

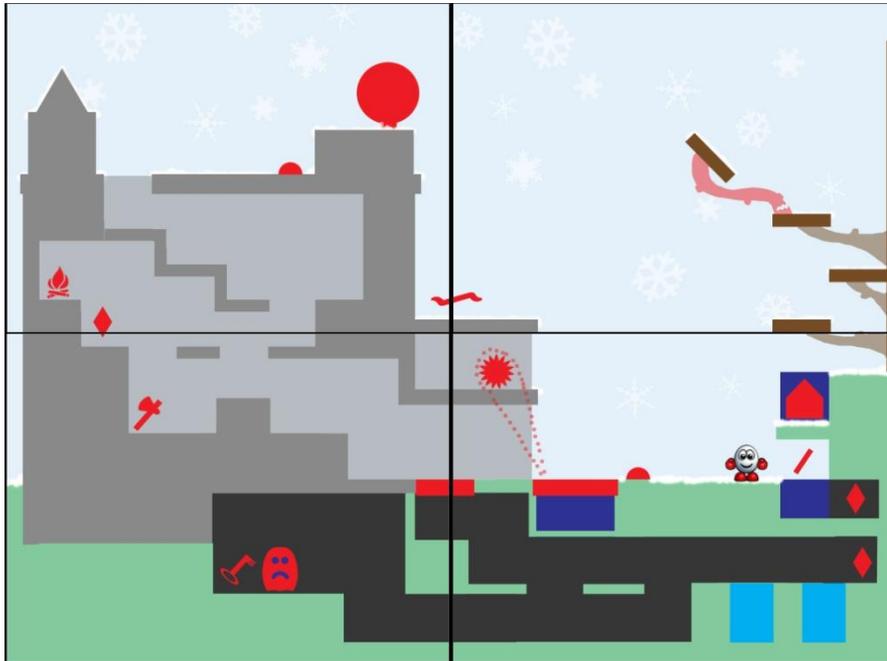
Example Dizzy Returns level: Theo's Laboratory

Version 1

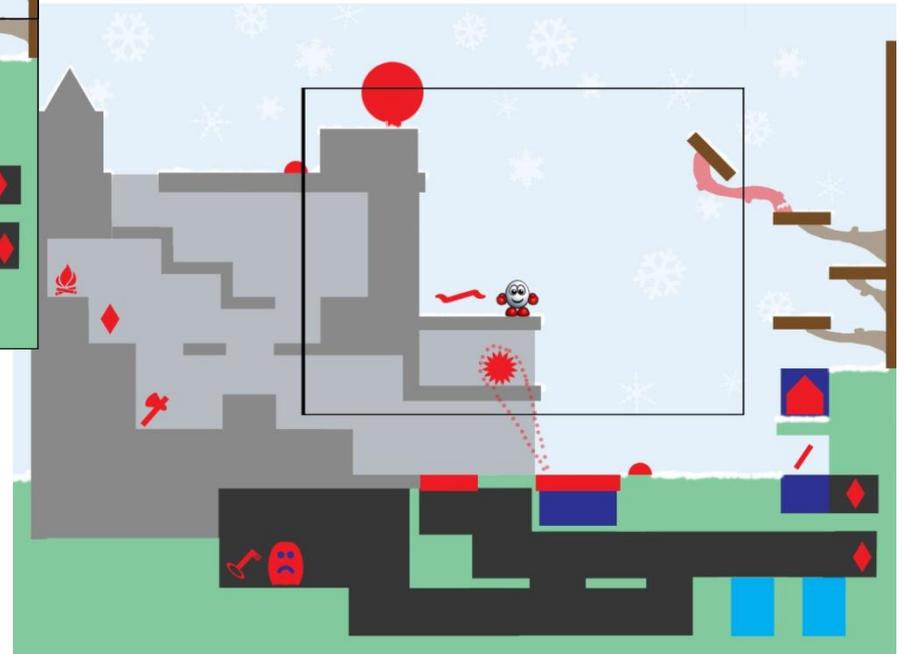
14/11/12

Apologies for the poor artwork!

Level is size of four screens (but it scrolls – it's not flick screen)

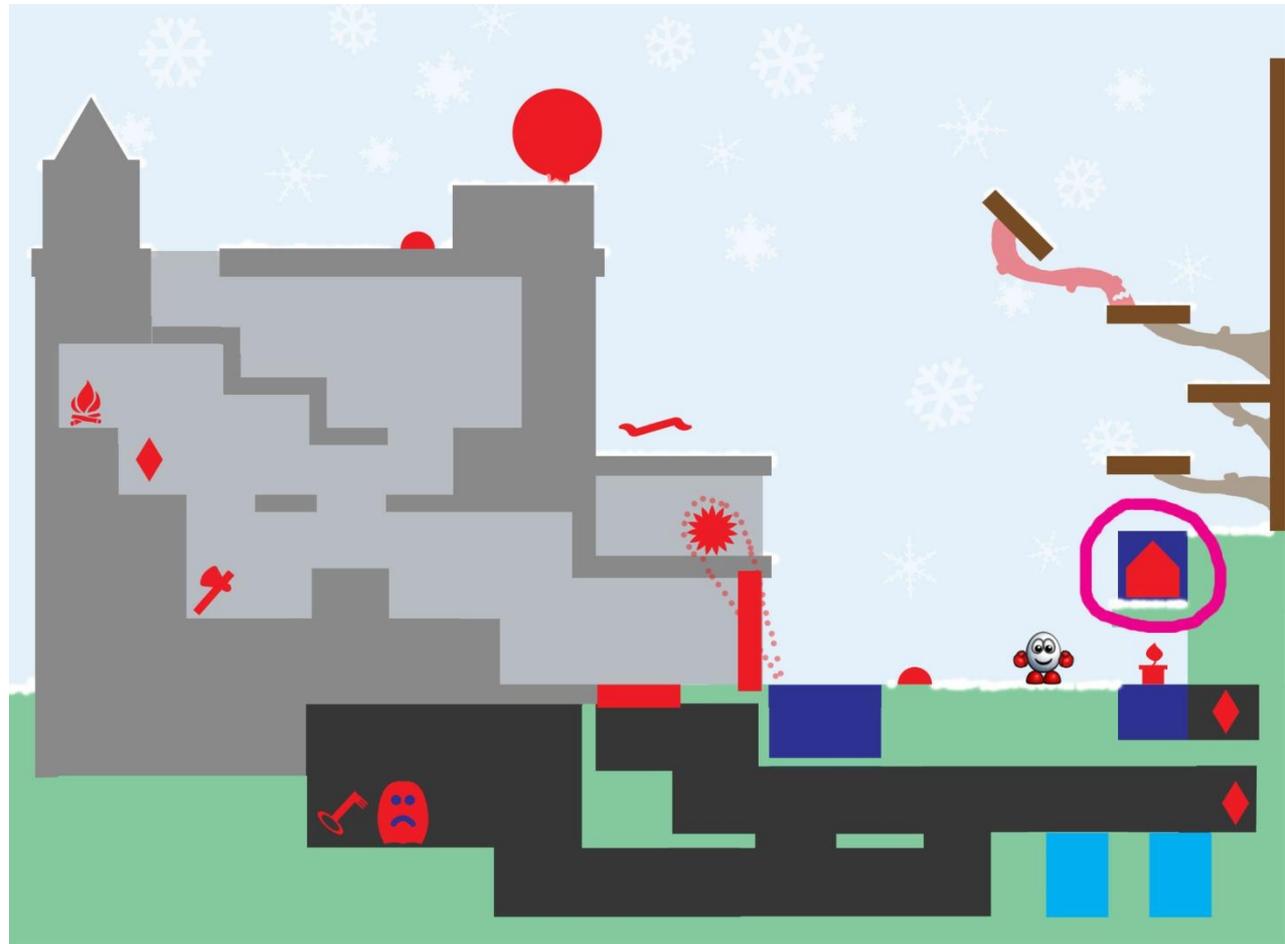


Dizzy shown for scale



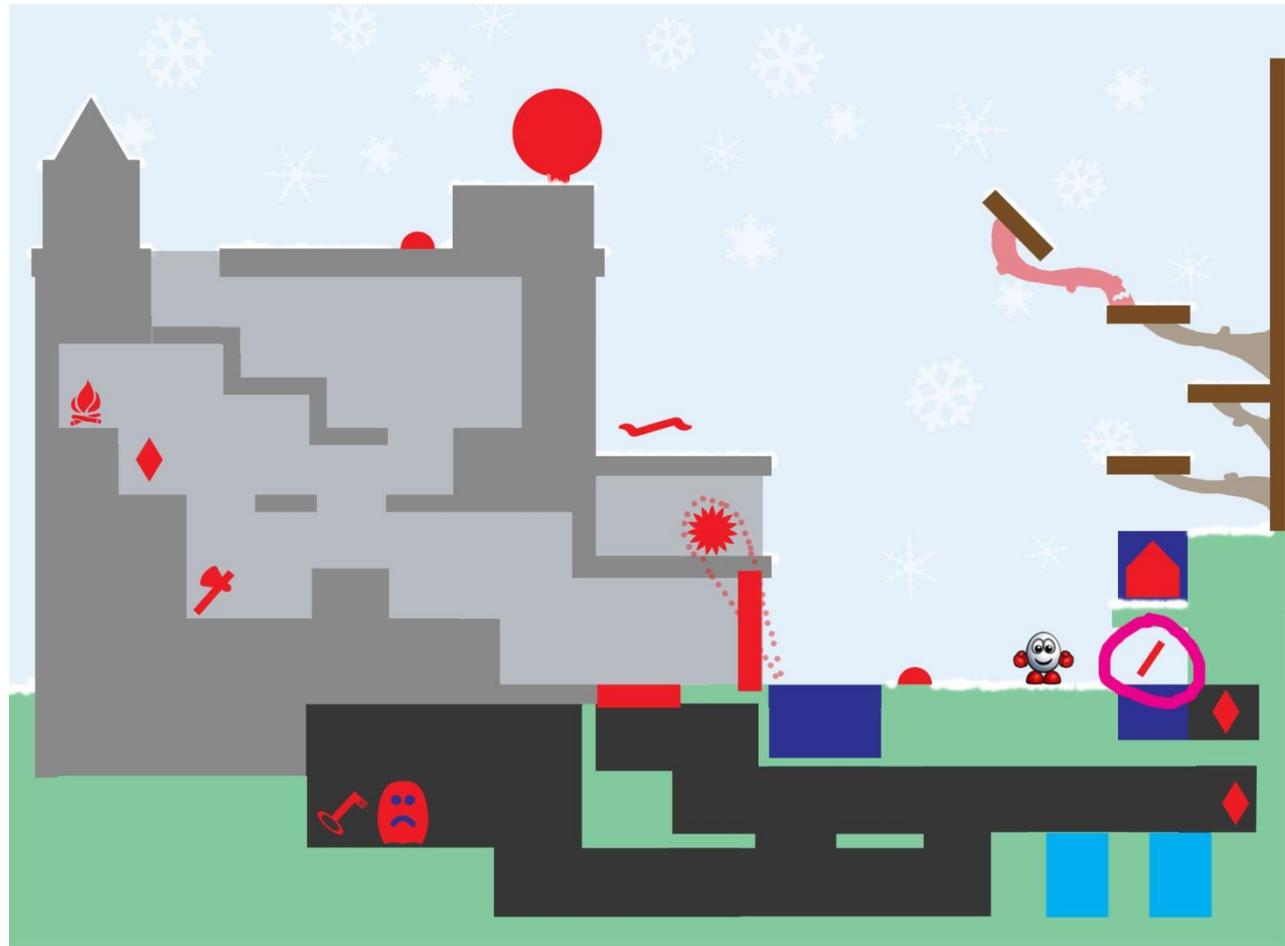
Goal: Reach the exit (covered in a block of ice and locked)

