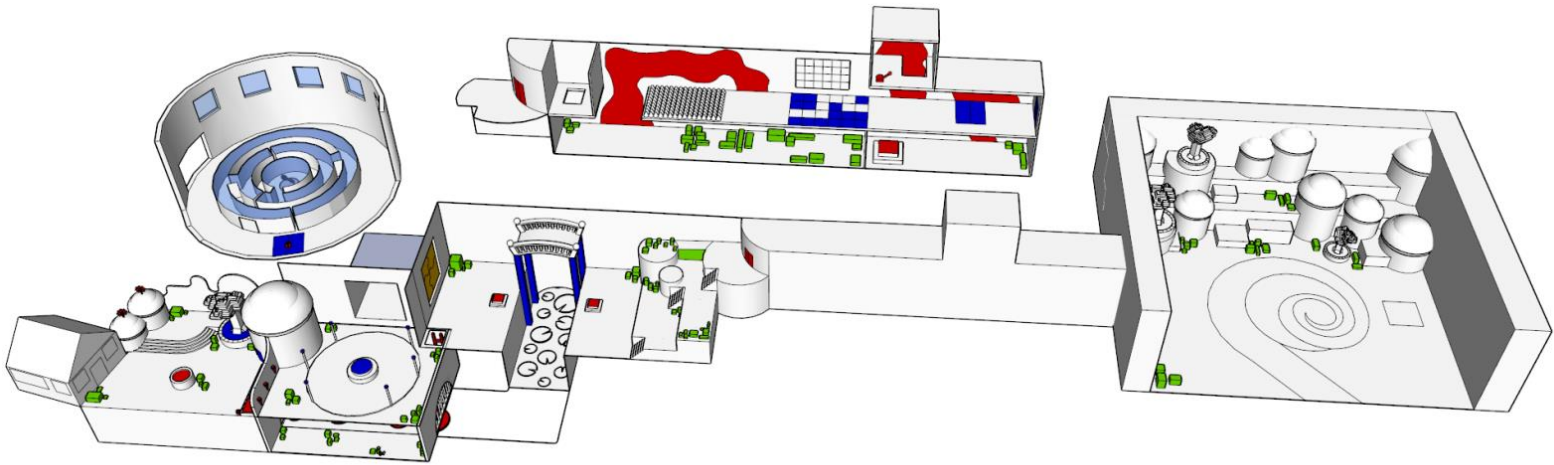


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Games Design



Lego Design Test

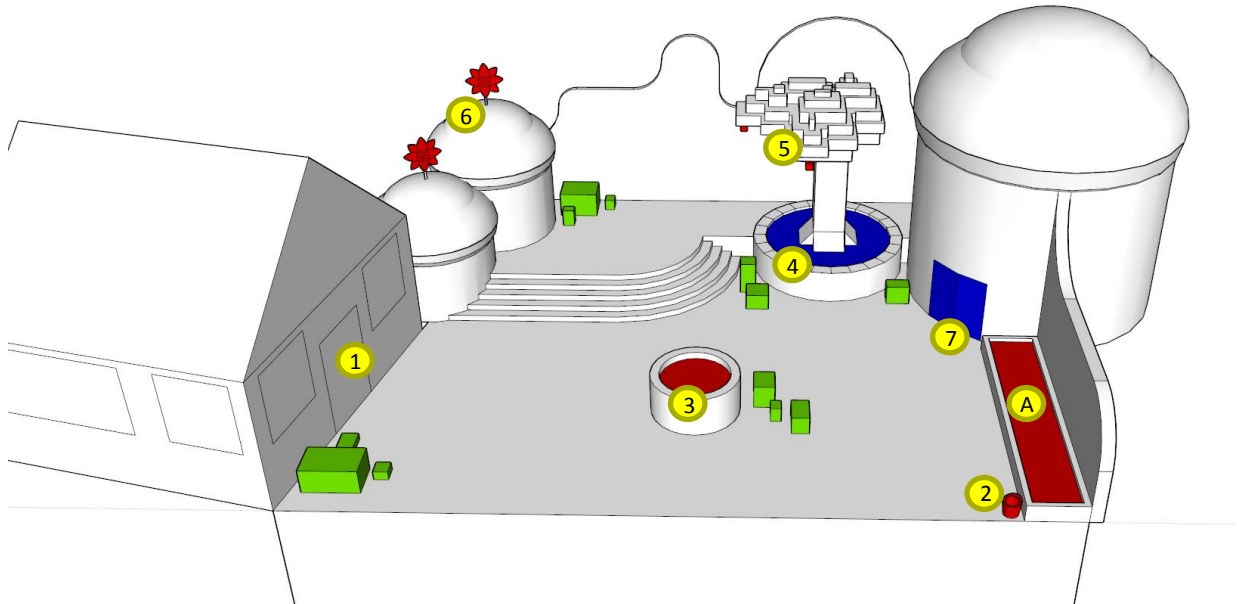
Wizard of Oz
XB1000

Pete Bottomley and Scott Taylor

Colour code:

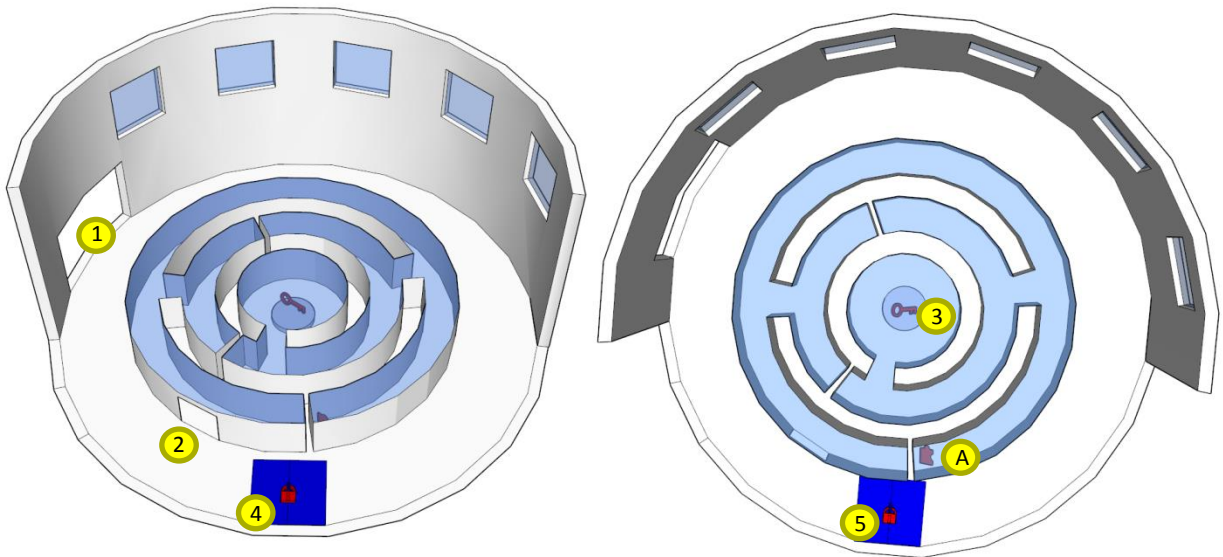
- Interactive Objects.
- Environmental reactions to the characters actions.
- Smashables.

The player would start off in munchkin land, having to travel from the wreckage of the house, to the yellow brick road. Overcoming many puzzles and obstacles along the way, by playing as both Dorothy and Toto, and using each characters various skills and abilities.



