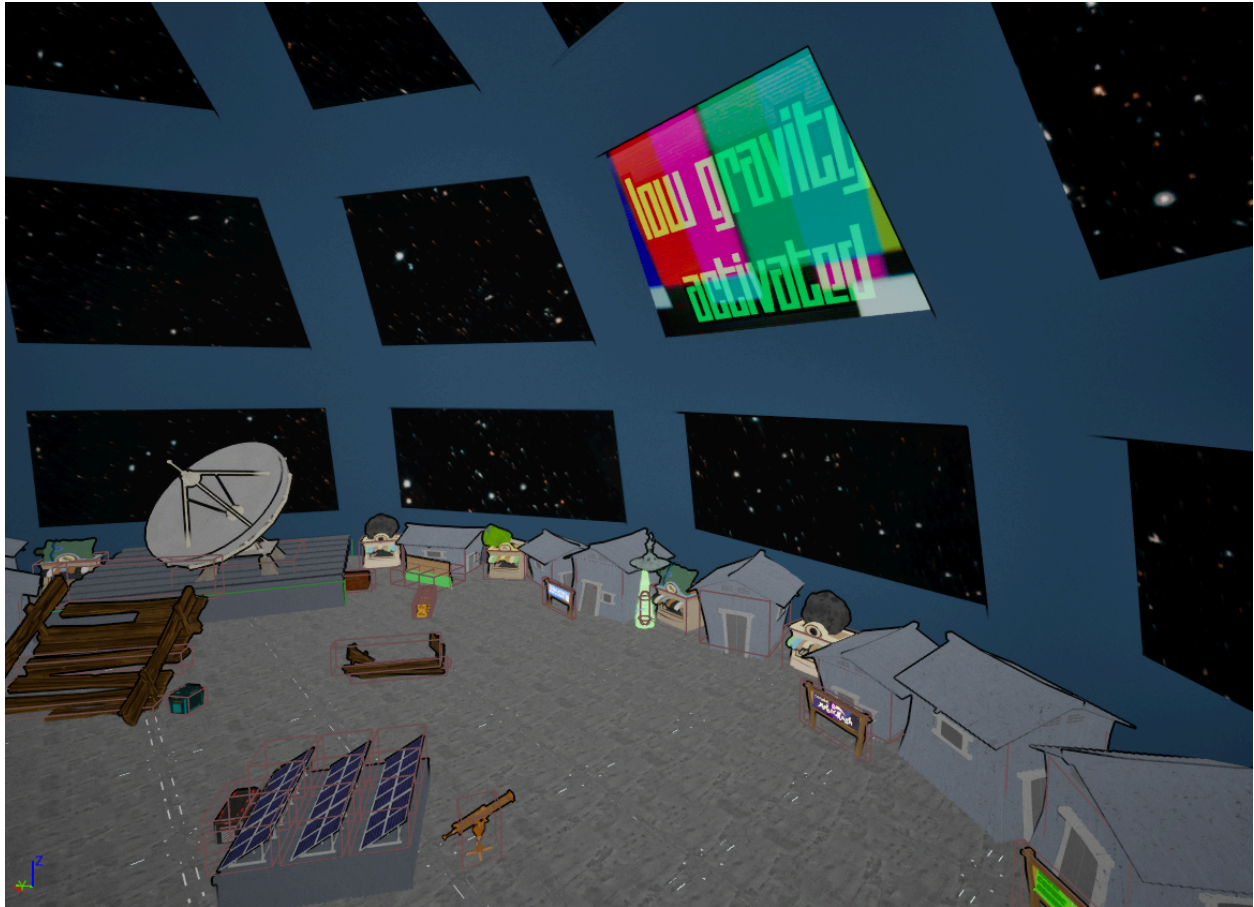
Bubono's Big Bang:

Our second level, our space branch, is a much simpler level in terms of its larger geometry, consisting entirely within spherical domes. While the space is, in theory, easy to navigate, the journey will be made trickier by a single enemy that will enter the space after a period of time and harass the player attempting to abduct them. It will be on the player to navigate the dome and destroy enough property before the UFO can catch up to them. In this level the goal is to explore two specific ideas. The first is something we have been dancing around throughout the project, which is structuring the park layouts like mini pinball arenas. Through our “abandoning” of more organic park layouts and paths in this exclusively circular design, we are given much more leniency to distribute assets however we like, rather than being forced to think “where would a real park go from here?”. The other is the idea of forcing the player to be moving at all times. We already emphasize the importance of speed in order to move over hurdles, but through the UFO enemy, speed is constantly important simply to stay alive. The combination of these two things are meant to create the most prominent feeling of arcadey action within the game thus far.