Dizzy:
'Hmm. The
exit is
encased in a
huge block of ice.
Looks like
I'm trapped
here'

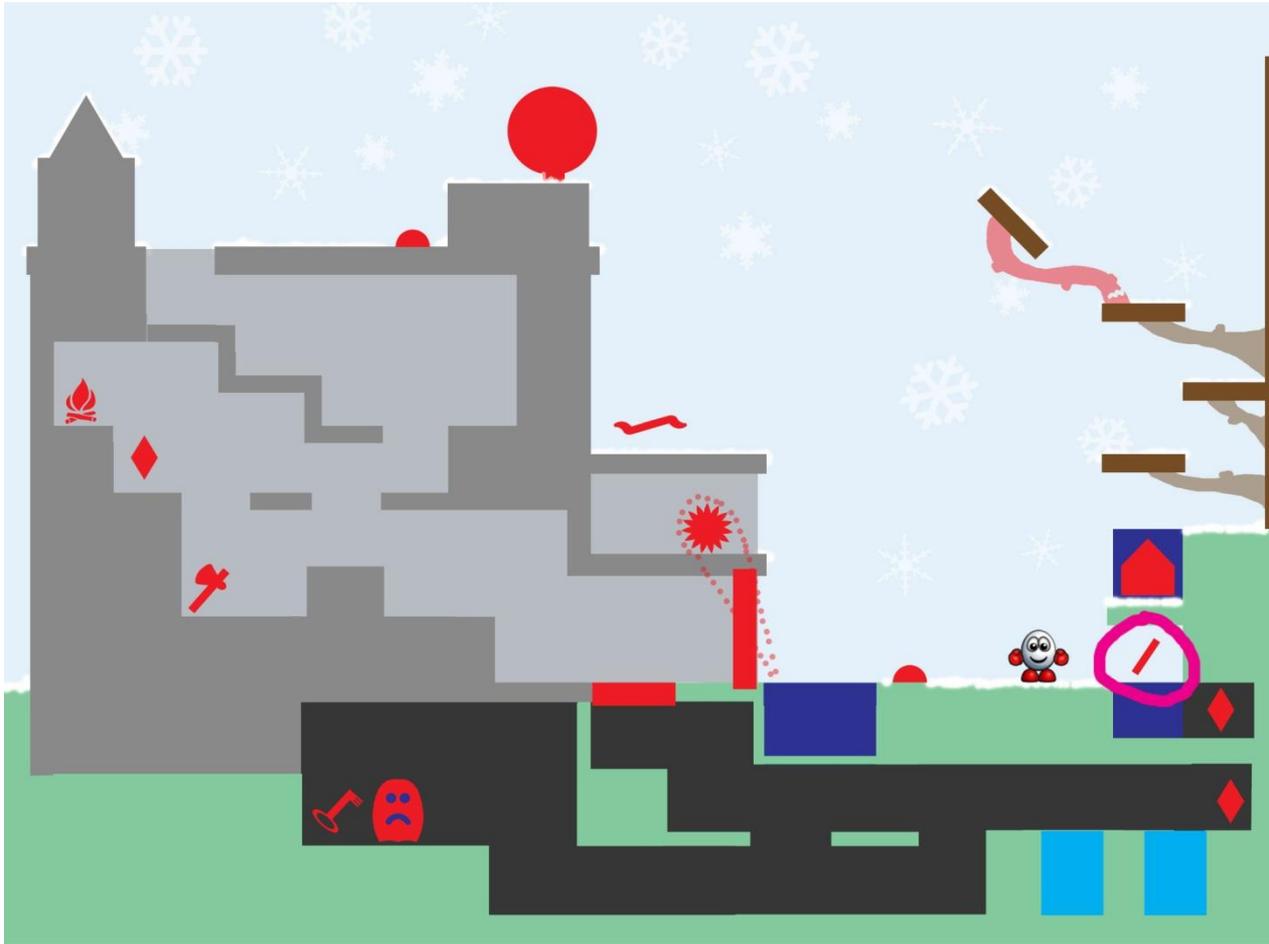


Ornate Lever is revealed

Dizzy:
'Aha!
Theodore
always leaves
a spare key
around'

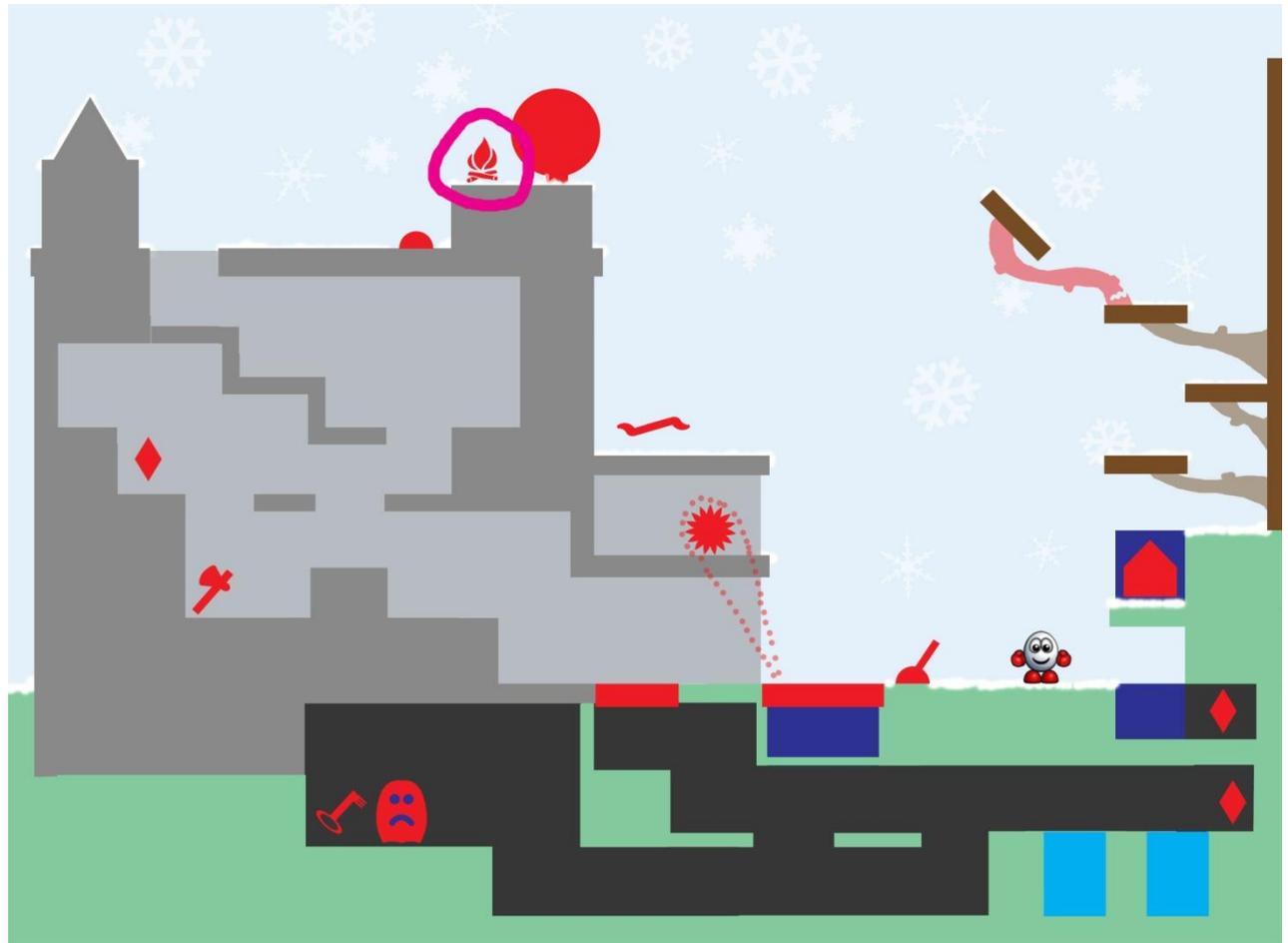


Step 1: Pick up Ornate Lever



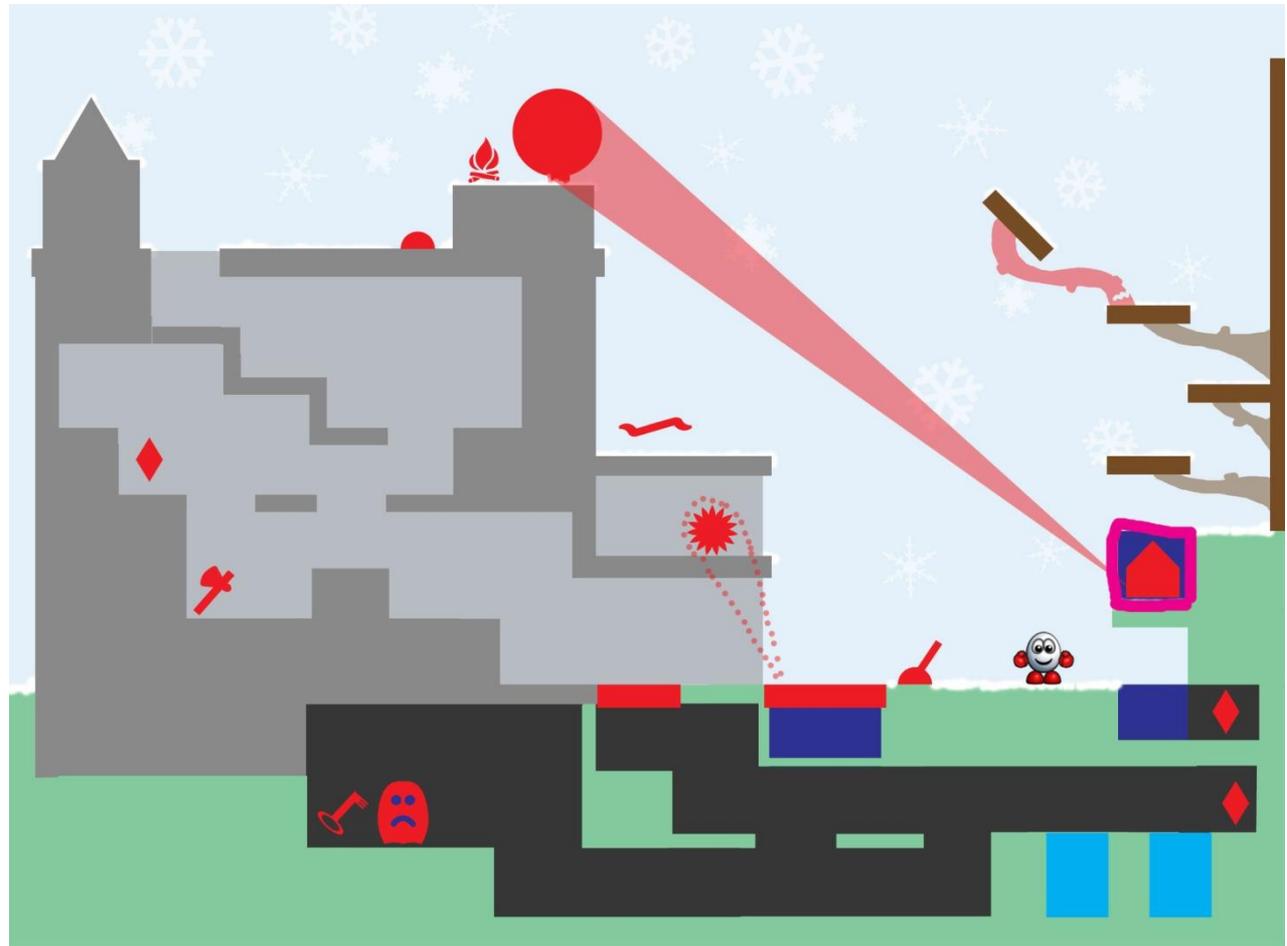
Step 4: Place Lantern on Esoteric Magnifier