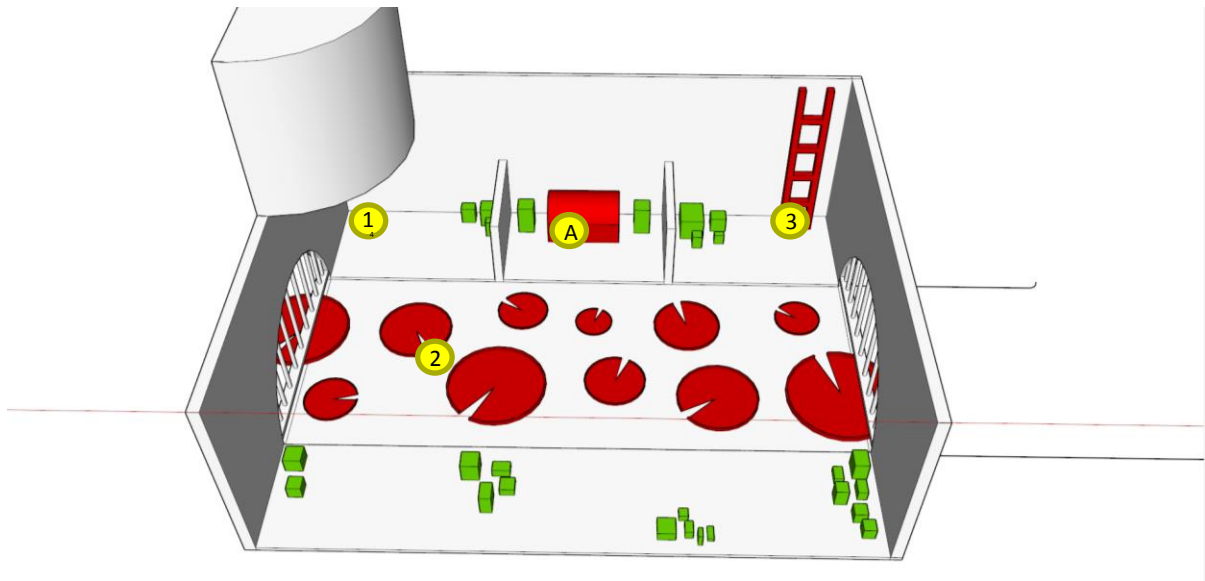
This first section shows the wreckage of Dorothy's home, and the area that it has landed in, with some munchkin houses, plantlife, and other munchkin items.

1. The player would start by the door of Dorothy's wrecked home.
 2. The player would first pick up the bucket from the corner
 3. They would then take the bucket over to the well in the centre, and fill it with water
 4. The bucket should then be taken up the steps and to the tree, where the water would be poured onto the soil that the tree has been planted in, this would cause a reaction, and the tree would grow from being a withered tree, to a healthy tree, and sprout fruit.
 5. The character would then need to shake the tree to make the fruit fall from its branches. This fruit would then be gathered, as the character can store fruit in her basket.
 6. The fruit would be thrown at the flower targets onto of the two munchkin houses, which act as switches
 7. The doors to the large munchkin house would open after both flower targets have been hit by a piece of fruit. The player would then progress through the doorway
- A. Playing as Toto, the payer can dig in the flowerbed, to dig up a special item, a jigsaw piece that will come in use later in the level.



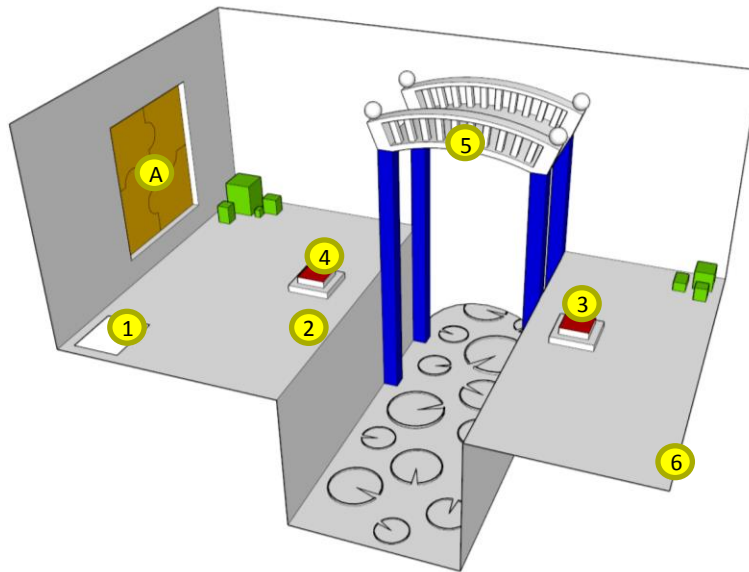
This is the interior of the large munchkin house seen in the first part of the level. There are a number of windows letting in light which also show the scenery of the exterior.

