

Game Design Document for:

# PANGAEA:

## LEGEND OF THE CAVE-BEAR

*"Extinction would be unBEARable!"*



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## Design History

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This is a brief explanation of the history of this document. Each version of this document is based on when a document is released for feedback and review. Each entry will describe the major changes that have been made.

### Version 1.00

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Version 1.00 is the initial version of the Design Document.

### Version 1.10

---

Version 1.10 includes additional chapters and revised sections. Here's what's new.

1. I've added chapters on Feature Details, FAQ, Game Overview, Interface, Screens and Flows
2. Revised Feature Set, Camera, Competitive Analysis

### Version 1.20

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Version 1.20 includes:

1. Rewrites: Feature Details, FAQ, Game Overview, Interface, Screens and Flows

### Version 1.30

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Version 1.30 includes:

1. Rewrites: Feature details, FAQ, Game Overview
2. Additions: The Game world, World Overview, Mini Map, Status, World Layout, References
3. Content: Diagrams added to Features, Wire Frames, beat chart, world overview, key locations

## Game Overview

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### High Concept

---

*“Extinction would be un**BEAR**able!”*

This game is the compelling story of a cave-bear that uses claws, jaws and wits to overcome environmental obstacles and predators in prehistoric Europe to save his clan. The games goal is to find your lost family and friend on the other side of an active volcano during a time of environmental upheaval and chaos. Along the way you'll battle dinosaurs and make allies with friendly animals on this mystic journey of mammalian life. Do you have what it takes to survive?

### Philosophy

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#### Storytelling

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Looking back, early man used cave drawings as an oratory aid, thus inventing multimedia. This game takes place in a legend told by early cave men about a society of Cave-Bears that fought dinosaurs to survive. Since the games story takes place in a fairy-tale like myth, anything can happen.

#### Integrating Story and Game-Play

---

The most challenging aspect of integrating a story into a video game is that games are dynamic while stories are liner. It's important to me to allow the players experience to be enhanced by discovering story elements along their journey, rather than having a rigid story imposed upon them.

#### Wacky Concept

---

Yeah, the concept is odd. I admit it. But it's a change from the usual modern games cliques. I'll have to find a more creative way to pack this game full of the cliques I left out in the premise. Having a fresh concept will make this document more entertaining for me to write. The goal is for this project to be just as fun to develop as it is to play.

## Common Questions

---

Questions, questions, questions... (Here are the answers!)

### *What is this game?*

---

It's an action adventure title that features a Bear as the Player character, a Raptor as the antagonist and a chaotic primal world as the location. The emphasis is on melee combat, obstacle removal or bypassing, and mission based game flow.

It's the basic struggle between mammals and reptiles for dominance over the world.

### *Where does the game take place?*

---

This game takes place in prehistoric Europe during the late Cretaceous period, at a time of natural disaster and chaos. A time when dinosaurs walked the Earth!

### *What do I control?*

---

You will be in charge of a mighty Cave-bear with all the abilities you would expect from a battle-tested bear and the bad breath that goes along with it.

### *How many characters do I control?*

---

Just one... Gggrrr-aaarr!

### *What are the Goals/Objectives of the game?*

---

The primary goal of the game is to save your species from an evil Raptor named Larzor. The secondary goal of the game, as in life, is to survive. Throughout the game you will have objectives to complete which range from defending your cave from animal attacks to fighting a T-Rex *bear* handed.

### *What's different?*

---

The premise is unique. Not a lot of games today try to mix Cave-man story telling with bears fighting dinosaurs so that mammals can evolve into humans. It is fairly "out there" in the realm of game premises.

## Feature Set

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### Feature Highlights

---

This section contains the detailed Feature descriptors.

#### *Getting Around*

---

- Would you prefer to walk upright or on all fours? These features give you that choice.

**Walk (all fours)** – Walking is the main mode of travel in Pangaea. Optionally, the player can toggle upright movement (on two feet). Combat takes place upright automatically as well.

**Run (all fours)** – Determines the movement speed at which the cave-bear runs.

**Jump** – Easily leap across cliff edges or over streams of magma or perhaps a shallow stream.

**Swim** – Cave-bears love to swim in calm waters.

#### *What else do bears do?*

---

**Growl** – Used to communicate with your animal buddies to receive missions, get general information and hints. Communication will be critical to find your family and friends.

**Smell** – This is the ability to sense whether there are enemies nearby, or if there are friendly bears in the area.

**Sleep** – Allows the player to regenerate health, also shows a progression in time through night to day.

#### *Paws and Jaws*

---

**Grab object** – Can be used in combat or to grab objects too heavy to lift. Grabbed objects can be pushed or pulled or dragged.

**Pick-up object** – Cave-bears may pick up small to medium sized objects.

**Eat object** – Certain objects can be used for food such as plants or animals.

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*Continued from: Feature Highlights*

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*Claw Strike*

---

**Claw** is the games primary attack. It is a slashing attack used on enemy units. The innovative feature here is that the slash attack will follow the direction the mouse moves in. So slashing left to right will cause the left paw to swing to the right and vice versa. Slashing upward will give the enemy a bear-style uppercut.

(This feature would be fun with a Wii –mote like controller or new kind of analog stick)

*Bite of Might*

---

**Bite** is the secondary attack. It can only be achieved at close range; it allows the bear to lock-on. Biting will gradually cause a health drain on the opponent, while replenishing your own health. The Bite feature is targeted on specific parts within a range. If you grab an enemy's shoulders, the enemy's neck is within range. The player targets these areas when the Bite function is initiated (cross hairs and aiming).

*Bear Wrestling*

---

**Grab** is another feature available during combat. It allows the player to pick up and throw the enemy. Grab allows the player to bite the enemy on a targeted area with ease. Grab can also be used to pull or push enemies or other NPCs.

*Targeting System*

---

Clicking on a target will target lock during combat. Simply click a different target to change the target-lock. To unlock a target simple click them a second time.

*While Targeting is applied*

---

Bite-Targeting an enemy is available based on proximity. If you are standing face to face with an NPC and are in combat mode, you can bite them. The Bite Function acts like a shooter, you just have to click on the part of the body you want to bite, and if it's successful, you can either lock down the Bite or chew the NPC body part.

## Feature Details

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This is the core of the design doc and the nexus of all game features.

### Walk/Run

---

Walking on all fours is a balanced mix of stealth and speed. But during combat or investigation bear will walk upright. Walking methods can be toggled with the F button.

Walking speed goes from 0 – 5 mph. Walking upright is slow, so about 1 – 2 miles per hour. Run (all fours) – The movement speed at which the cave-bear runs will slowly ramp up to a top speed of 50mph.



**0 to 50 mph... Swoooooosh!**

### Jump

---

Easily leap across cliff edges or over streams of magma with a 12 foot horizontal jump. The vertical jump will be about 4 feet. The player character is about 7 feet tall to give an idea of scale.

**Scale diagram to be added post graduation.**

### Swim

---

Cave-bears love to swim in calm waters (but not rapids). When immersed in water the Player Character can dive, dog paddle or float in water. Swimming gives the player a minor health bonus because the bear likes swimming so much. Swim speed should be about half the walking speed. 2 mph.