Caption when
you reach the
roof:
'The Esoteric
Magnifier'



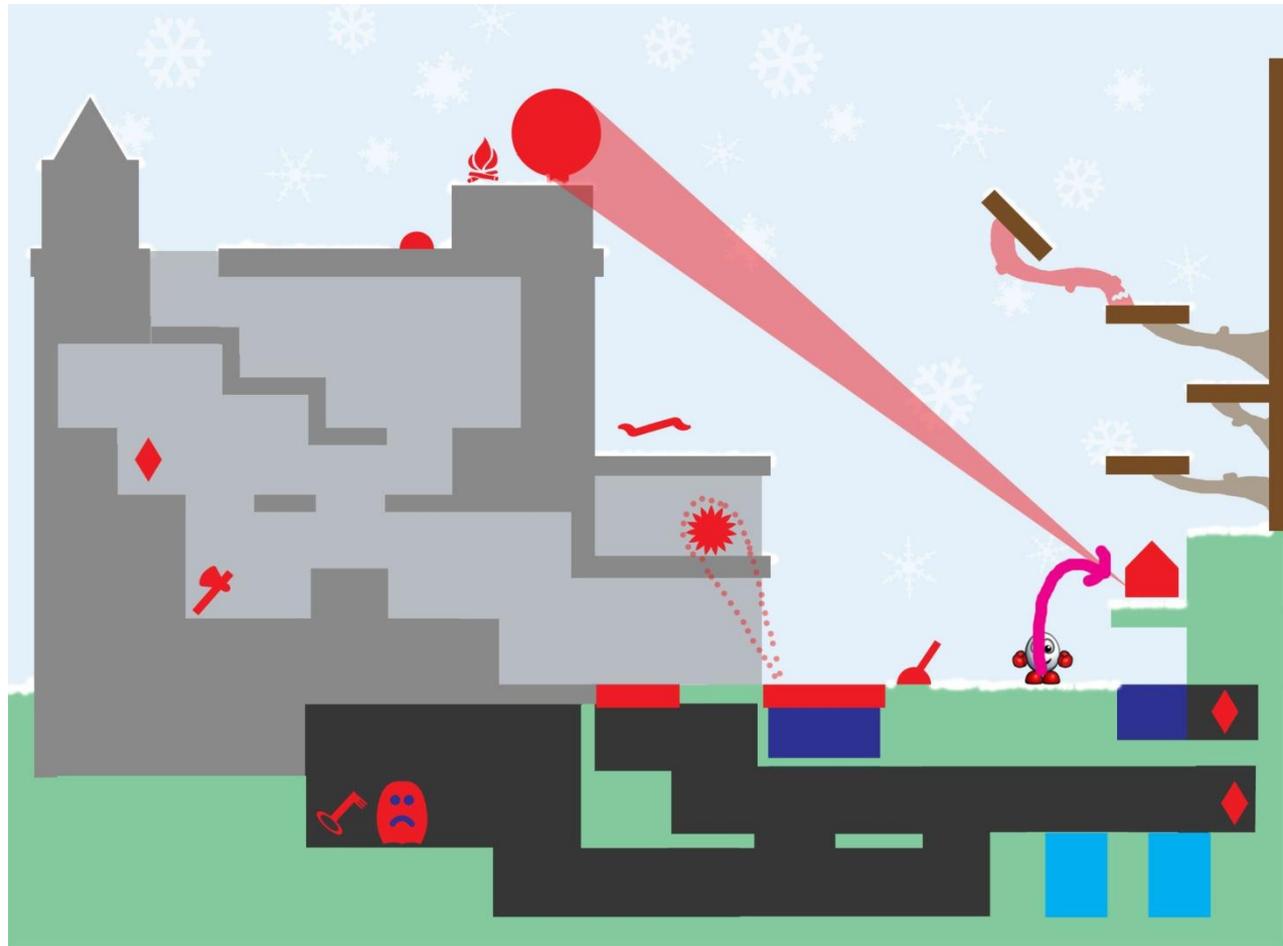
Esoteric Magnifier produces beam of light that melts ice covering exit

Dizzy:
'Look - the
beam of light
melted the
ice over the
exit!'

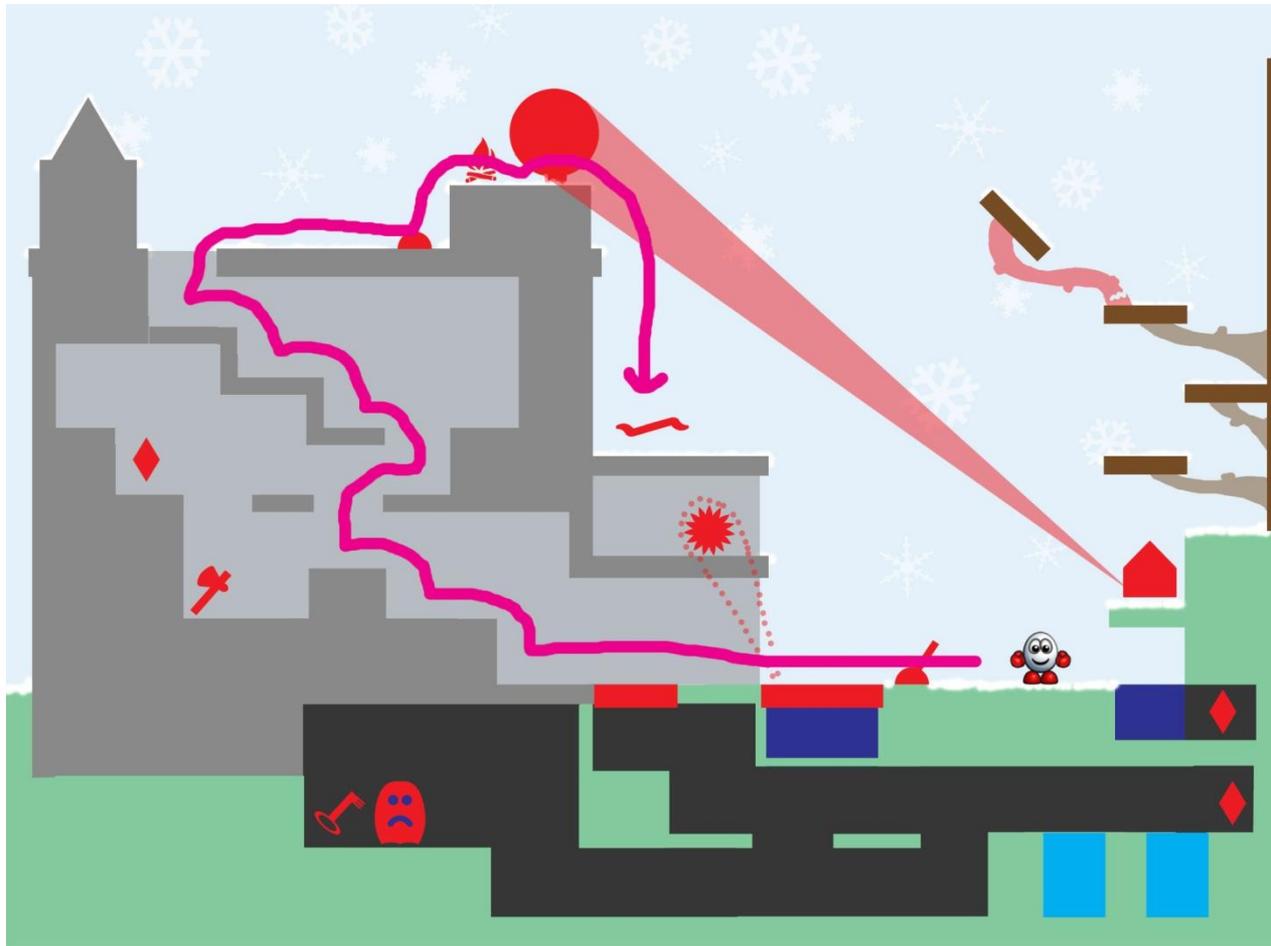


Player can now jump up to exit, but exit is locked

Dizzy:
'It's locked
tight. Yeah, I
thought that
was all a bit
easy!'