1. The player would enter here through the doorway.
 2. Playing as Toto, the player would change into dog form, and enter through the small hole in the left of the maze. The camera would then switch to a birds eye view of the scene, allowing the player to see all areas of the maze and all items hidden within.
 3. The player would then take the key in the centre of the maze, after finding the way there.
 4. After exiting, playing either as Dorothy, or Toto in human form, the player would then use the key on the padlocked trap door.
 5. The door would then swing open, and the player would then jump through onto the next area.
- A. There is another jigsaw piece hidden in the maze, it is in a much more visible spot, making it obvious to the player that they can be collected, which will be useful for later in the level.



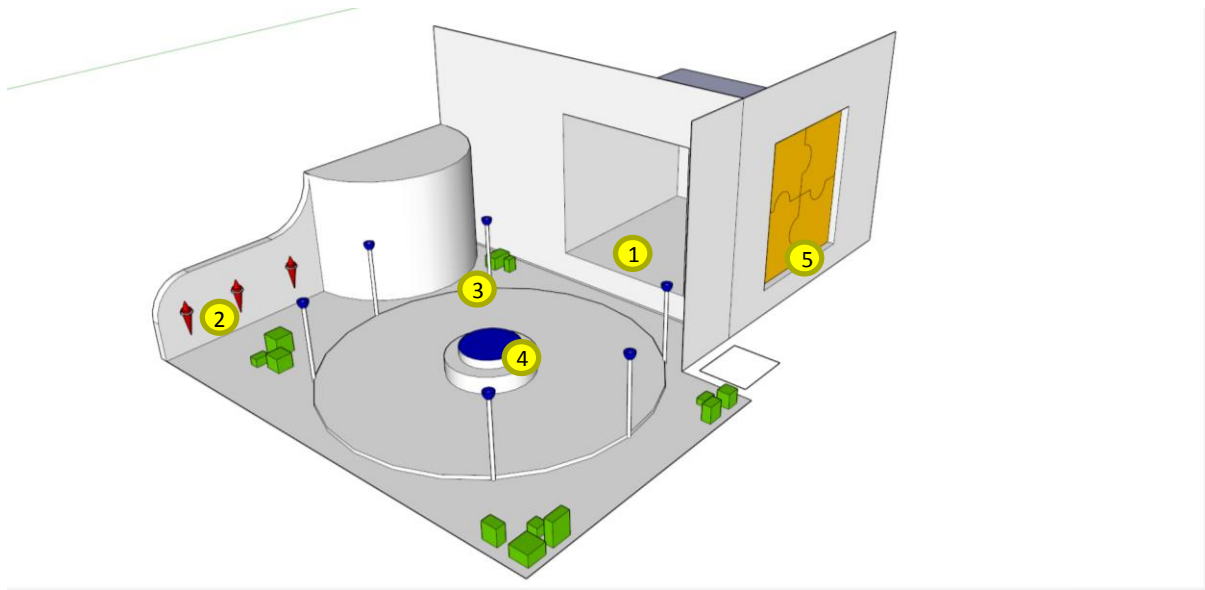
This room is underground, with a continuously moving river, flowing from left to right. A number of appropriate smashables are scattered around the room.

1. The player would land here after jumping through the trap door in the upper level.
 2. The player would then need to jump across the numerous lily pads to get to the ladder in the far right hand corner. They can stop on either side of the river, smash the items in green.
 3. The player would then climb the ladder to exit the room.
- A. This is a wooden chest, which implies that there is something of value concealed with in, because it is such a large chest, both characters are needed to open it. In single player mode, when the player interacts with the chest, the other character will automatically move to help. In multiplayer mode, both characters have to interact with it at the same time to open the chest. Another jigsaw piece is hidden within the chest.