## Growl

---

Growl is used to communicate with your animal buddies to receive missions. The Growl command will initiate a simple dialog tree. It comes down to a series of yes/no decisions for the player. Ultimately the player journal will be updated either with a new mission or a new objective.

### GROWL DIALOG TREE: (WITH SUBTITLES)

PLAYER: RAWR! (Hi)

NPC: ROOAWR! (I have a mission for you.)

PLAYER: Rar? (Really? What is it?)

NPC: GGrawr Oorar. (Follow these foot prints to the summit.)

Orar Grar rar. (Then return with a dino egg...)

YES / NO (Exept or Decline)

This information would be displayed in the Journal, if the player accepts the mission.

## Smell

---

This is the ability to sense whether enemies are nearby or friendly bears in the area. It has a radius of 20 ft inside caves and 40ft outside. This feature can be used to track an animal or detect if there are enemies nearby. Smell is a guide for the Player Character when the level design calls for a specific route or series of paths. It's also a helpful heads up to the player that an encounter is near.

Sent is like a finger print left on the ground or on objects. It is not effected by wind or rain.

**See Game Interface "Mini Map" for more details.**

## Sleep

---

Allows the player character to regenerate health and restore stats. Sleep creates an Auto Save.

Sleep is available inside a cave that has been cleared of all enemies. Zzzzzz....

## *Grab (Objects)*

---

This allows player to grab objects too heavy to lift, it can be used in combat. Anything the player can interact with he can grab. Depending on what it is, he has more options afterward.

The Player cannot grab the ground or the walls. But all items will be Grab-able, such as rocks, sticks, food, small or med sized NPCs.

## *Pick Up (NPC)*

---

Pick up small or medium sized objects in the game environment. Size determines weight, so the Player Bear has a threshold of available lift; objects that are above the threshold will not be available to lift.

Being thrown stuns an enemy, but doesn't do damage unless the NPC is thrown off world (off a ledge or into a river / lava / marsh / tar pit) then its fatal. Small NPC can be thrown 6 feet. Medium sized NPCs can be thrown 3 feet and Large NPCs can't be picked up or thrown.

## *Eat*

---

Certain objects can be used for food such as plants or animals. Caution: spoiled or poisonous food will reduce health (-10% of max health) rather than increase it. In combat Eat is the Bite function. Bite will restore a small amount of health (10 %) to the Player Character that does the biting.

Poison food will have a greenish glow to it. Healthy food will have a red glow to it.

## *Claw Strike*

---

Claw is the games primary attack. It is a slashing attack used on enemy units. The innovative feature here is that the slash attack will follow the direction the mouse moves in. So slashing left to right will cause the left paw to swing to the right and vice versa. Slashing upward will give the enemy a bear-style uppercut.

A Claw strike will normally do 20% out of 100% health damage to an enemy NPC. Five strikes will be lethal. A Claw Strike to the head should cause 30% (out of 100% health) damage.

*See Combat System for more information (page 13).*

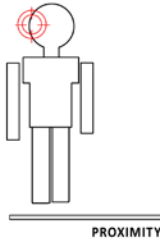
## *Bite*

---

Bite is the secondary attack. It can only be achieved at close range; it allows the bear to lock-on. Biting will gradually cause a health drain on the opponent, while replenishing your own health. A bite to the head or neck will be quickly fatal, while a bite to the arm or leg may only be enough to make your enemy retreat (a retreating enemy will be become Dead once out of sight).

*Continued from Bite:*

Bite damage will work as follows. The initial damage will be 10% of total health. The NPC who receives the bite will also lose 1% of health every tick of the game. The NPC that does the biting will gain health at a rate of 1% per second.



Bite feature based on proximity. If you are close enough to bite an NPC, pressing the Bite Button will change the cursor to a cross-hair. Then simply click on the area you want to bite. You must be within a “3 ft” threshold to bite an opponent.

***More diagrams to be added post graduation.***

## *Grab*

---

Grab is another feature available during combat. It allows the player to pick up and throw the enemy. Grab allows the player to bite the enemy on a targeted area with ease. Grab can also be used to pull or push enemies or other NPCs.

After Grab is initiated the following moves are available. Bite, Throw or Drop. Throw will stun the enemy, but drop will have no effect. Grab does not cause damage, but it is a link in the combat chain.

## *Combat System (simple version)*

---

All NPCs have a starting health of 100 %. The damage NPCs take will be scaled up or down depending on the size class of the NPC. Small NPCs will take more damage than a Large or Medium sized creature from the same attack.

The Claw Strike will do 20 % damage to med sized NPCs and 50 - 100 % to small NPCs (used for hunting small animals), but will only do 5-10% damage to large NPCs. Bite will do 10% damage to med sized NPCs and will be fatal to small NPCs. Large NPCs will take special damage depending on what type of enemy they are. Dropping rocks or other heavy object on NPCs will be fatal.

The Player Bear character will take damage relative to the size of the NPC she is fighting. For example a small NPC will do almost no damage with a Bite attack, while a Large class NPC (such as T-Rex) will be fatal.

***More detail, diagrams and charts to be added post graduation.***

## *Journal*

---

A list of your current missions, completed missions and failed missions. The journal serves the function of reminding the player of what is going on within the game and what their goals are.

### *Continued... From Feature Details*

---

## *Climb*

---

Certain walls will be tiled to indicate the Player can climb them. These are basically glorified ladders. Some trees will be “ladders” as well. Climb has no game play other than transporting the player from a high level to a low level or vice versa.

## *Environmental Challenges*

---

The environment will serve as a secondary or primary mode of challenge for the player depending on what part of the world they are in. Here is a list of the area and obstacles the player will encounter. This is not an open world or a sand box game. The Player should be allowed to explore or hunt for food, but certain areas will be necessary access at the proper times during the game’s progression.

Cliffs: Pointy, jagged and gritty oh my! Many a cliff you will see. You may have to use your Climb function or pick-up or a combination of both to overcome cliffs.

Magma: Burning, sweaty, melt...y. It is hot stuff, just find a way to jump over it, run past it, but don’t try to swim in it please.

Rapid rivers: Swim challenges.

Quicksand / Oil pit: Stay away, avoid.

## *Non-player Character Dialog*

---

Part of the challenge in this game will be to get information and consequently get missions from player characters. Once the player gets information a mission will be optional, completing a mission will result in progressing further in the game. Failed missions will be reset. The main game missions will be necessary to completing the game.

## *Missions*

---

The Players journey is paced by missions that the game assigns do to player choices. Missions will always have multiple goals and objectives, the primary of which will be to progress through the world/game, but the

secondary of which can and will include making allies, owning a new cave, taking over a new hunting ground, getting additional missions and making critical decisions.

The Player can have multiple missions available to her at once. But the primary missions will be necessary to complete in order to complete the game.

## Multiplayer Features

---

Dedicated servers will be launched for full online play, free for all owners of the game. There will be a Gold Member group for paying members who wish to create guilds, host public games and chat with friends.

Our online community will consist of millions of members, so it's critical that they be able to easily find a game, easily find their friends, chat online and play co-op or VS matches with online friends. It's going to be an online experience of internet proportions.