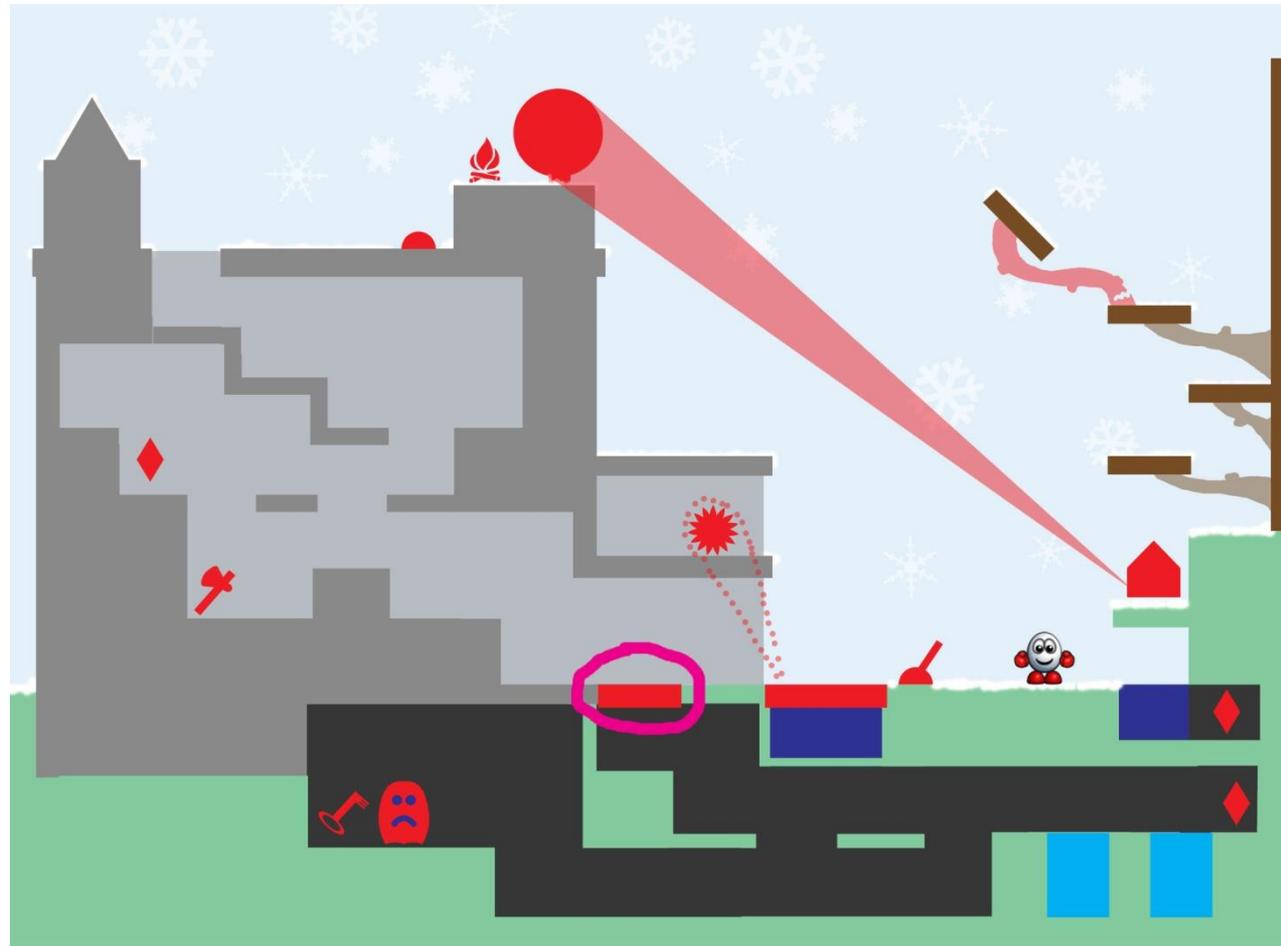


Step 5: Drop off side to collect the Crowbar



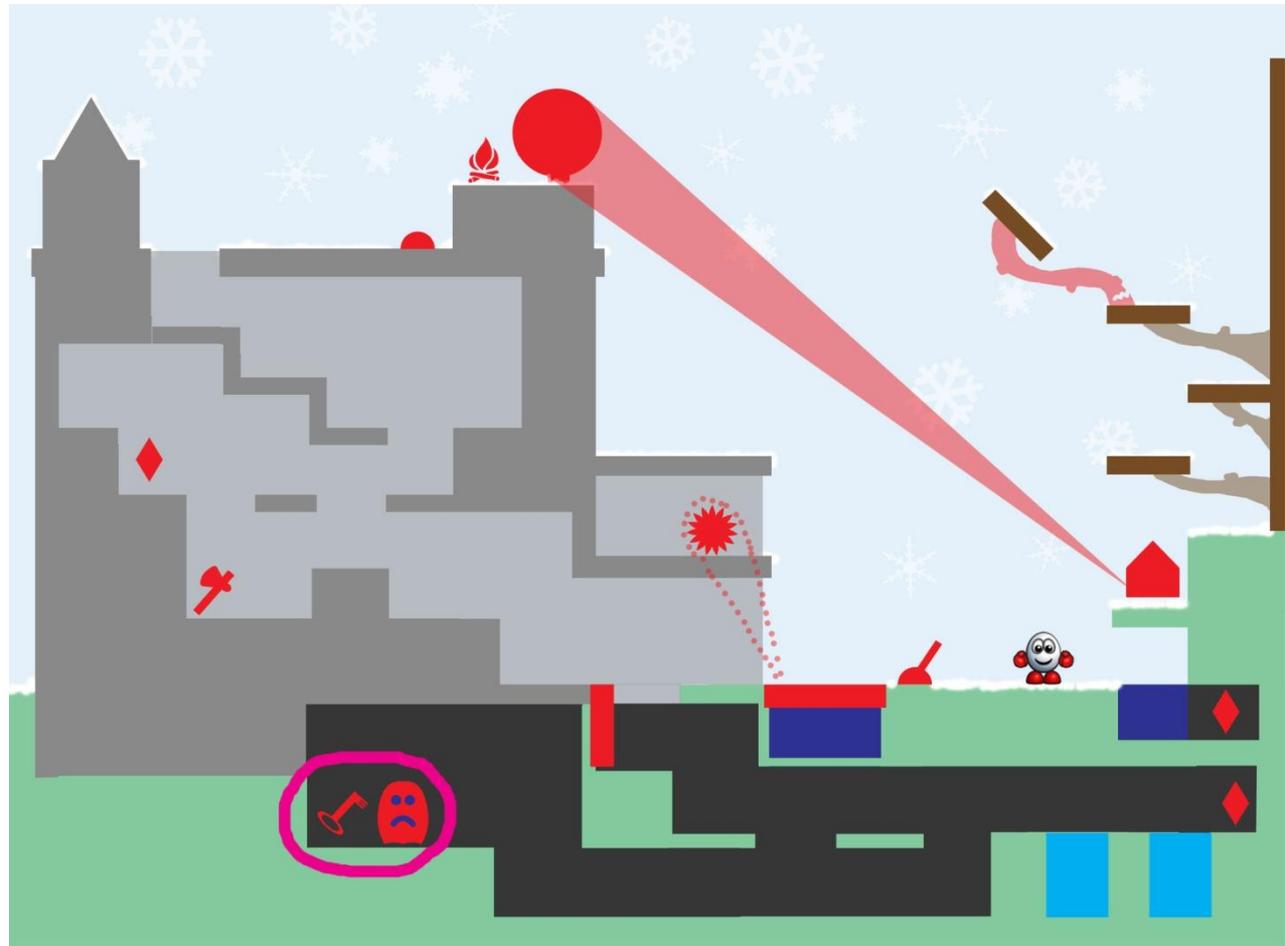
Step 6: Drop Crowbar on Cellar Trapdoor to open it

Caption when
enter the
cellar:
'The
Forgotten
Cellar'

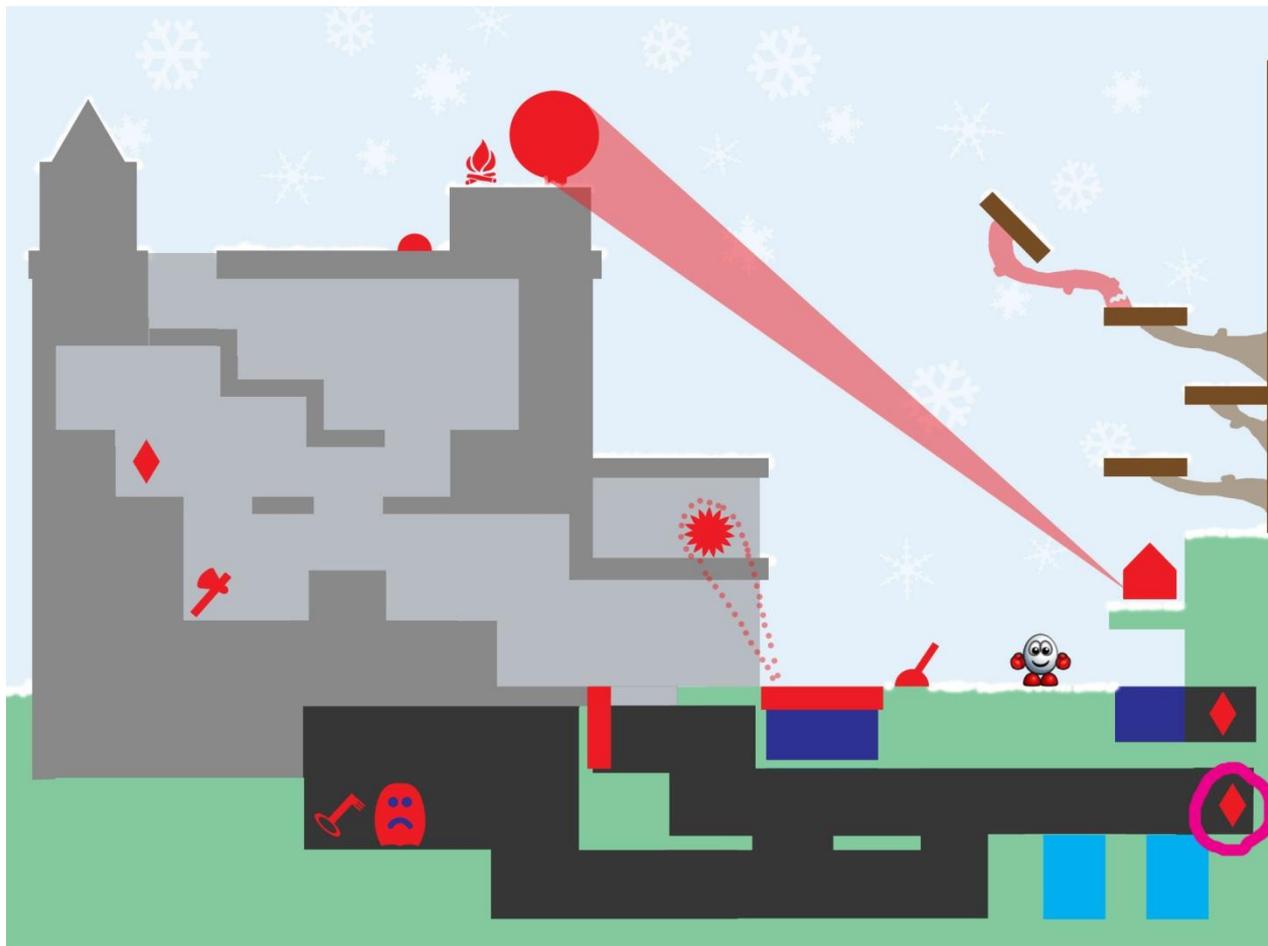


Greedy Ghost has the exit key but will only give it up for lots of treasure

Ghost:
'Sigh... I've
been staring
at this key for
twenty years
now. If only I
had some
new treasures
to make me
happy...'