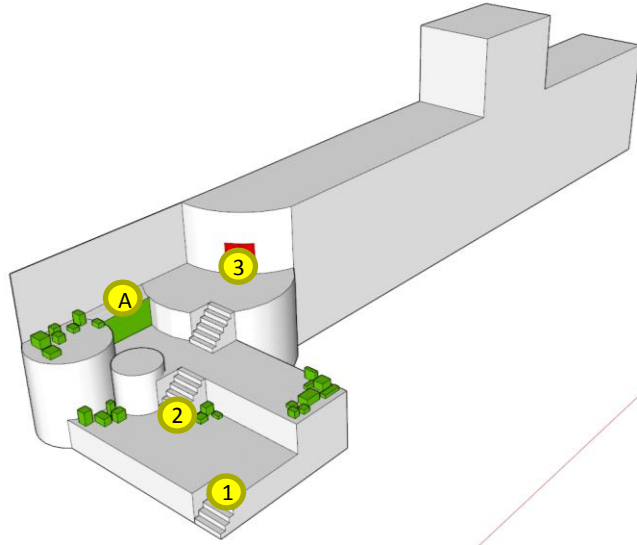
This room hides the first secret room, explores another of the characters abilities, and causes more teamwork and interaction with both characters.

1. The character would enter through the hole in the lower left corner.
 2. The character must become Toto, turn into dog form, and get into Dorothy's Basket. Then using Dorothy's ability to throw her basket, she must throw it over the gap through which the river flows, with Toto inside it.
 3. Once over the other side, Toto can climb out of the basket, and step on the switch on his side.
 4. Dorothy will then need to stand on the switch on her side of the river.
 5. The bridge would then be lowered to the appropriate level, but only when both switches have been stepped on at the same time.
 6. The player would proceed to the lower right corner to carry onto the next part of the area.
- A. This is the secret entrance to a secret room. The entryway can only be opened when the appropriate jigsaw pieces have been placed into the area on the wall. Once all pieces have been placed the jigsaw will display an image that corresponds to the theme of the game. The character can then smash this wall revealing an opening behind it, through which they can proceed.



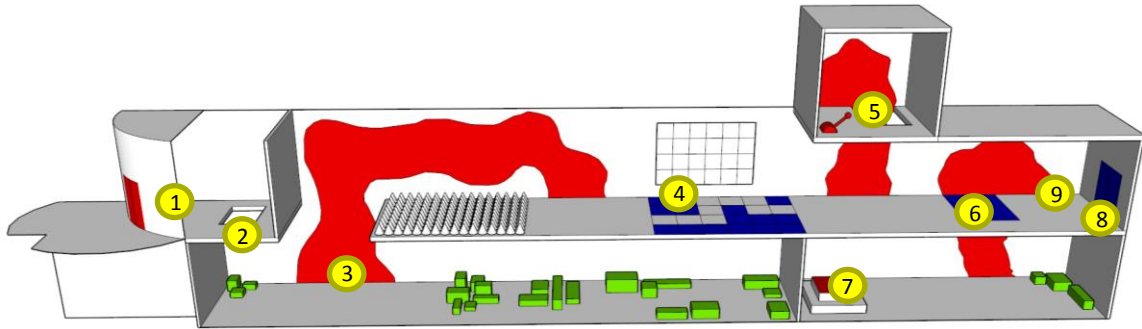
This is the secret area that is hidden behind the jigsaw wall. The character has numerous items to interact with and will be rewarded when completed.

1. The player will enter here
2. The player must pick one of the torches off the wall on the left.
3. They must then proceed to light each of the six free standing torches positioned in a ring formation.
4. Once all torches are lit, a collectible/minikit would appear in the centre and the player can then collect this.
5. The player will then proceed back to the previous area.