## Editor

---

This game features a user friendly editor for modding and level creation. An online forum will be provided to answer user questions and get users to showcase their maps and mods \*. Support for an online user community will be a priority.

The editor will include a visual scripting feature to allow non-scripters to quickly learn how to make complex level features. The visual editor will include a texture editor and sound editor to expand the users creative space.

Visual scripting will be available.

***See Editor Section for more detail.***

*\*= Dedicated online server pending.*

## Upgrade System (simple version)

---

The Player Bear character goes through at least three stages of ability upgrades. The Cub stage, where his fighting damage is low, health is low and movement speed is slow. The Adult stage... the Combat system (simple version) listed above (page 13) is based on the adult stage. Finally, the Champion stage, where the Player Bear characters abilities are double that of the adult stage. All of this data is based on the Combat system and is meant as a starting model for the final combat system to be based on.

***More detail, diagrams and charts to be added post graduation.***

## Camera

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### Overview

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The camera view is a third-person (behind view) camera in a 3D environment. The default camera placement is 3 ft from the cave-bear. Use the mouse wheel enables a Zoom in and out within a parameter to get a better view of the surroundings. From the default position the player can zoom in 3 ft, but at default camera position, the camera can zoom out 10 ft. Objects that get between the cave-bear and the camera will become translucent. It is critical that the camera never miss any of the action.

### Camera Detail #1

---

The camera will track the player characters head at all times. Where ever you move the Player Bear, the camera will track. When objects or walls get in between the camera and the Player Bear, they will become translucent or invisible. The Player should always be able to see the Bear and any dangers in the Bears field of view.

*Continued from Camera:*



## Single-Player Game

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### Overview

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Here is a breakdown of the key components of the single player game.  
A Game World map is available in the Game World section.

#### Missions: Overview

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1. Tutorial
2. First Threshold
3. Outsider
4. The Departure
5. Homecoming
6. Scouting
7. The Raid
8. The Escape
9. The Hunt
10. Second Threshold
11. The Battle
12. Resolution

#### Missions: Detailed Overview (version 1)

---

1. Tutorial – Learn the controls and world rules
2. First Threshold – More complex lessons like battle and survival
3. Outsider – A mission with many sub-missions in the bear camp.
4. The Departure – Learn to scout and coordinate efforts with other NPCs
5. Homecoming – Main body of mission sets, progressively difficult
6. Scouting - Main body of mission sets, progressively difficult
7. The Raid – Attack on an enemy camp, use all the skills learned up until now
8. The Escape – The Player loses everything
9. The Hunt – A more detailed path finding and scouting mission set
10. Second Threshold – Defeat of major enemy
11. The Battle – Protect home camp from enemy army
12. Resolution – Mission set involving becoming the clan leader

## Story Summery

---

Ancient cave-dwelling cultures once told stories with the aid of elaborate cave drawings. Often these stories were about animals of particular interest or importance to cave men. This is one such story. It is narrated by the best hunter in a clan of cavemen during the winter when story telling would serve a vital role with moral and survival education.

This is the legend of the Cave-Bear.

## Detailed Walkthrough

---

### **The Cub** [tutorial]

It begins with the ordinary life of a Cave-Cub, named Prime. All he knows is his parents, their small Cave and the little stream by the rocks. Prime learns to fish and hunt, to play fight with his brother Ake. But Prime's world is broken when a group of hunting Raptors smells the Cubs and attack. Ake and Prime's parents are killed defending him, but Prime gets away.

### **The Threshold**

Prime escapes the massacre and passes through a desolate valley. In the valley he is confronted by a cub-Raptor. They fight and Prime kills for the first time for mere survival rather than for the hunt. Prime faces some environmental trials and obstacles. But eventually, he discovers the scent of other Cave-Bears. He follows it to a new Clan of Bears he has never seen.

### **The Outsider**

Bear is adopted, by a tribe of humans. He saves clan and grows up.

### **The Departure**

Prime is troubled by dreams of his parents, in which he feels he abandoned them and is hunted by demon Raptors.

### **Homecoming**

The road back to your parents Cave... Your friends go with you... you battle a large Dinosaur at the cave mouth... you take up residence at parents cave.

### **Scouting**

Gain information about parents demise... you must find Raptor den... plan an assault against it.

### **The Raid**

Attack on an enemy camp, learn about Razor, your parents killer and the main antagonist.

### **The Escape**

The Player is separated from his friends, and must leap into a river to escape the Raptor den.

### **The Hunt**

Tiger jungle mission... find cliff caves, escape a T-Rex, ally with Tigers... plan a route home.

### **2nd Threshold**

Find and Defeat Razor, the Raptor antagonist... take item back belonging to your parents.

### **The Battle**

Protect home camp from enemy army... help your cave bear friends defeat 30 -40 raptors... the finally of the battle is when the entire camp helps you bring down a raging T-Rex.

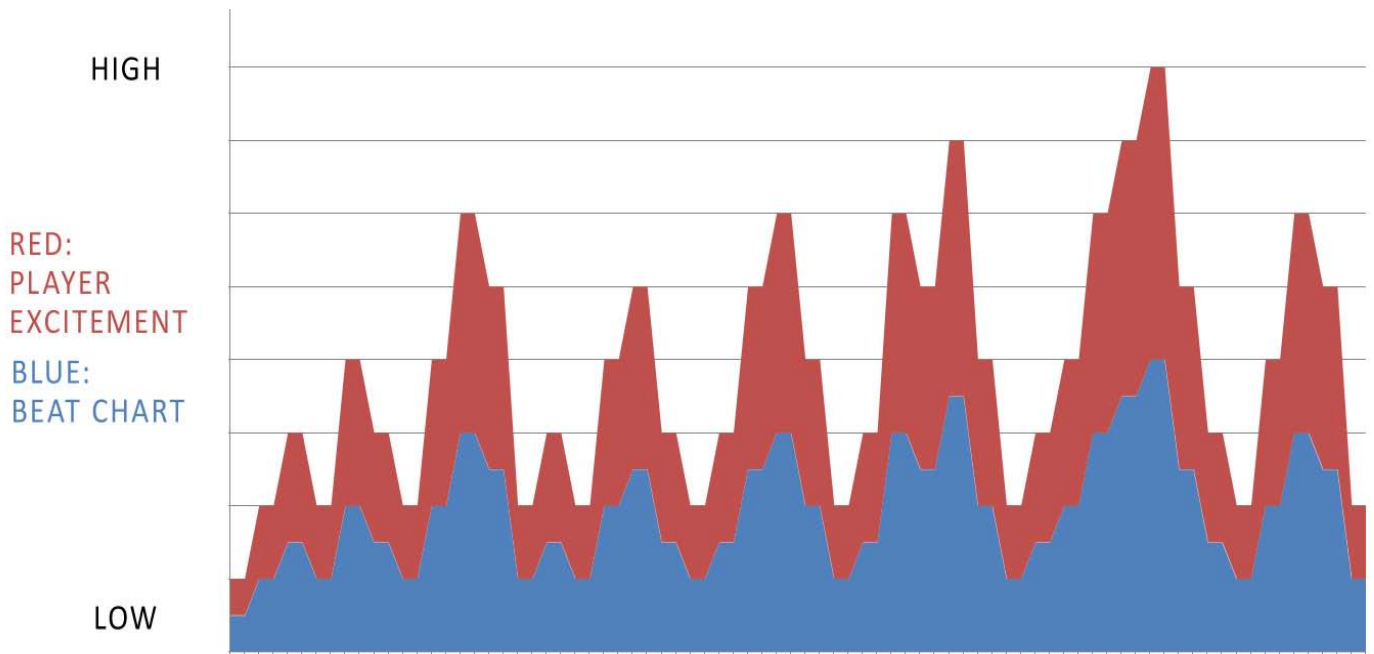
### **Resolution**

After defeating the enemies of the cave bear clan, the player character speaks to his friends and is directed to the center chamber of the clan cave where a stone thrown stands. Sitting upon the thrown is the symbolic of resolving the (Player) Characters arc and taking ownership of your own family / clan.