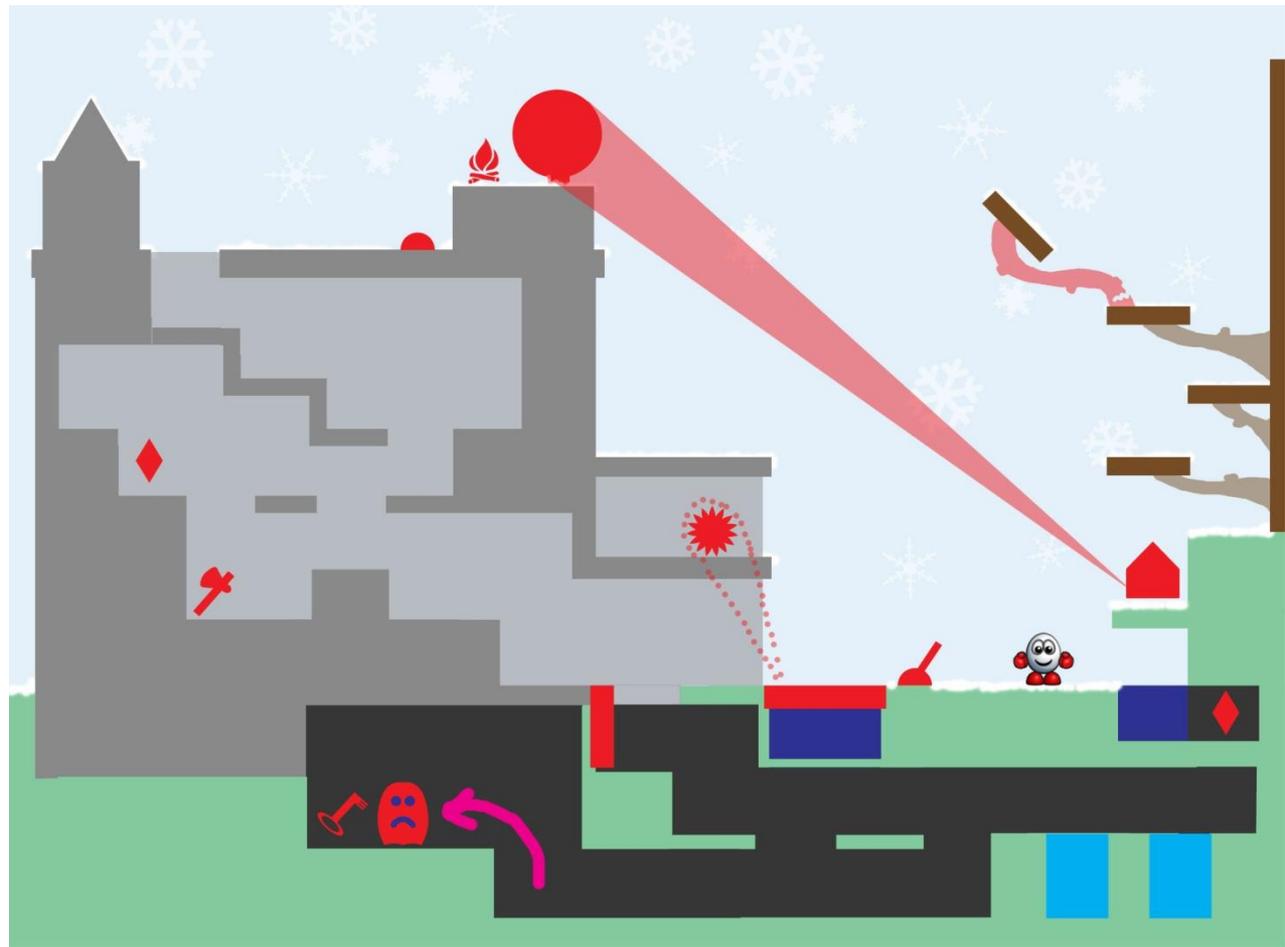


Step 7: The Sparkling Diamond is also in the Cellar

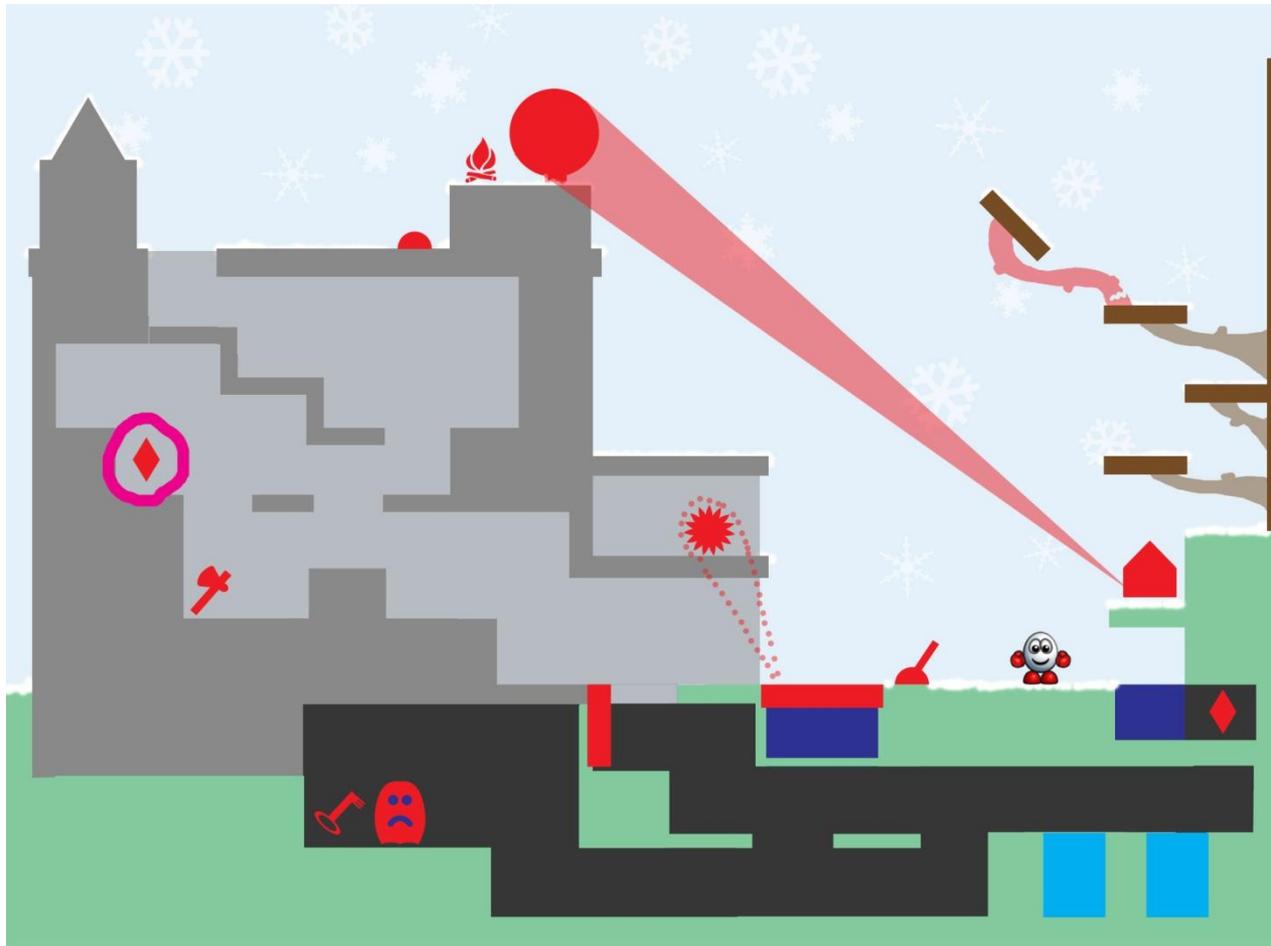


Step 8: Give Sparkling Diamond to Greedy Ghost

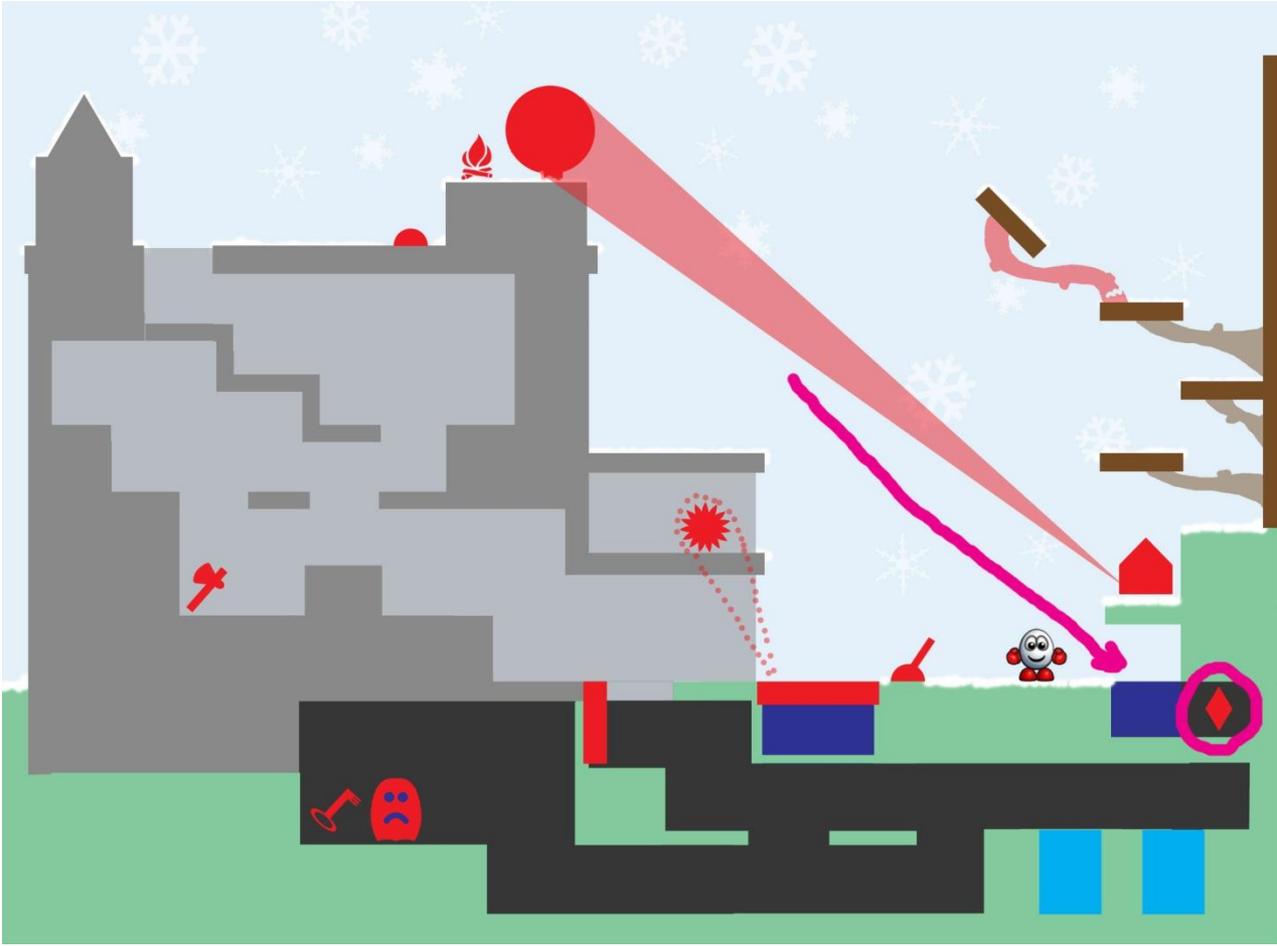
Ghost:
'Ooh, new
treasures!
Bring me
more, more,
more!'



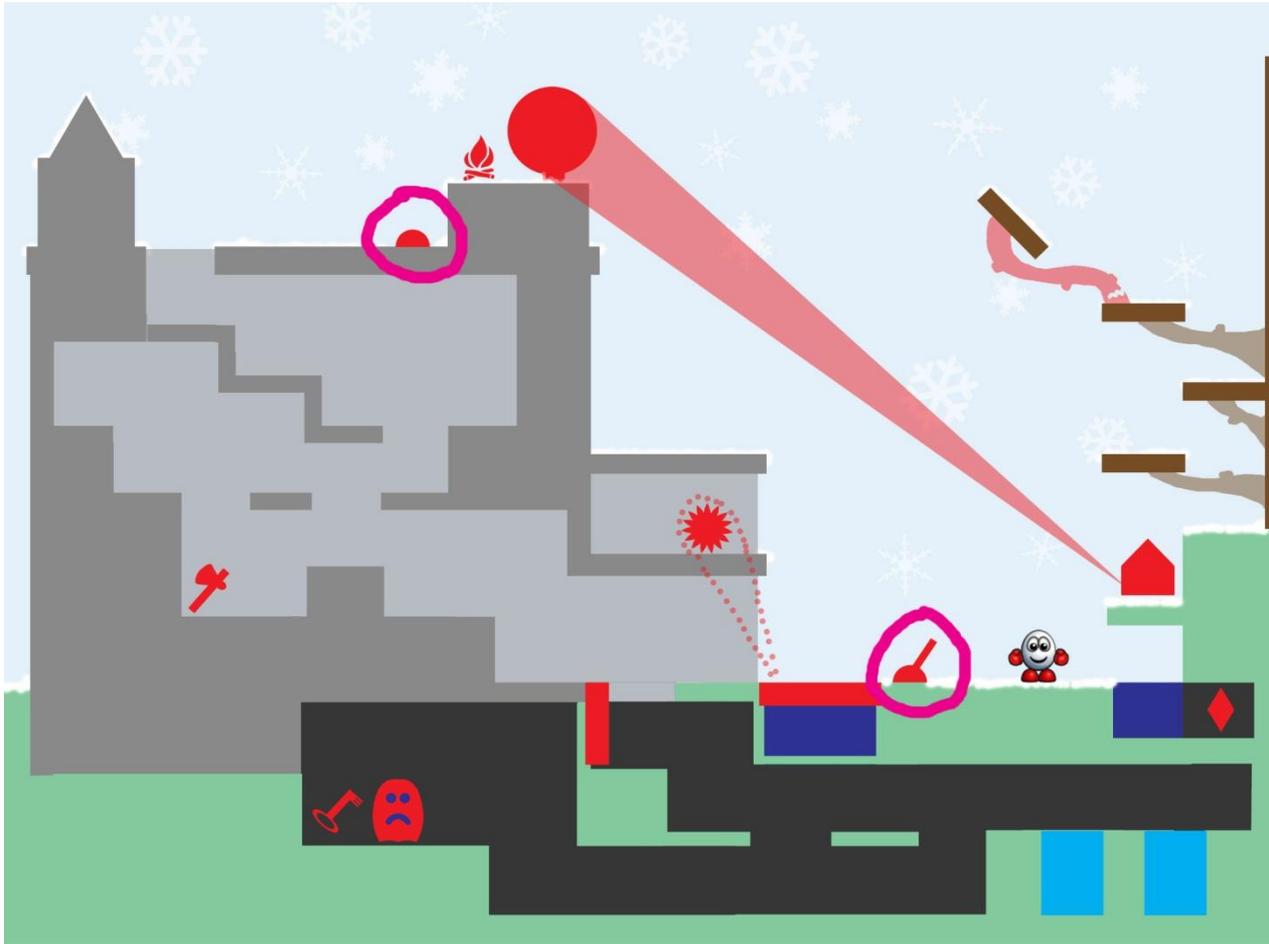
Step 9: The Luminous Emerald is in the Laboratory



