



Level: Find a Bribe for Furlough
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Overview

Furlough has spotted Despereaux speaking with Princess Pea. Despereaux must now find his brother and convince him that it was not what he thinks and that he is in love. The player must make their way down to the Tilling house from a ledge above Mouse Town and speak with Furlough. He will suggest that Despereaux prove his willingness to do anything for the princess by finding him an object of value (in an almost self serving kind of way). Despereaux must then use his abilities to reach another high shelf where the first object is located. He will then need to Push/Pull the object through the level including off the ledges, and then find a more suitable route for his own decent. Upon the items return to Furlough he states that it is not very “grand”, and that something else will be necessary to convince him of the dedication he has to the Princess. He will then hint to the location of the second object, which is attained in the same way as the first. For details of the critical paths and the layout see the detailed sections below. The level keeps the platforming fairly simple (more Mario 64, less Prince of Persia) since it is a fairly early level. The area will be re-used for other levels, so I kept the white box pretty open and alternative paths can be used or created.

Estimated Play Time

Around 15 minutes without a faint/restart... dependant on the time spent figuring path

Objectives

- Go to your house and speak with Furlough
- Prove your love for the Princess Pea
- Find a more suiting testament of your love

Characters/Enemies/Props

Despereaux

Furlough

Spiders

Bugs

Generic Mice (Maze and possible townsfolk)

Critical Object Props (x2)

Collectibles/Unlockables

TBD – I do have spots allocated for these items, but I do not know the specifics on what they will be. The spots are marked on the map in the Mockup section with a C for collectible.



Events/Sequences

For the layout of these events see the Mockup section. The level is broken up into three distinct sections/objectives. I will follow these sections in this explanation.

Go to your house and speak with Furlough

This objective starts the level, and the objective can most likely be explained by internal player dialog, or via the preceding storybook cinematic. The objective is marked with the red path on the map in the Markup section.

Start (S) – This is the start location on a high shelf in Mouse Town

1 – This will be a minor enemy encounter to start the level, spiders and bugs will live on these high up shelves, but not venture below to Mouse Town

2 – This section involves some light platforming to reach the higher up bottles

3 – The player will jump from the higher bottles to a swinging rope to make it across the gap in shelving

4 – The player will ride a zip line down to the small barrels... at this point they could also try their hand at the optional maze that is on this shelf, but it is not required. It does contain the unlockable story scene for this level

5 – In between the two small barrels there are a series of Hand Over Hand ropes that Despereaux will drop down in succession, this prevents the long fall to the bottom. After reaching the ground it is just a matter of finding their way to the Tilling house where Furlough awaits (F on the Mockup map)

Prove your love for the Princess Pea

After arriving at he house there is a dialog sequence that takes place between Despereaux and Furlough explaining the situation. Furlough will also point Despereaux in the right direction to find the bribe (new guiding pickups will also appear).

Furlough (F) – This is where this objective starts

1 – Basic platforming to make it up the top of the dresser house

2 – The player jumps to the top of a bottle or vase and then uses a balance beam to traverse to an adjacent bottle; they then jump back to the dresser house (it was blocked by a sloping roof drape)

3 – Zip line down to a lower table

4 – Jump across a gap to grab a hanging tassel on the next dresser house, climb up that tassel to the top of the second dresser house

5 – Climb down another tassel onto a bucket house (opening facing up). They will need to balance on the edge of the bucket around to the side so they can jump off onto another table

6 – This is a long jump onto a ledge of a large table

7 – After reaching the ledge they can jump up and climb a tablecloth on this table to reach the top

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8 – Traverse a spiral type vase (like a staircase) to reach the top

9 – Climb rope up to the high shelf

Bribe (B) – This is the location of the bribe. The player will be forced to push it off the ledge above the school. This will make them climb the books to get to it and thus push it around a little more dynamically

10 – This is a zip line down to the school since the fall is way to far for our hero

Furlough (F) – The player now just has to get the bribe back to Furlough. This involves climbing the books and Pushing/Pulling the bribe along. The move speed for the object will likely need to be increased just to avoid tediousness of the moving

Find a more suiting testament of your love

After returning the bribe to Furlough a dialog sequence occurs that involves Furlough telling Despereaux that another bribe is going to be required for him to keep the Princess Pea incident under wraps. He will once again give a hint to its location, and new guiding pickups will appear.