*(Further rewrites post graduation...)*

## Beat Chart

---



This graph roughly follows the timeline of events in the game from the inciting incident to the climax.

The peaks and valleys represent progressive complications spaced apart by short rest periods (break down featured on the previous page under the “Detailed Walkthrough” heading).

## Hours of Game-play

---

The game play should be moderate in length; longer than 5 hours but shorter than 30. About 15 hours of game play from start to finish sounds right as an estimate.

## Victory Conditions

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The player wins the game by completing all the missions available. The final missions involve defeating a small army of Raptors lead into battle by a T-Rex. The player will have a handful of AI controlled bears on his side and must defend his home-cave, defeat the enemy and finally kill the T-Rex.

It is after this moment in the game that the Player Bear becomes clan chief and starts a family of his own. You become King of the Cave Bears.

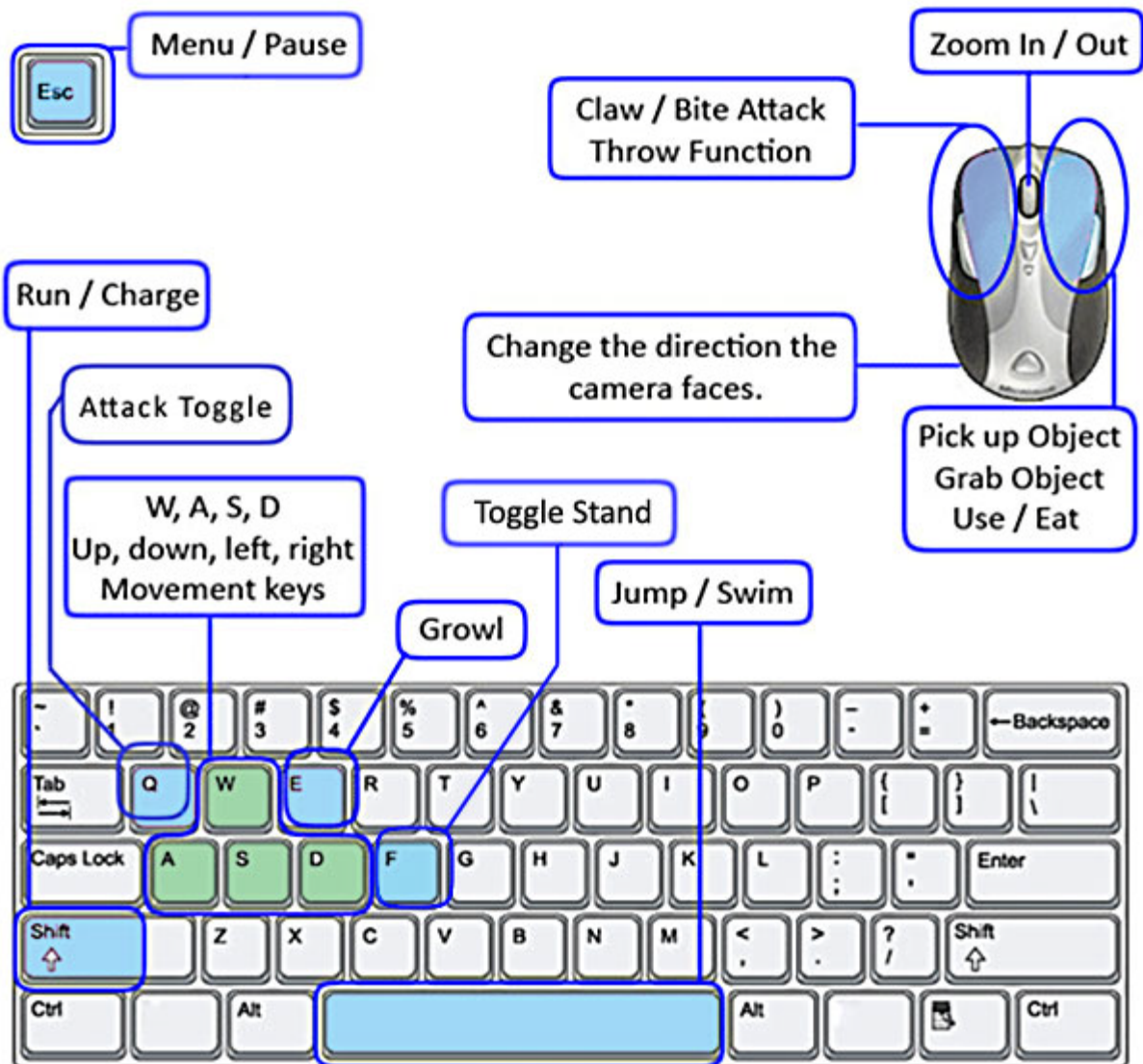
## User Interface - Controls

### Overview

#### Controls

The mouse is the primary camera control. It will work in conjunction with the User Interface and keyboard hotkeys to create an immersive seamless playing experience.