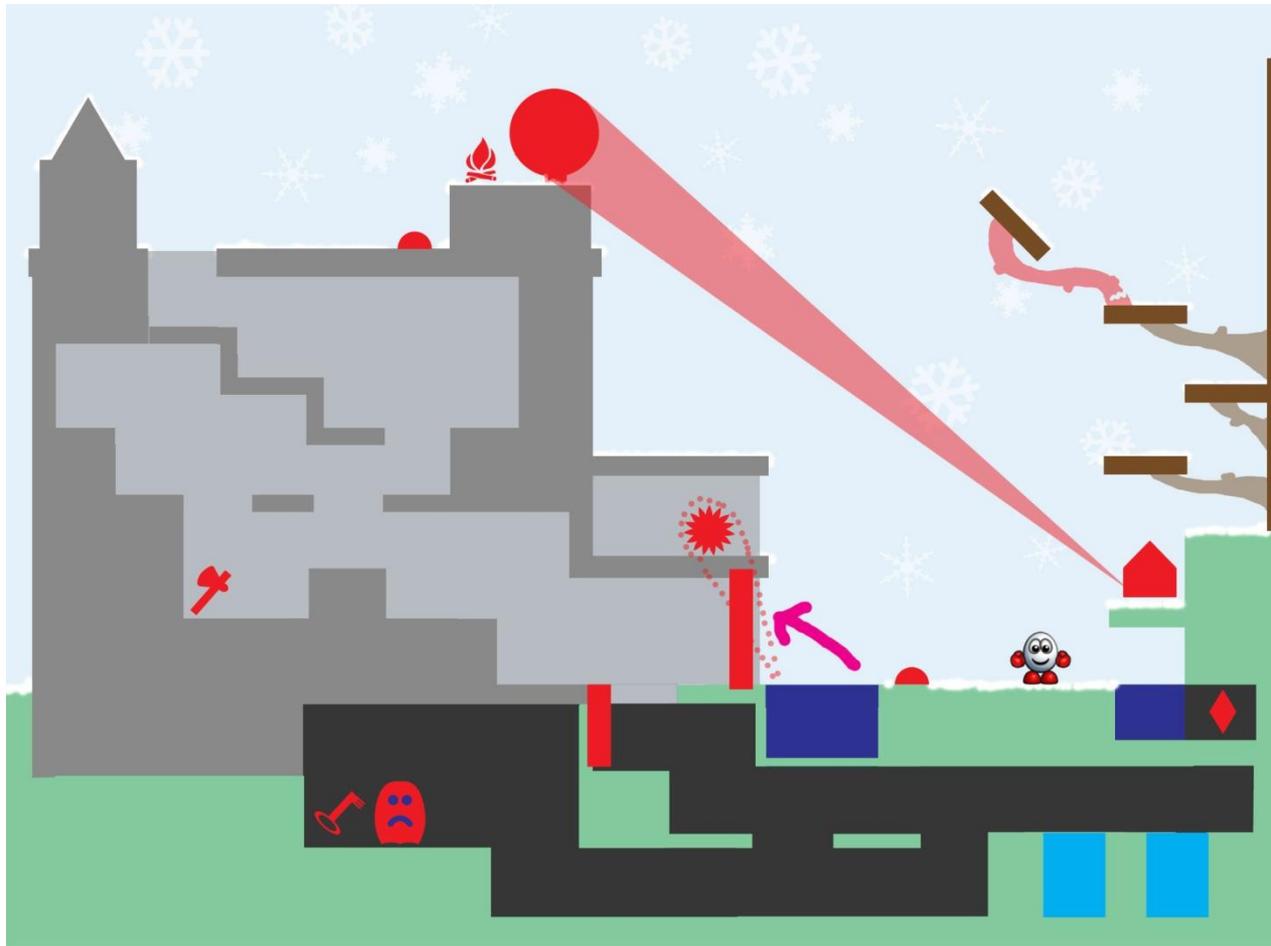
Flawless Ruby is trapped behind block of ice, and beam of light is too high



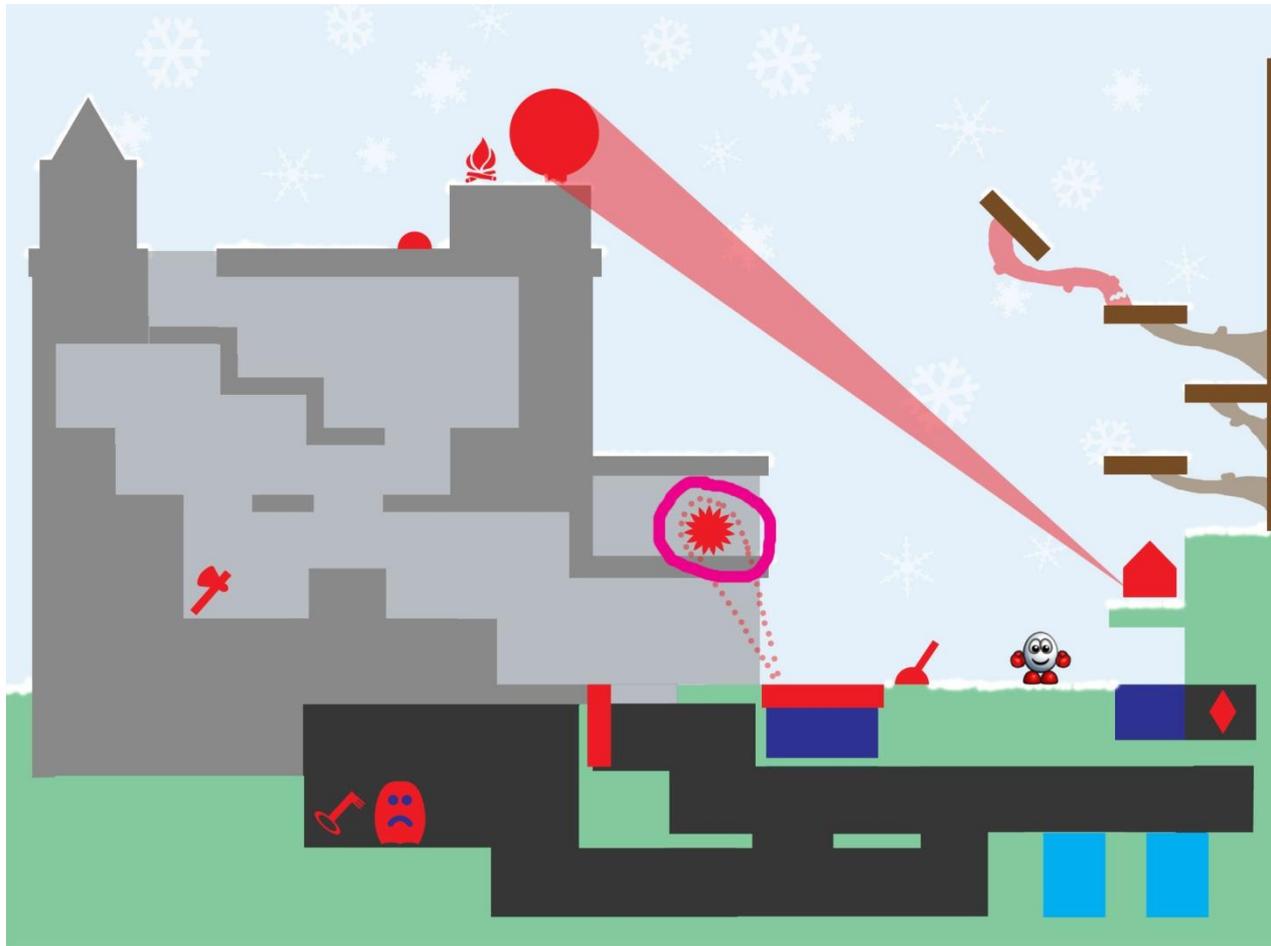
You need the Ornate Lever to adjust the Magnifier's beam



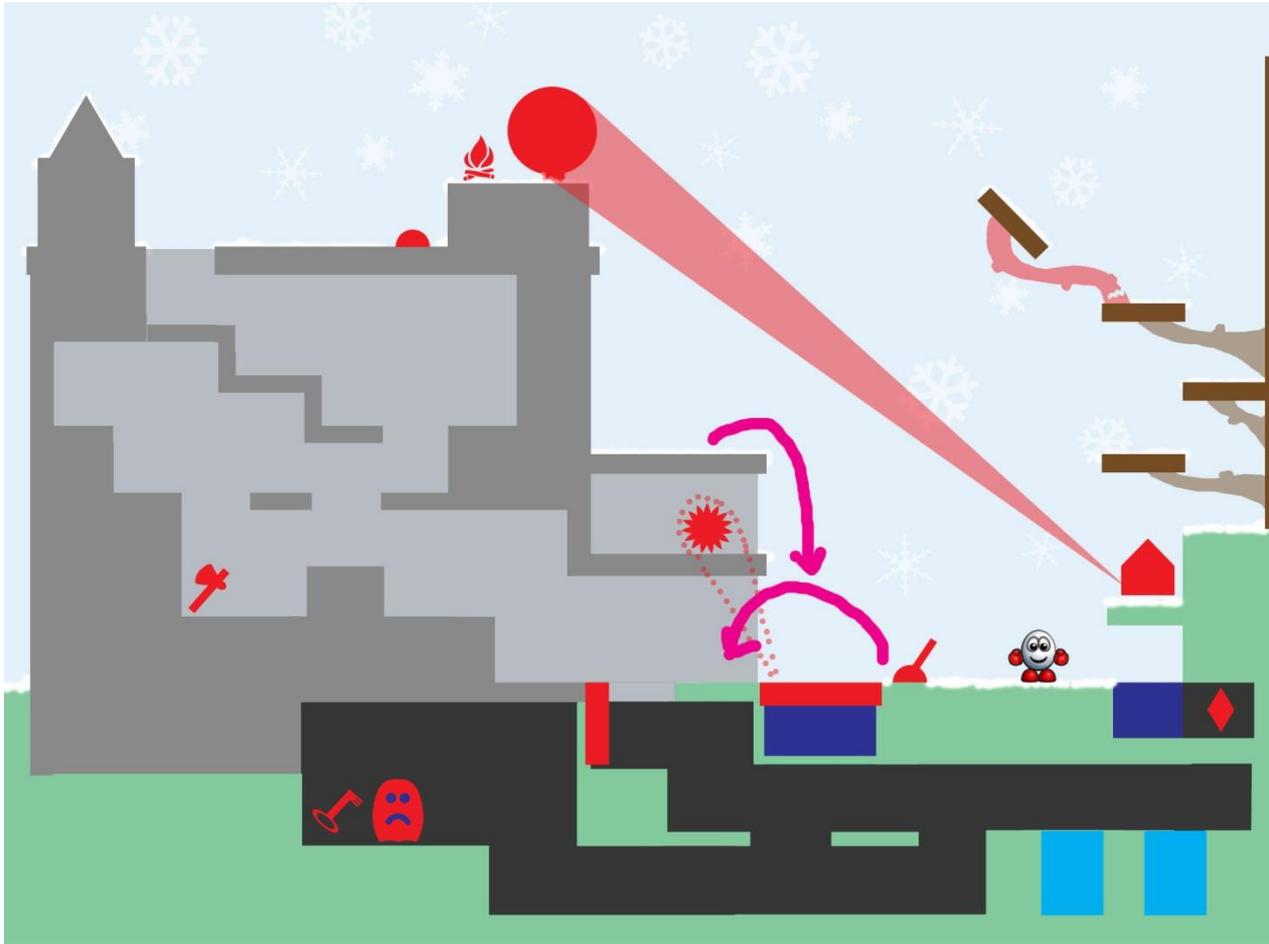
But taking the Lever closes
the Drawbridge