As detailed in the sketch, each of the six rooms serve a different purpose, with the first room being a soft introduction to the spherical theme of the stage, with some of our new breakable assets included.

The second dome introduces our new “gravity shift” mechanic, where the player is presented with a seemingly impossible gap to cross. However, if they are paying attention to their surroundings, they will notice that the “windows” making up the domes are actually inconsistently functional screens, and the ones which are not properly showing video of the stars will bring to light the aforementioned gravity shifts. Every 15 seconds gravity in the level will be significantly reduced, allowing the player to launch off of surfaces and cross seemingly impossible gaps. This will be how the player makes progress throughout the level.



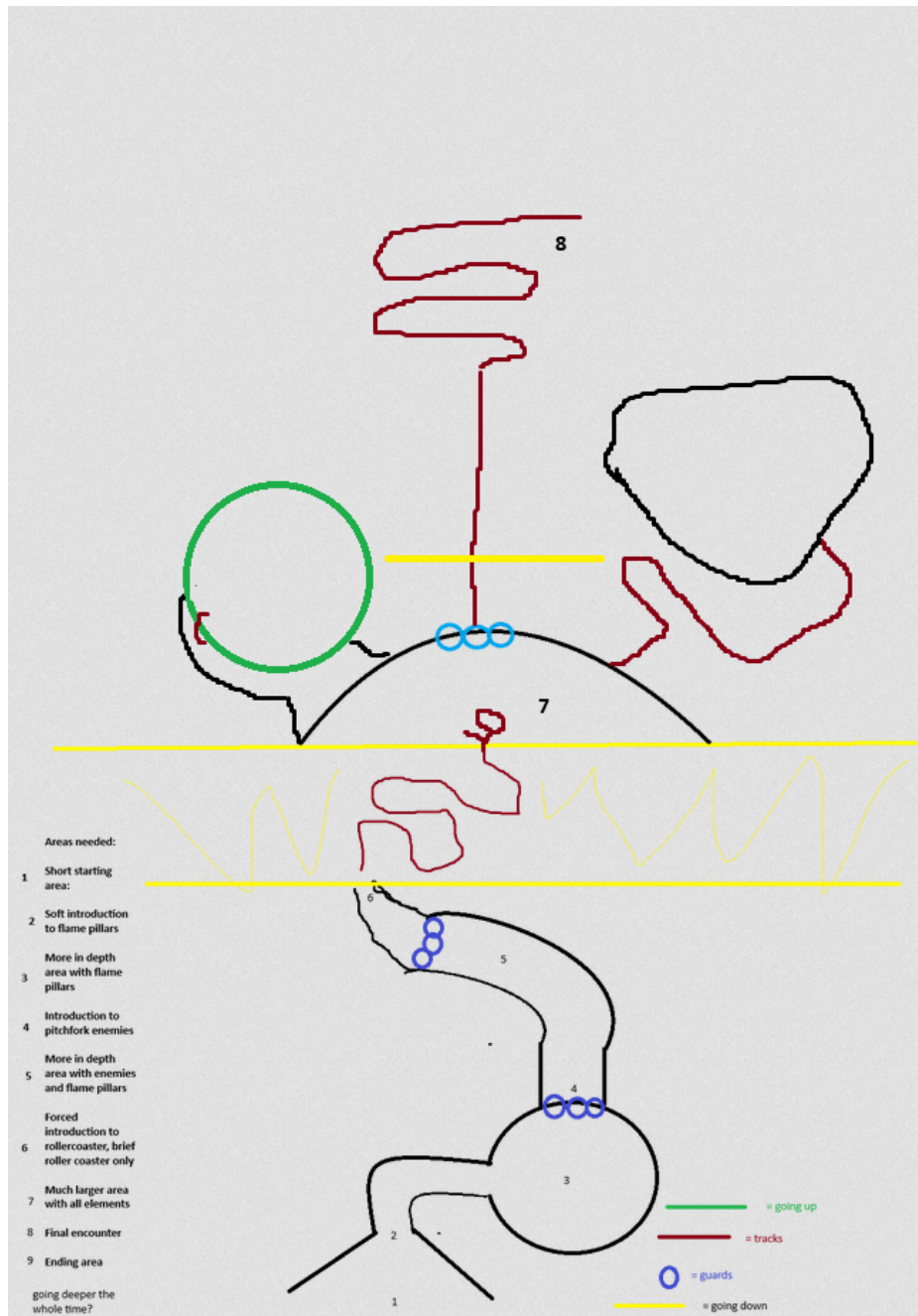
The third dome is where the primary threat is introduced and the player, simply through entering the room, disturbs the UFO enemy, who wakes up and begins chasing the player around the room. After navigating a few simple obstacles, the player will be able to escape the wrath of the UFO and get into the next room, with the automatic doors closing behind them.