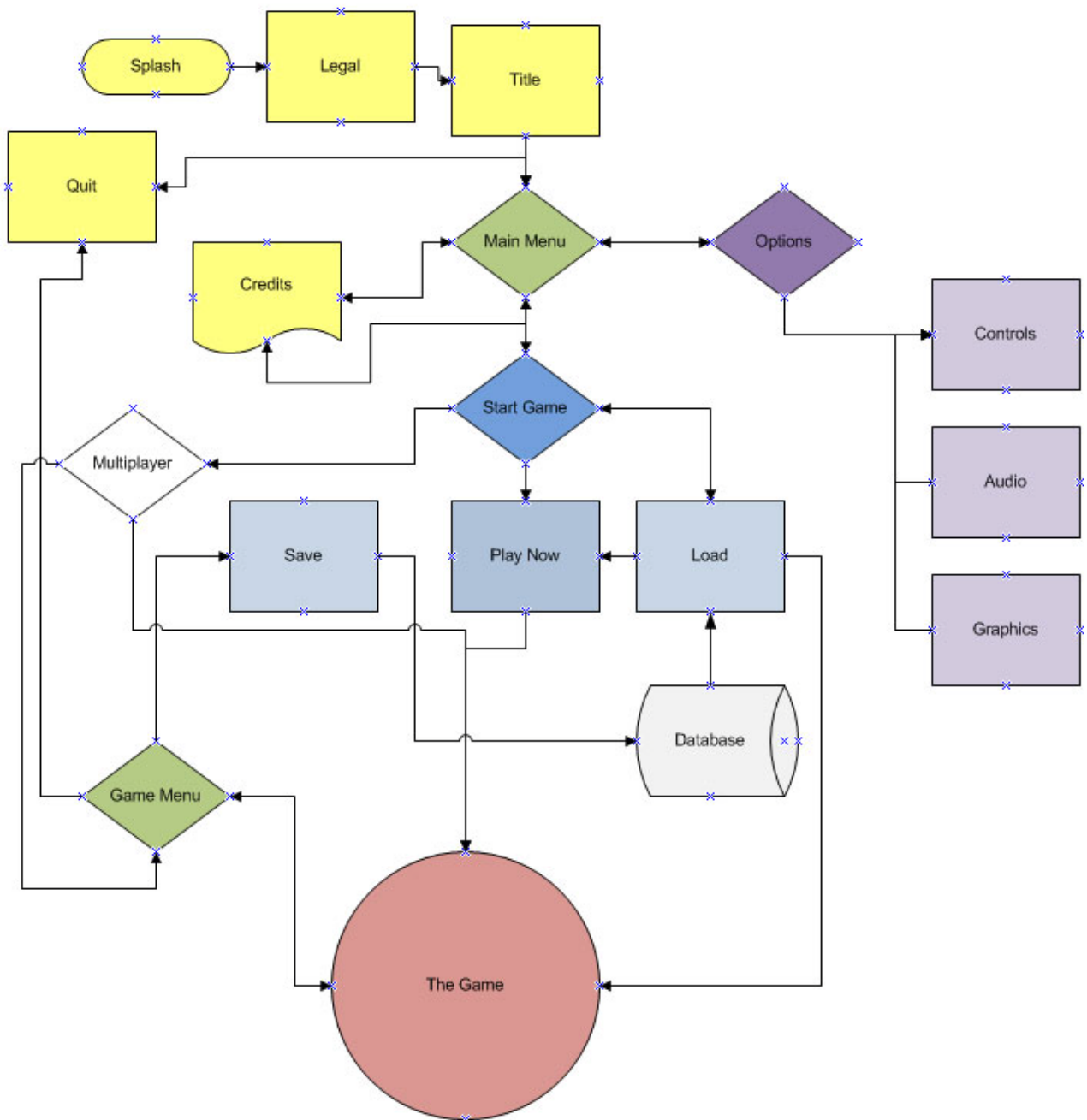
Continued from Controls:



## Game Interface - Menus

### Screen Flow Diagrams

These are flow chart style diagrams for the game.



## Overview

---

The User Interface is your access point into the game, and includes the game flow as well as any important in-game information such as HUD and on screen menus.

### Clickable Commands

---

To facilitate an intuitive game input system the Player will be able to call all commands with the mouse alone, or with the mouse and hot keys. The UI will have the necessary toggle to switch between actions in game. For example to switch between biting and clawing the Player can press F or press a button on the HUD.

The idea is to make the game-play as easy to learn and use as possible. A popup will appear above each HUD command button so the player can learn the hot keys or set / reset them herself.

### Mission Updates

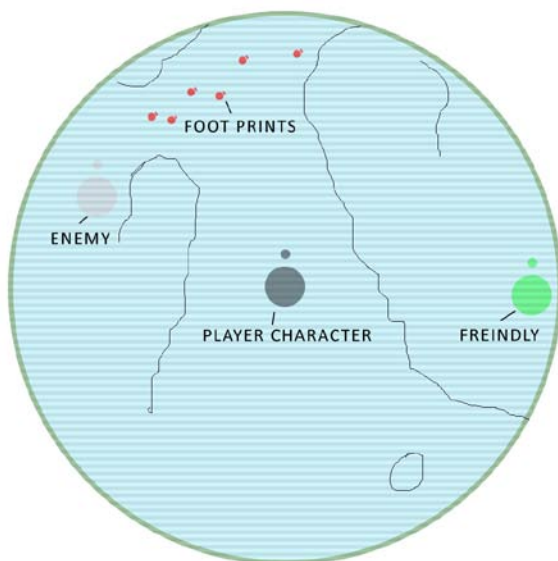
---

The UI will include a collapsible log for current missions. Clicking on the logs will reveal or hide mission detail.

### Mini Map

---

This section will explain the Mini map and Smell function, which detects NPCs not visible to the player, but that are within a threshold of detection for the bear's smelling ability. This allows the Player to get a heads up for possible encounters where "smell" works. **More detail to be added post graduation.**