You need to remove the Iron Cog to
disable the Drawbridge

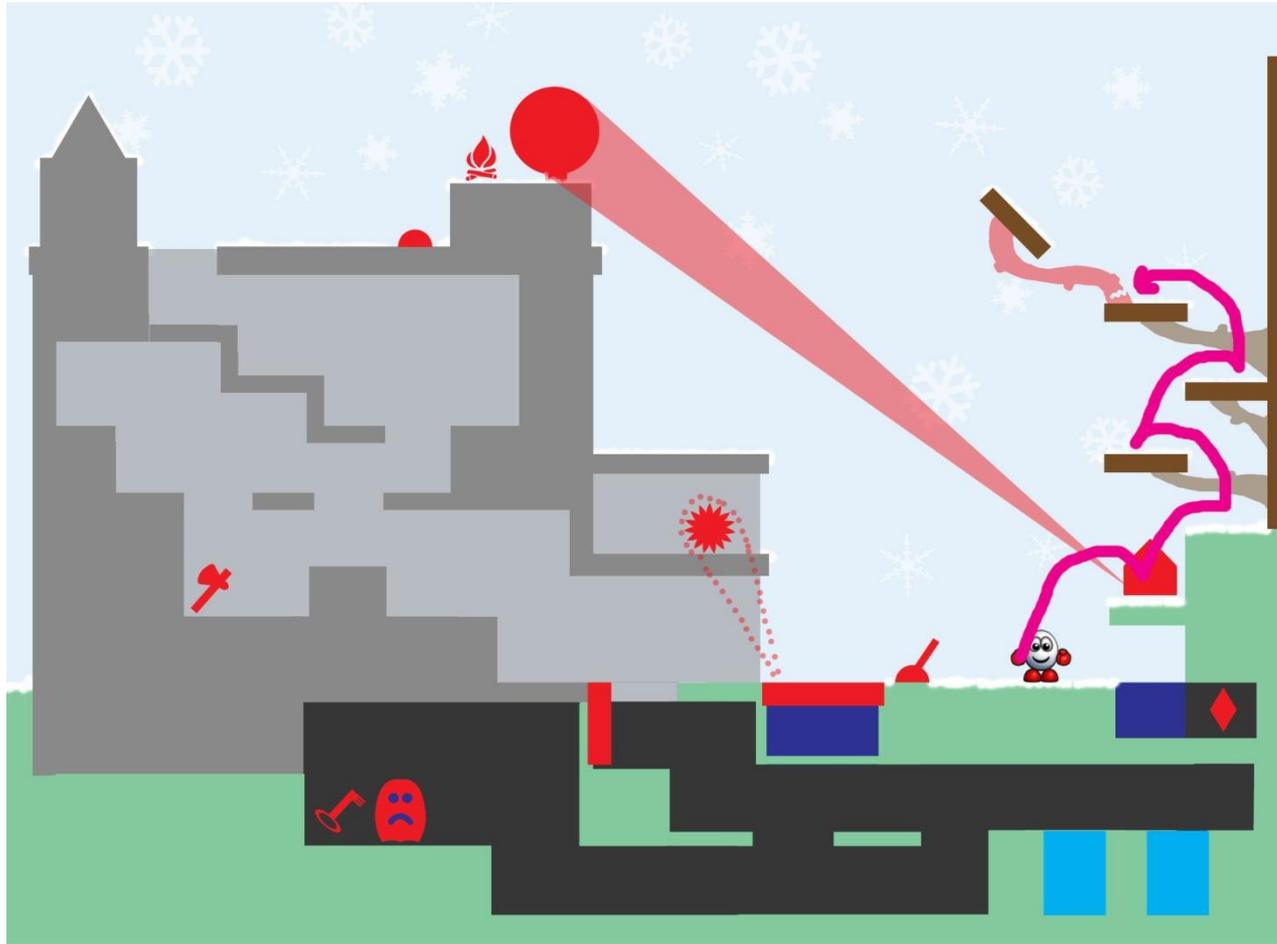


But you can't jump high enough
or drop onto it from above

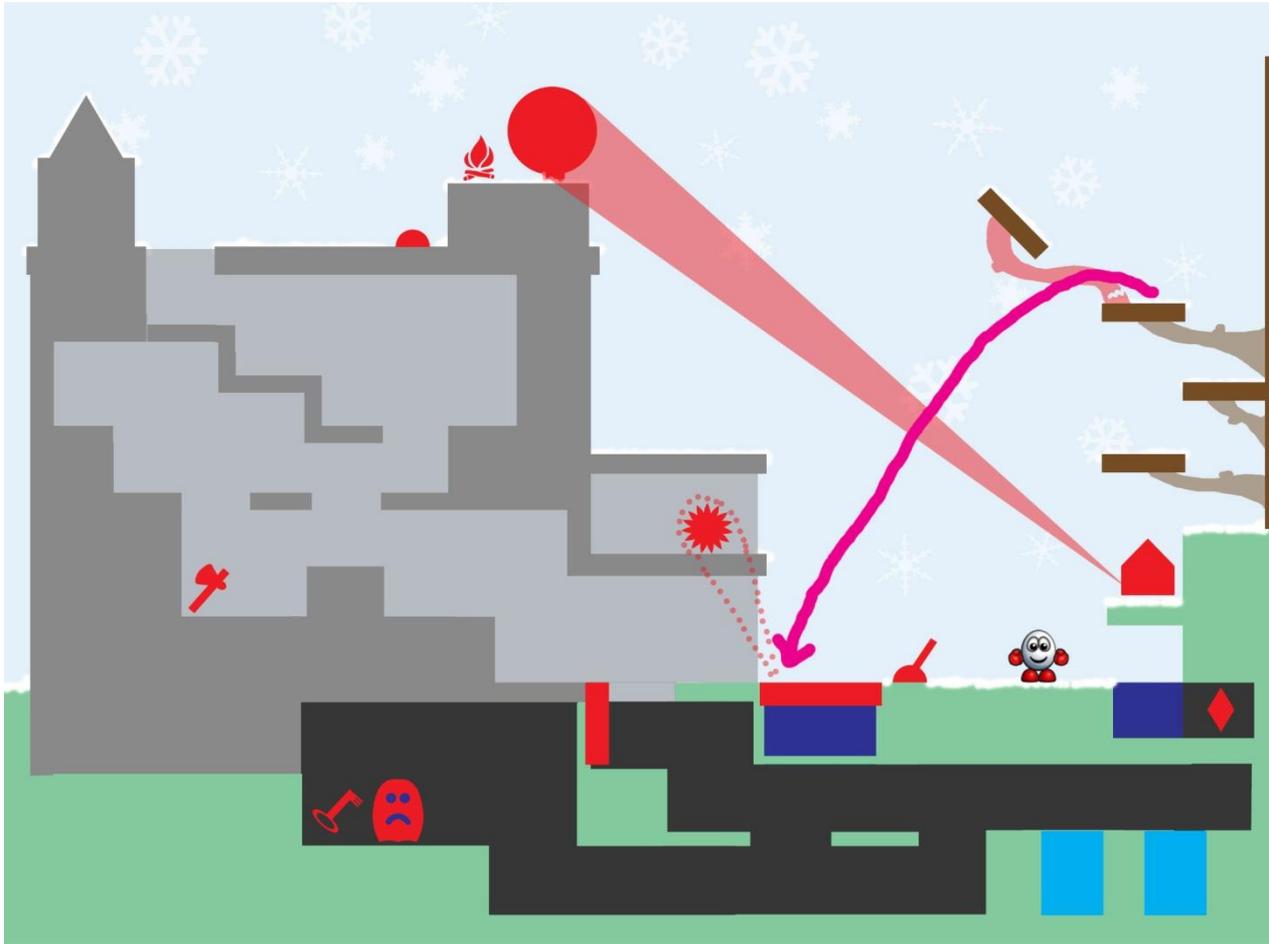


Step 11: Climb up the tree to the Dead Branch

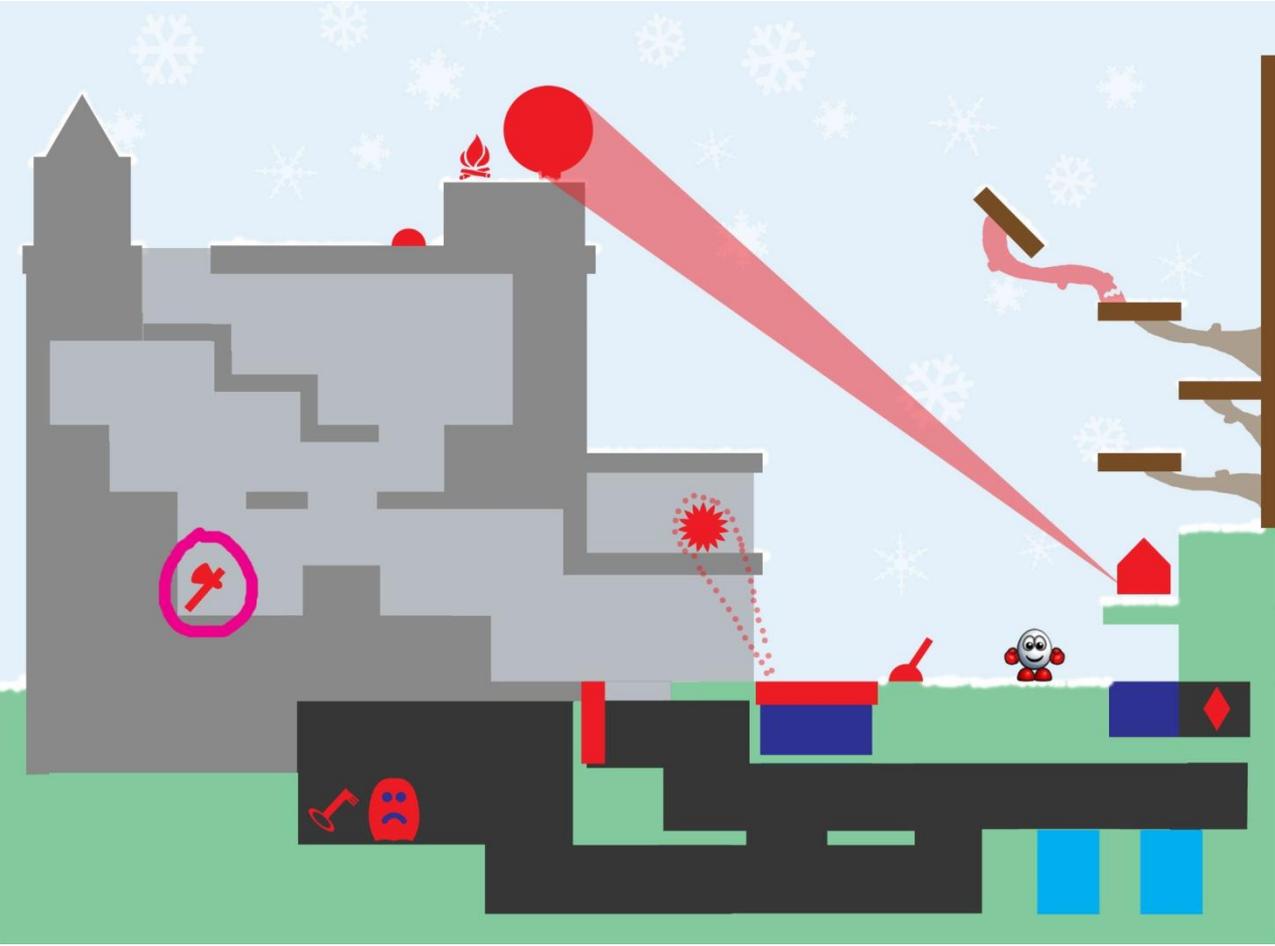
Caption when you start climbing the tree:
'The tree is sleeping'



