

NEW PARK LEVEL REVISIONS

Summary:

1. Soccer field and duck pond immediately accessible
2. Park Ranger stays in Area 0 (entrance)
3. S-Girl NPC will now be in area 3 (duck pond)
4. S-Girl wears binoculars. She says she likes ducks, but doesn't let you play duck game until you find her bro's ball and he gives you info/whistle.
 1. If you meet her first, she will ask you for a duck whistle. She will say her brother has one.
5. Soccer Kid(boy) now wears a duck whistle.
 1. If you meet him first, he will ask you to find his ball.
 2. If you have found his ball, he will tell you where your toy is and how to get it, give you a duck whistle, tell you to meet his sister at the duck pond.
6. Once duck whistle/info acquired, S-Girl says "Oh the ducks have your toy? Let's find out which one!" and instructs you to look through her binoculars to see the ducks.
7. After Playing duck game, duck whistle used to summon ducks to bring toy.

Detailed explanation of changes:

The areas within the park level are being opened (made accessible) upon entrance through the gate. This means that the soccer field area and duck pond area will be immediately accessible. We are doing this for several reasons. First, to correct the problem of limited and confusing navigation. It's intuitive to want to explore other areas (by clicking the signs) before doing much else. Second, this eliminates the frustration of wanting to enter an area but not being able to enter. Some of the (locked level) gameflow is not intuitive in that the player may not know to talk to someone or perform a task specifically to unlock another part of the level. Third, this prevents a false association of looking at people to open gates or unlock levels. We want the player to associate looking at people with game advancement on a whole, not just one element of the game. By opening the level, we free some of the characters to address more universal dialogue as well as provide hints for tasks and activities.

The Park Ranger will remain at the Park Gate area, and will not be at the duck pond. Instead, another NPC (originally soccer girl) will be present at the duck pond to facilitate its purpose in the game. She will sport a pair of binoculars which she will let you borrow to look at the ducks in the pond. The coin-operated binoculars are to be removed with this. The idea is that the player must look at/talk to the girl each time to play the duck game, thereby preserving the idea of character interaction and eyegazing. The soccer boy will still ask for you to help him search for his ball. He will be wearing a whistle around his neck. In exchange for helping him find his soccer ball, he will lend you a duck whistle (lure). He will also provide information that he had seen a duck earlier that was carrying a toy. He will then direct the player to see the girl at the duck pond.

Upon entrance to the level, the player will be prompted by the other characters to help the soccer boy find his ball. If the duck pond is visited first, the player will learn the girl likes ducks and uses her binoculars to look at them. The duck game will not be playable until the whistle is obtained. Afterward, the girl at the duck pond will allow the player to use her binoculars to spot the duck with the toy. Looking at the binoculars will take the player to the duck game. Upon completion of the duck game, player/av will be taken back to area 3 screen. The backpack will open, revealing the whistle, and avatar will blow the whistle. The existing animation of a duck returning the toy will waddle out on screen. On this first game completion, the avatar will do a victory pose/dance, and then helicopter will be added to inventory. A win screen will pop up and give the player the option to return to the park level or proceed to the next level on the main map.