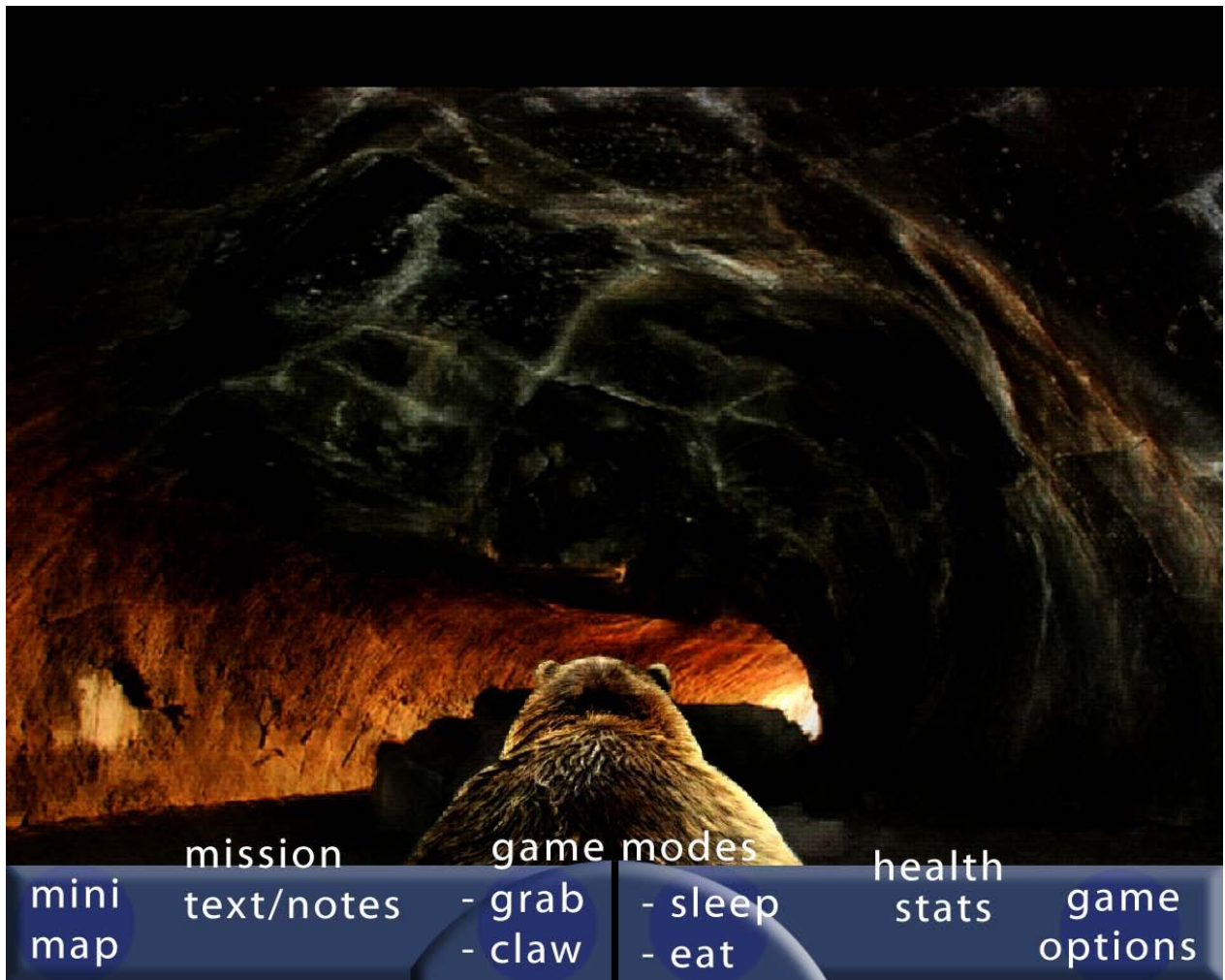


...Mini Map example diagram.

## HUD/On Screen Displays

---

HUD will hover in the lower third of the screen because that is where the Users eye will drift. The critical information will be in the most natural and convenient place for the observer.



## Wireframes

---

Wireframes for each of your screens should appear in the “User Interface – Screens” Appendix

## Multiplayer Game

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### Overview

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If Multiplayer is part of your game describe how the multiplayer game will work in a few sentences and then go into details below. Make sure to include how it is different from your regular game-play experience.

### Max Players

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I want millions of players to be able to get online together. Nay, billions!

### Servers

---

Servers will be dedicated for our online community for the internets.

### Internet

---

This game will run on the internet.

### Modes of Play

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Chat – Chat online with your pals. Create extended friend or ignore lists.

Co-op – Play co-op missions with your friends. **(to be added post graduation.)**

Play a Friends Level – This is where you can play a level your online friend designed, where

### Persistence

---

The world will not be persistent. Each player will have a cave or clan cave, and that cave will be persistent. But the world itself will not be.

### Saving and Loading

---

The player can save your character status, your cave, the caves inventory...

## The Game World

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### Overview

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The time and place is Pangaea , a primal super continent where (magically) advanced mammals like Bears and dinosaurs existed together. There are a lot of active volcanoes, earth quakes, super storms, melting and drifting glaciers and other fantastic environmental scenes.

### World Features

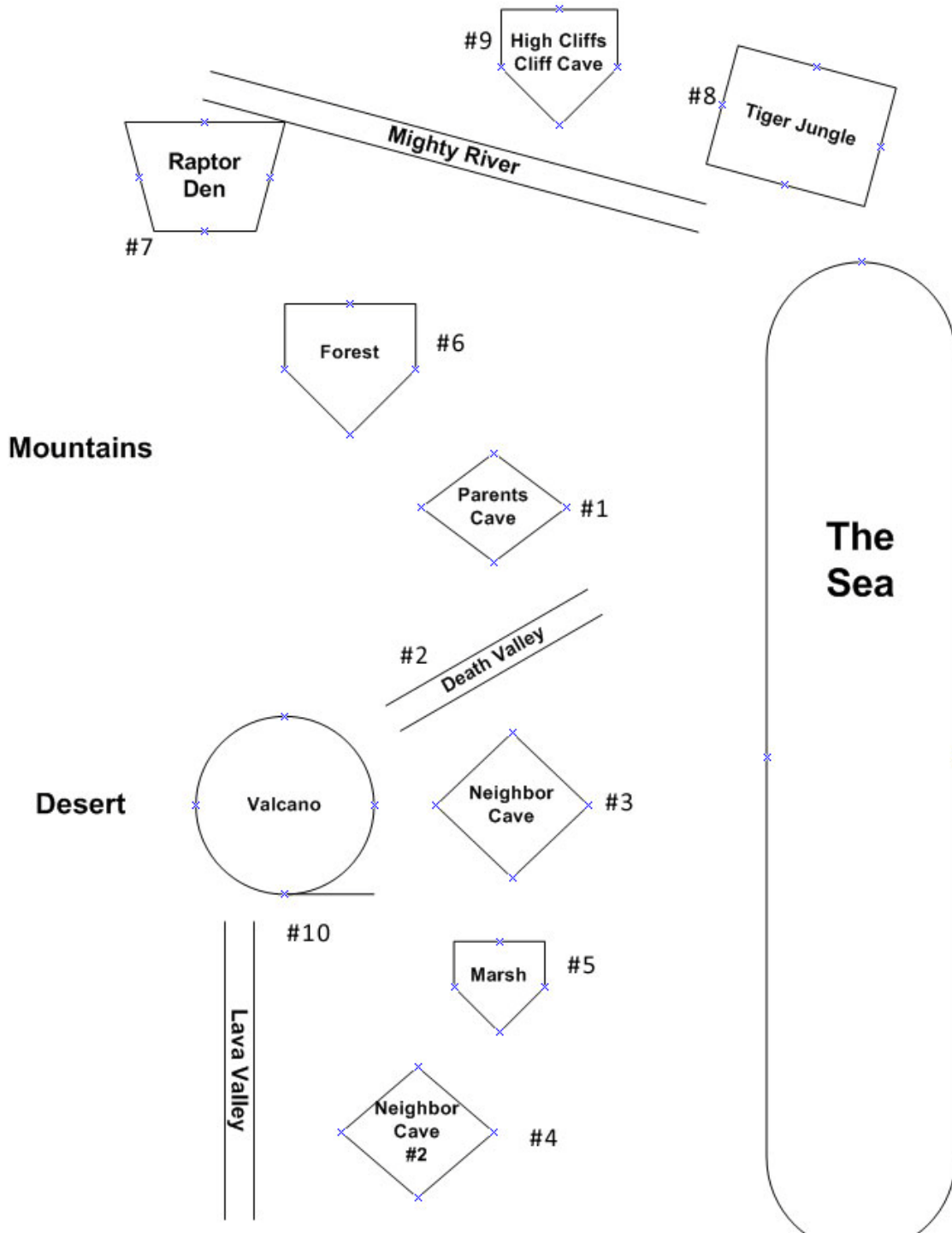
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***A detailed list of all locations and what the art and level design department can expect to create to be added post graduation. For now, please refer to the World Layout Section below.***