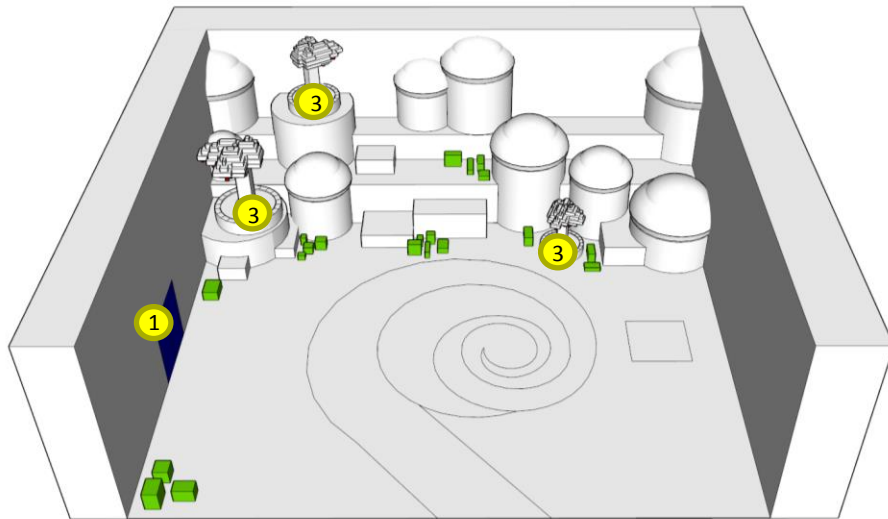
This is a small area with no puzzles, acting as a progression to the next section of the level.

1. The character will enter here.
 2. The player will proceed up the steps.
 3. The character will open the doors and proceed to the next area.
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- A. This is a secret area, where the wall is breakable. Inside is the fourth of the jigsaw puzzle pieces of which are scattered through out the level.



The final corridor is where the ruby slippers first come into use, even though there are no hidden items in this room.

1. The character will start here after coming through the door.
2. The player must then jump down the hole in the floor
3. Playing as Dorothy, the player can walk up the walls that are ruby in colour, and sparkle just like her slippers. Allowing her to walk to the upper level, and get past the spikes.
4. The floor is related to the picture on the wall. The picture on the wall will show the path needed to take to get safely across the grid. If the player steps on the wrong square, then the square will break, and they will fall to the floor below. Each broken tile will remain broken, to allow players to learn from their mistakes.
5. The player must then walk up the ruby wall, to the uppermost level, and pull the lever.
6. The level will open the doors, allowing passage to the lower level.
7. The character will then jump down to the lower level, and both Dorothy and Toto must be on the pressure switch at the same time to activate it.
8. The switch will open the doors at the end of the corridor, allowing passage to the next room.
9. The player must then precede up the wall and through the now open doors.



The final area where the yellow brick road can be found holds an epic battle between Dorothy and the wicked witch.

1. The player will enter through the doors on the left.
2. A post-battle cut scene will take place introducing what enemy is to be faced to proceed.

The scene would consist of a cloud of red smoke through which the witch will appear. As the smoke begins to clear, the witch would begin with an evil laugh, which would end up as coughing because of the smoke. She will then pull out an inhaler and use it, then resume her evil laugh. The act of coughing and use of an inhaler adds to the humour and irony of the scene, as she caused herself to end up coughing and needing to use the inhaler in the first place. The battle would then commence.

3. Dorothy will need to shake the trees in the area and gather the fruit that falls from them.
The fruit on the trees will grow back over time
4. The player will then need to throw the fruit at the witch, causing her damage.
5. During battle the witch will be flying around on her broom, casting spells, and calling flying monkeys to attack.
6. After a certain percentage of damage, the witch will leave with another cut scene.

While saying the phrase 'I'll get you my pretty and your little dog too.' The witch will lean in close to Dorothy. Where upon Dorothy will jump back holding her nose and say 'Gosh you stink, don't you ever take a shower'. This will be followed by an awkward silence, with the sound of crickets and the wind in the background. This will cause humour for the Wizard of Oz fans, but for those who are not fans, it will provide a clue as to what will happen later in the game. The witch will then disappear through another cloud of red smoke, with a look of annoyance on her face, as she has just been insulted.