This safety is only temporary however, as after the player is allowed a short period to wreak havoc in the room before the UFO re-emerges through the doors and begins chasing the player around, threatening to deal serious damage upon catching them. This time, the doors at the end of the room are blocked by guards, forcing the player to run around the stage breaking as many objects as they can before the UFO can grab ahold of them. This room also has several obstacles which will require low gravity to navigate, and is meant to be a soft introduction to the combination of both the UFO and low

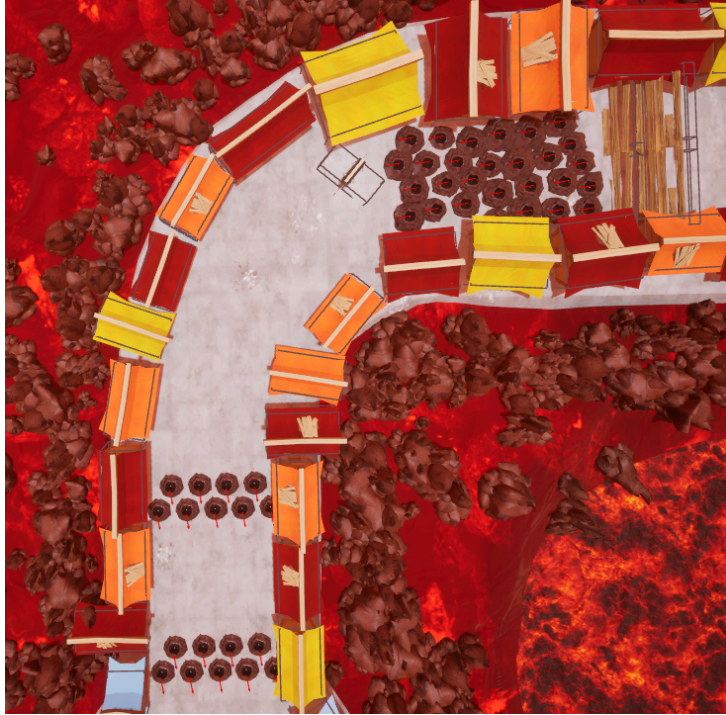
gravity mechanics. Once the player has successfully broken enough things to escape the room, the final challenge presents itself.

The fifth dome is an enormous room with an especially large amount of obstacles, with the focal point being a large satellite dish sitting atop a large platform seemingly out of reach. However, we know from the previous rooms that nothing is out of reach. Once again, after the player is given some time to adjust, the UFO will burst back into the room and harass the player until they can manage to cause enough damage with smaller assets and make their way around the room correctly in order to destroy the satellite dish. Once the player is able to do so, the guards will reveal the final set of doors leading down a long hallway to a large rocket. With the UFO now closely tailing the player as they charge down the tunnel, the only way to ward off the enemy is to charge the rocket and watch as it fires upwards and crashes into the ceiling, creating a large explosion knocking the UFO out of the air. Now, the exit reveals itself, and the player can proceed.