## The World Layout

### Overview

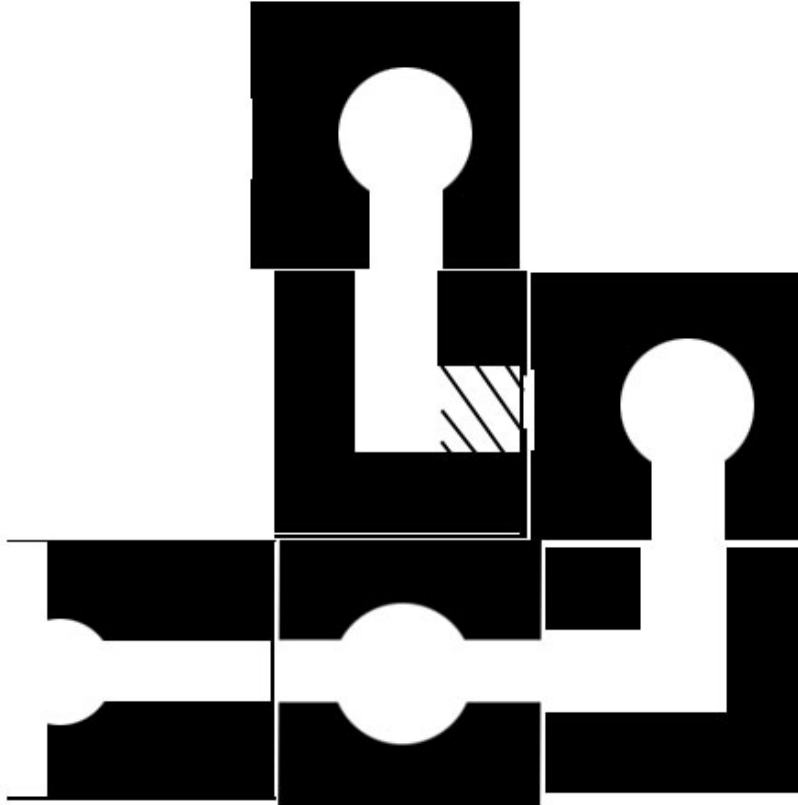
The game world can be broken down into nine key locations. *See Diagram below.*



## Key Locations

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Parent Cave #1 -- seen below:



Additional Levels: *To be designed post graduation.*

- Neighbor Cave #3, #4
- Marsh #5
- Death Valley #2
- Forest #6
- Raptor Den #7
- Tiger Jungle #8
- High Cliff Cave #9

***Diagram "Key or Legend" to be added post graduation:***

The middle square in the diagram represents an area the player can access by "Climbing" the wall in the room to the right.

## The Physical World

---

### Overview

---

The vital information has already been touched on in the Game World Section. This section is for the worlds minor details.

### Travel

---

All travel in the game is done by the Player walking or running. If necessary we will include a cut scene to expatiate this process if the beat chart requires some tuning.

### Scale

---

All scale is based on the Player Bear character. The Player Bear is a large 7 foot tall bear.

### Objects

---

The basic objects in the game are broken down into classes; Food, NPCs, Environmental (Rocks and Sticks).

See the “Objects Appendix” for a list of all the objects found in the world.

### Weather

---

Pangaea will have an AI control weather system to simulate rain, snow, windy weather and sunny skies.

### Day and Night

---

The game will feature night and day. Visibility is the only attribute directly effected.

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## Game Characters

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### Overview

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As described in previous sections, the Player character is a Cave Bear. During the first part of the game it is a Cub and during the latter part of the game it is a full grown adult Bear.

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### Creating a Character

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You can choose fur color; further customizable options to be detailed post focus group data.

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### NPC Characters

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A brief overview of the main NPCs:

- The mentor – Greythron
- The friend – Shadowfoot
- The Love interest – Unnamed Bear (lol)
- The Villain - Razor (lead raptor)

---

### Enemies and Monsters

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A brief overview of the Enemies you will encounter in the main campaign:

- Raptors – They compete with the cave bears over hunting grounds, natural enemy in the game world.
- T-Rex, Spinosaurus, Large Predators – Large animals that just want to eat you.
- Tigers, Other mammals – you will have to fight other mammals or go on missions to ally with them so they can help you progress toward the next goal in the game.

## Musical Scores and Sound Effects

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### Overview

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This should probably be broken down into two sections but I think you get the point. What is the style of music that you want your game to use.

### Music

---

The music should consist of primal sounding tunes ranging from violent war rhythms to reflectively emotional ballads.

### Sound Design

---

Take a shot at what you are going to do for sound design at this early stage. Hey, good to let your reader know what you are thinking.

## Extra Miscellaneous Stuff

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### Overview

---

Drop anything you are working on and don't have a good home for here.

Junk I am working on...

Crazy idea #1: ...*What if hamburgers ate people? Would that be crazy or what?* ☺

---

## APPENDICES

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### Overview

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This section is for all additional Documentation materials.

### References

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#### Notes:

According to my Documentation research mammals were still small during the late Cretaceous period, if that's true Magma takes place in a science-fiction universe where large bears evolved near the end of the Cretaceous period. The current scientific theories indicate a period of about 10 million years between when the dinosaurs became extinct and when early bears walked the earth. But it's not outside the realm of possibility that small bear-like mammals and dinosaurs once shared the Earth. If one thing is certain though, it is that they did not have any magical power ups.

#### Books:

*Jurassic Park* by Michael Crichton, *The Great Bear Almanac* Gary Brown

#### Movies:

Planet Earth Documentary: Polar Bears in the spring, Memorable Moments in the Lives of Bears

#### Misc:

Discovery Channel, City Zoo

#### URL Links:

<http://www.abc.net.au/dinosaurs/chronology/65/default.htm>

[http://www.bear.org/website/index.php?option=com\\_content&task=view&id=197&Itemid=60](http://www.bear.org/website/index.php?option=com_content&task=view&id=197&Itemid=60)

[http://en.wikipedia.org/wiki/Late\\_Cretaceous](http://en.wikipedia.org/wiki/Late_Cretaceous)

[http://ngm.nationalgeographic.com/ngm/data/2001/07/01/html/ft\\_20010701.1.html](http://ngm.nationalgeographic.com/ngm/data/2001/07/01/html/ft_20010701.1.html)

[http://ngm.nationalgeographic.com/ngm/data/2001/07/01/html/ft\\_20010701.1.html](http://ngm.nationalgeographic.com/ngm/data/2001/07/01/html/ft_20010701.1.html)

<http://news.bbc.co.uk/2/hi/science/nature/4602739.stm>

<http://ngm.nationalgeographic.com/ngm/0304/feature1/index.html>

[http://www.thebigzoo.com/Animals/Grizzly\\_Bear.asp](http://www.thebigzoo.com/Animals/Grizzly_Bear.asp)

<http://www.msnbc.msn.com/id/21756215/?src=QSAVS4>

## “Competitive Analysis” Appendix

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### *Competitive Analysis*

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*Stone Age: Myth of the Cave-Bear* draws inspiration from a wide range of adventure titles, such as the following:

#### *The Legend of Zelda: Ocarina of Time*

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Ocarina of Time is considered one of the best adventure games ever made. It has an easy to use combat mechanic and interesting obstacles for the player to solve. Combat utilized “Z-targeting.”

My game has items to solve puzzles and use of a combat targeting system.

What makes it different from Zelda is environment, characters and the battle system.

#### *Grand Theft Auto*

---

Best selling series title that allows free-roaming, optional mission selection and combat interactions with NPCs as well as enemies.

My game has a semi-free-roaming world with missions that can be completed out of order.

What makes it different is that it isn’t set in a modern world, the story about a pro-heroic and the game play is animal based.

#### *Tomb Raider*

---

A 3D platform game that was primarily a combat and puzzle obstacle solving game.