Furlough (F) – This is again where the level starts

1 – Lots and Lots of platforming up the Barrels side... see Maya screenshot for some details

2 – Climb a rope up to the top shelf

3 – Some confrontation encounter. Initially I thought of there being a gathering of moths that are blocking the path and the player must cut a window shade down to attract the moths to the window and off of the path... I do not know if that is a dynamic we are still entertaining. It could also be as simple as an encounter with a larger group of spiders

Bribe (B) – This is the location of the bribe. Once again the player must push it down from the shelf, and then find their own way down. They will then need to get it back to Furlough by Pushing/Pulling

4 – Zip line down to barrel. There is another optional maze here... this is less of a maze and more of a series of holes in the top of the barrel that Despereaux must jump and ledge hang around

5 – Zip line down to Mouse Council roof

6 – Player must platform down the Mouse Council building since the roof is too high to just jump

Furlough (F) – They will need to go retrieve the bribe from where it was pushed off, and return it to Furlough to complete the level. At that point a story book scene can be used to introduce the next level

Level Map

In Design Layer the level is called MOU_TOWN

Maya File:

X:\Tales\Exports_Pending\Design\MOU_TOWN\MOU_TOWN.mb



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Mockups

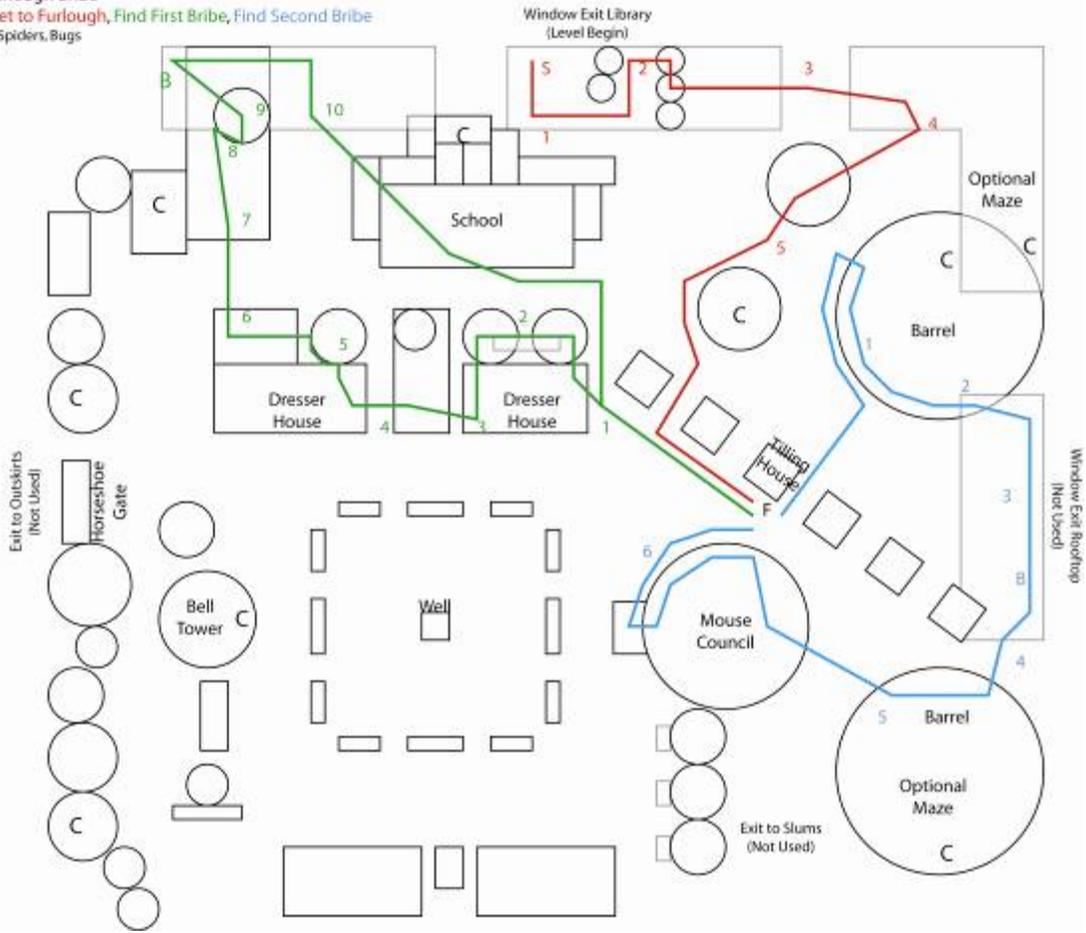
Map Layout:

Mouse World - Town Center

Level: Furlough Bribe

Paths: Get to Furlough, Find First Bribe, Find Second Bribe

Enemies: Spiders, Bugs



Level Specific Concept Art:



Overall Area and Dresser Houses



Town Center... Well and small "shops"

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Mouse Council Building (need to add platforming)



Barrel House, lots of platforming



Bell Tower



Gates to Slums or Outskirts





Ideas for the shelves and various clutter



Ideas for clutter in the corners (outside of the town center) to break up the flat space (Non-Critical Areas)