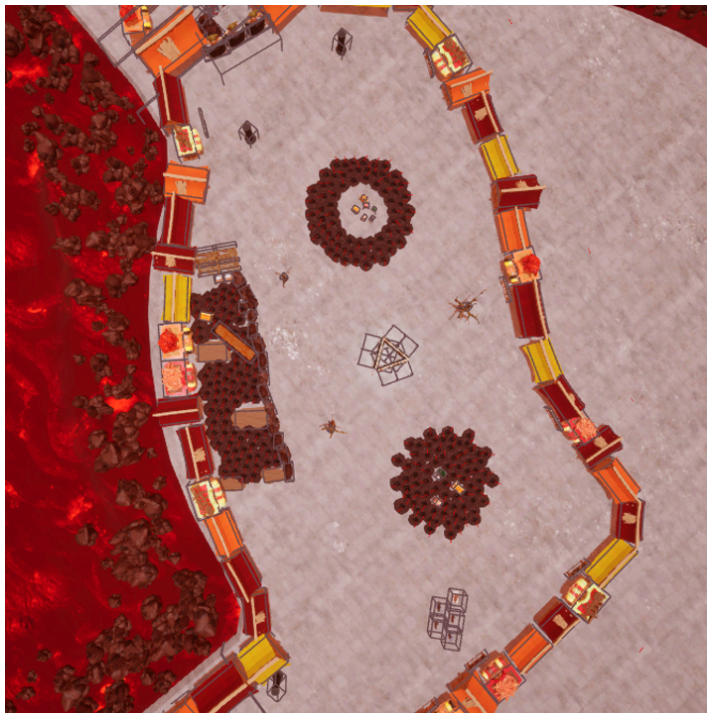
Bubono's Abyss: The core concept behind this level revolves around two new mechanics. There are "on and off" flame pillars that are pressuring the player to move throughout the level, and guided roller coaster tracks that the player will be locked onto when they run over the beginning of a series of tracks. The player will be able to use these to climb steep heights and travel along tight corridors - but, as implied, will have extremely limited movement options otherwise. The level is about progressing through sections under the threat of being engulfed in flames or being pushed into said flames by an enemy.



Introduction to flame pillars:



Section where you navigate flame pillars to where they are comfortable:



This is where we will introduce the imp enemies, whose purpose is to use their trident stabbing attack to force the player out of safe spaces. The player now needs to watch both their placement and their timing. Standing too close to the geysers will get you stabbed and shoved backwards by the imp enemies. So, it's best to stand back, and then at the right timing, swerve by the imp, and drive across the geysers to make it out cleanly, further enforcing the idea that the solution to most issues is to back up and use the space to gain speed and make progress. In this section and others, the amenities, which are normally opportunities for a cache of points, become obstacles and the player must do as mentioned earlier and take a great amount of space away from the point of action in order to proceed.



This following section has several things going on. The majority of the screen space is taken up by what looks like a long and harsh trek of starting and stopping to avoid geysers. However, if the player looks around a little more they'll notice another interesting prop that leads to essentially

skipping this section with a little more diligence. If the player lines up a long straight shot to the amenities blocking the rail, they'll be more formally introduced to the rail mechanic, and the idea that they can control their position along the rail. This information is immediately pertinent, as the geysers the player is driving over will still be able to hit the player, and if they do so, they will be sent backwards along the rail, resetting their progress. This forces the player to understand how to slow down to stay in safe sections when on the rail, which will become repeatedly important in the level.

If the player chooses not to ride the rail, while they are tasked with a path that will take much longer to cross, they are rewarded with opportunities to score extra points, getting them a head start on the next section.



Introduction to track system:

If the player does not choose to ride the earlier tracks, there will be a sequence where the player is forcibly introduced to the mechanic that if they approach roller coaster tracks with enough speed they will be latched onto the tracks and proceed wherever the tracks lead. This will be done after the flame pillars are introduced, and the player will be rushing through a section of pillars while they are turned off, only for a set of railroad tracks to make a surprise entrance at the end of the stretch and the player will

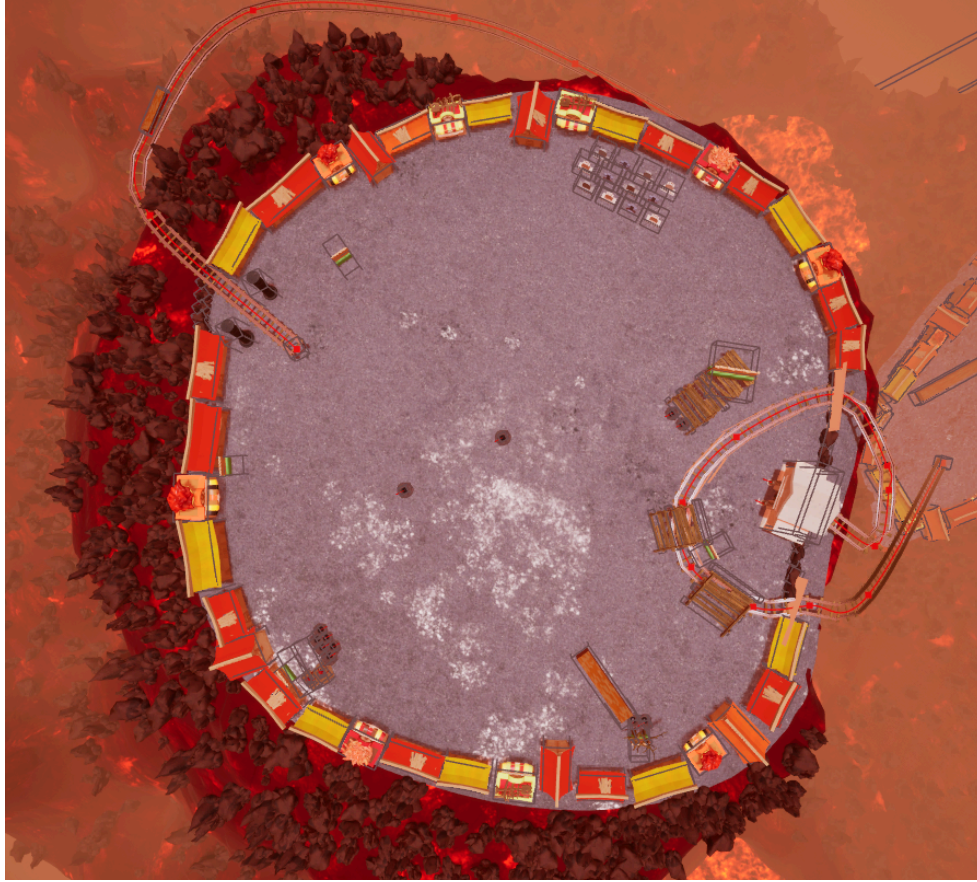
inevitably run into them, intuitively teaching the player that this mechanic can once again be harnessed by approaching the asset with enough speed.