My game has environmental obstacles the player needs to solve like a puzzle.

What makes it different is the lack of emphasis on platform gaming.

#### *WWE Smack-Down*

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WWE is a popular sports/wrestling title.

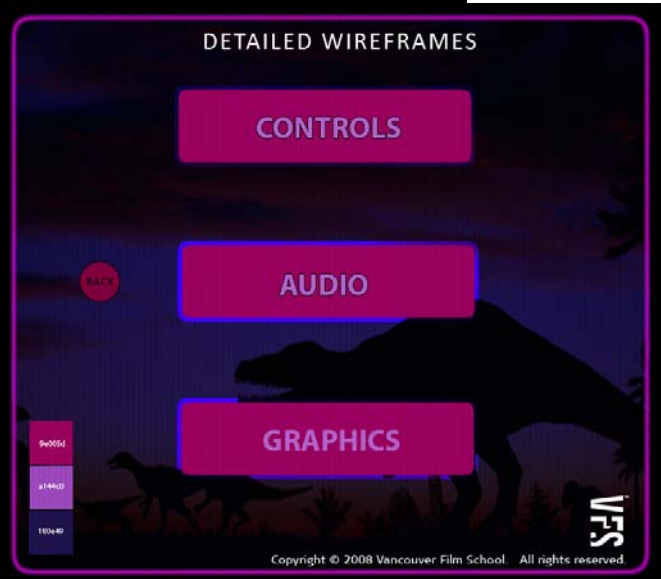
My game has melee fighting and combat, such as picking up opponents and biting them.

What makes it different is a story narrative, characters and a semi-open world.

## “Game Interface – Menus” Appendix

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Detailed menu wireframes listed in diagrams below. **(Multiplayer Button to be added Post Graduation)**



## “Objects” Appendix

**Food Meat:** Mammal meat (+20 health), Reptile Meat (+50 health), Fish meat (+60 health)

**Foot Plant:** Fruit (+15 health), Vegetable / Grain (+10 health)

**Environmental:** Small, Med, Large sized Rocks, fatal if thrown at or dropped on similarly sized NPCs.

*To be updated post graduation.*

## “Story” Appendix

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### *Myth of the Cave-Bear Story*

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(Needs editing... post graduation)

This game is set in a universe where intelligent Cave-bears evolved during the late Cretaceous period before dinosaurs became extinct. The tale begins with a clan of cave-bears living together in relative harmony and peace. The protagonist of our tale begins life as a cub, the Player controls. At this stage of the story/game the player learns to control the movement and other features of the avatar. The Cub will play-fight siblings, swim in peaceful streams, fish and hunt (a tutorial for the rest of the game). But this tranquil existence is shattered by a raid of hungry Raptors. Your parents are killed saving you from harm. You escape with your life, but now you are alone and defenseless.

You travel across the Dead Valley in search of a neighboring clan of Bears (your extended family), where you think you'll be safe. Along the way you are confronted by and must fight a young-Raptor that has followed its older siblings into the raid. After defeating the young Raptor you make your way out of the valley and eventually to the neighboring bear clan. Here you met your mentor and now only living father figure Chief Greythron. You also met several other bear-characters that become important to your story; your future life-long friend Shadowfoot, and your future bear mate (Named). There are sub-missions during this stage in the game; such as the investigation of the Earth-tremors, which allows you and your two cub-friends to warn Greythorn and move the clan before a terrible disaster (the eruption of the Misty Mountain).

Greythorn leads the clan to a new home and names you his honorary son. You grow up.

As an adult you vow to return to your birth place and discover the fate of your parents. Greythron promises to name you Chief of the clan upon your return, and your friends wish you a safe journey. So, you go alone, ceaselessly back into your past. Along the way you discover the bones you that child-raptor you killed as a cub.

Before you reach the place where your parents and kin gave their lives, you hear cave-bears yelling for help. You see two cave-bears cornered by a hungry *Spinosaurus* at the bottom of the canyon. The two bears are inside a crack in the wall, helpless. Without thinking you climb halfway down before realizing you need a plan. To solve this quagmire, you flank the Spinosaurus and push a boulder over a cliff above it, perfectly timed so it hits the giant reptile. It retreats.

To your dismay you discover the two bears you saved were Shadowfoot and your mate, who had followed you on Greythorn's bidding to watch over you. Angry, you send them back home (they respectfully decline to return home, but agree to meet you later near the entrance). You enter the cave.

This cave becomes your base of operations while you investigate the surroundings. Your friends scout the surrounding for you and bring you missions you can accept or not and play them in any order. You must complete them all to move onto the next stage in the story.

You and your troop have discovered a nest of the Raptors who attacked your clan. But their numbers have depleted and there are only two a male and a female. It's necessary to confront them if you want to venture onward to a jungle that seems rich with food. You send your mate back home to Greythorn's cave. You and Shadowfoot confront the Raptors. As you enter their nesting area, you discover their numbers are much greater as more reptiles emerge. A massive battle ensues. Shadowfoot is injured and flees killing at least one raptor in his wake. You decide to escape by climbing onto the plateau and leaping into the river Silver. You are washed down-stream to a new land. The alpha raptor Jaw, beckons for your return. It seems they remember you as the Cub that escaped. As you emerge from the water you find yourself in the jungle. Your first task is to find food, then shelter. You do so, and then rest. You awake to a load rumbling. You step outside and look into the

distance into a red horizon. An active volcano between you and your home has erupted. The mighty Misty mountain.

In order to get back you must fight or outwit the Raptor nest inhabitants. You must confront Jaw. Then you'll need to figure out a way past rivers of magma and clouds of poison billowing from the Misty mount. At this time you also discover you are being stalked by a *Tyrannosaurus-rex*. You'll need to ally with a group of saber-tooth tigers to escape the jungle and begin your road home.

### *The Ending*

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Along the way you find your mate whom you fight alongside to overcome trials. When you get back to Greythron's cave you are greeted as a king. Greythron seems proud of you for making new allies and settling your business with Raptor clan. At this time thunderous quake is heard again. But not from the misty mount, it is the mighty sounds of the Rex.

Greythron mad with age or perhaps fearless of death steps out into the clearing to greet his guest, the king of reptiles. The rest of the clan slowly approaches to watch. Bending to eat the grey bear the Rex is hit by Greythorn's paw. Shadowfoot indicates with playful glee that he too wants to fight. The entire clan descends onto the Rex. In a matter of moments the Rex begins to panic from many wounds on her face and legs. She makes her way to the bottleneck of the canyon, giving you the opportunity (pointed out by your mate) to get on top of it. You drive it off a cliff and emerge unhurt. Sadly, Greythorn was not seen since the battle. As is tradition, your clan decides Greythorn swam into the starlight alongside the Great Bear.

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## Game Engine

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### Overview

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A state-of-the-art game engine will be needed to render the graphics, weather effects, combat animation, lighting maps, combat AI, navigation AI and additional game features.

***To be updated when technical team comes on board. (Post Graduation)***

## Status

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### Green Light Special

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Initial document completed; awaiting Green Light for dev team iteration.

### Special Mention

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Special thanks to VFS and Dave Warfield.



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