Amenities will be much more spread out in various chunks and isolated sections (on top of steep hills, islets, etc), forcing the player to rely on the track mechanic to get from valuable space to valuable space.



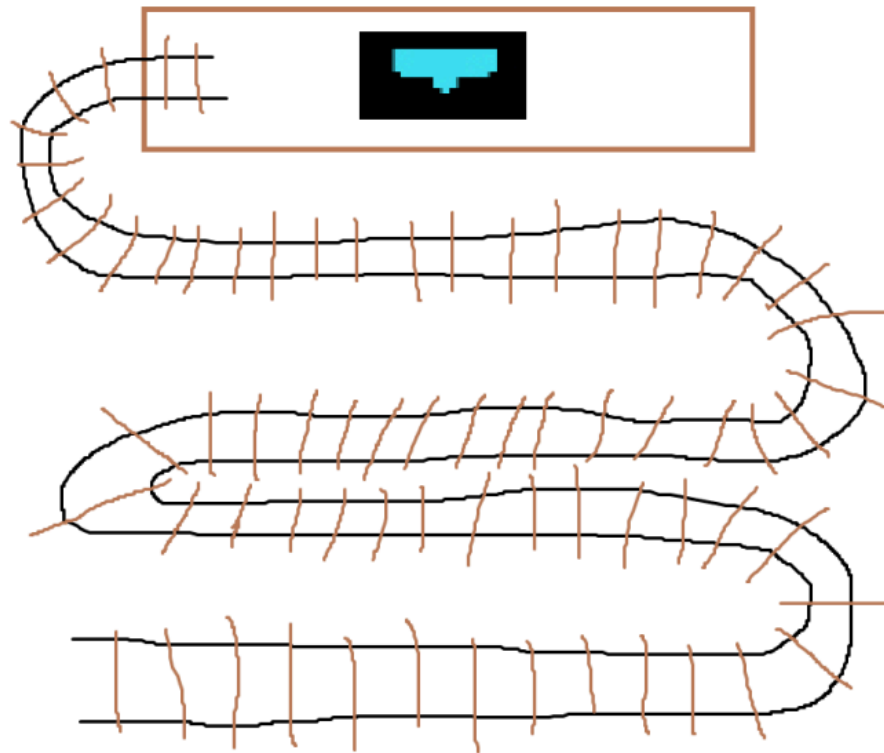
This first side area is a hectic cramped pinball type space, where it's incredibly easy to lose control of the car and control can only be regained once the player eventually hits the mud, putting a twist on the mud mainly being used as an obstacle, similar to how amenities' purposes were switched.

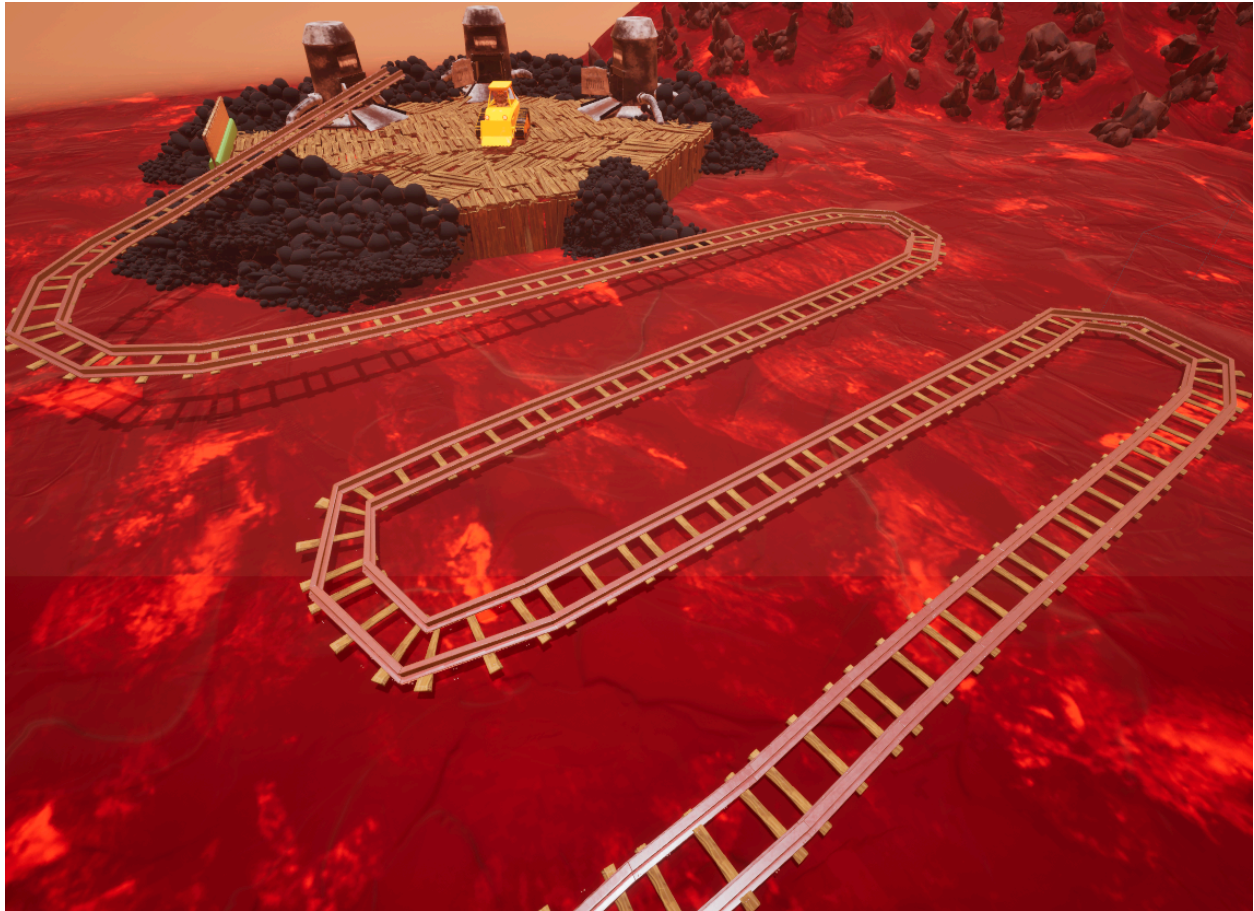
This second area is laid out with multiple solutions for getting over the rail blocking your path, and instead rewards careful timing and good control of your drift, the polar opposite to the previous section.



Towards the end of the level will be a sequence where the player will have to weave around the fire of a far off enemy whilst being fixed to roller coaster tracks. The tracks weave back and forth, essentially creating a reverse Space Invaders scenario, except the player will be able to screech to a halt to avoid fire. Eventually at the end of the tracks the player will be able to bum rush Bubono piloting a bulldozer and shoveling coal into a furnace to power the flamethrowers. This enemy will also be the one firing at you along the line of tracks by launching coal towards the player, and the onus will be on the

player to speed by or screech to a halt to avoid taking damage.





Once the player makes it to Bubono, they'll find that the bulldozer is indestructible from simply ramming it. Instead, the bulldozer will be launched when the player runs into it with green speed (otherwise they will be bumped back like a regular obstacle). Surrounding the arena are three large furnaces and three bumper walls standing opposite to each furnace, which stand as the only way to defeat Bubono. When the player takes their time to line up a good shot, putting the bulldozer in between the player and the furnace after hitting green speed, they can launch Bubono into the furnace and take down a third of his health. Once the player repeats this two more times, Bubono is launched into the stratosphere and the player is brought to a victory screen.