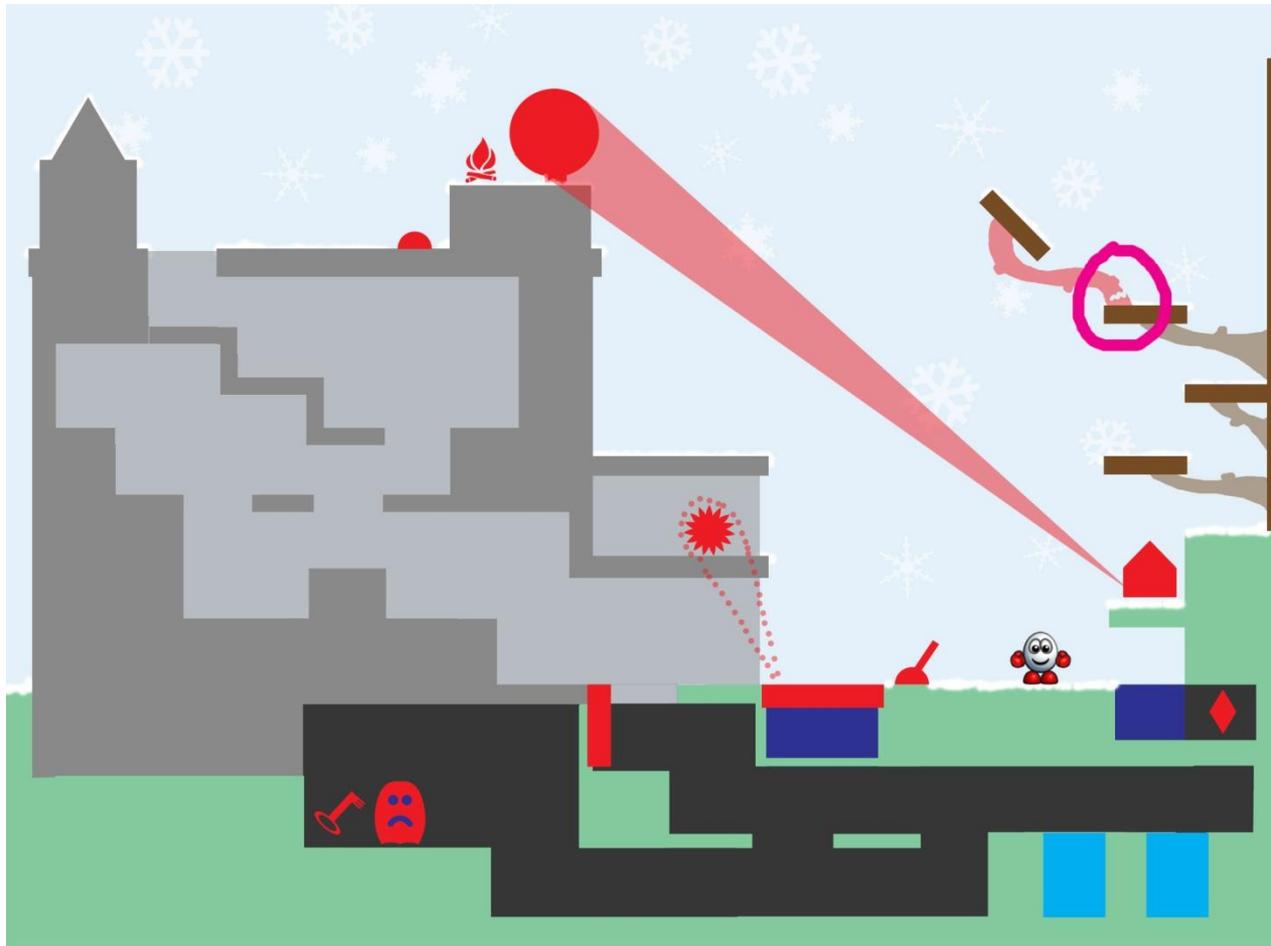
But you still can't jump far enough to reach the Cog



Step 12: Pick up the Woodsman's Axe

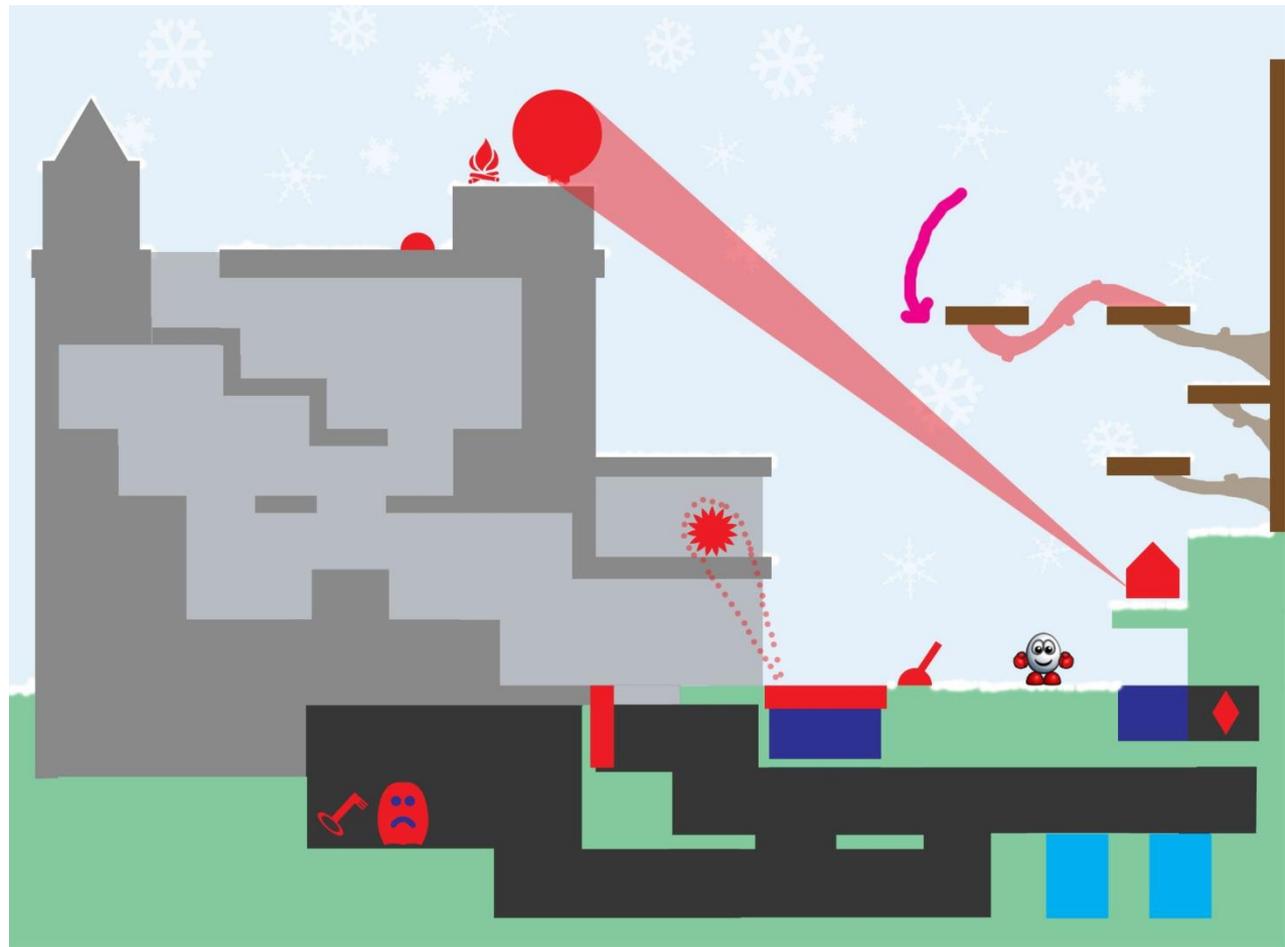


Step 13: Use the Woodsman's Axe on the Dead Branch



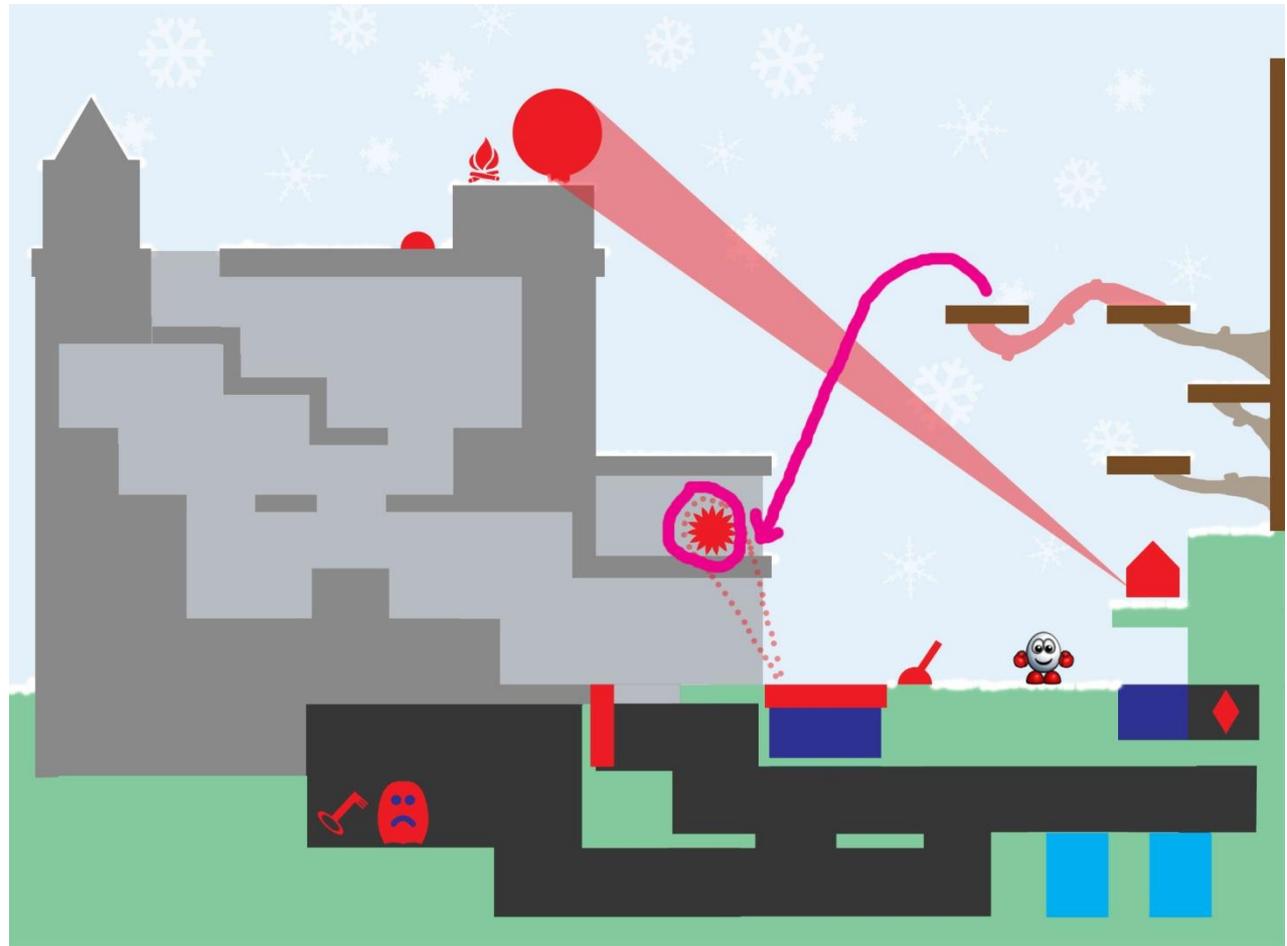
The Dead Branch sags, so you can jump far enough to reach the Cog

Dizzy:
'Sorry about
that Mr. Tree.
Please don't
give me
splinters'

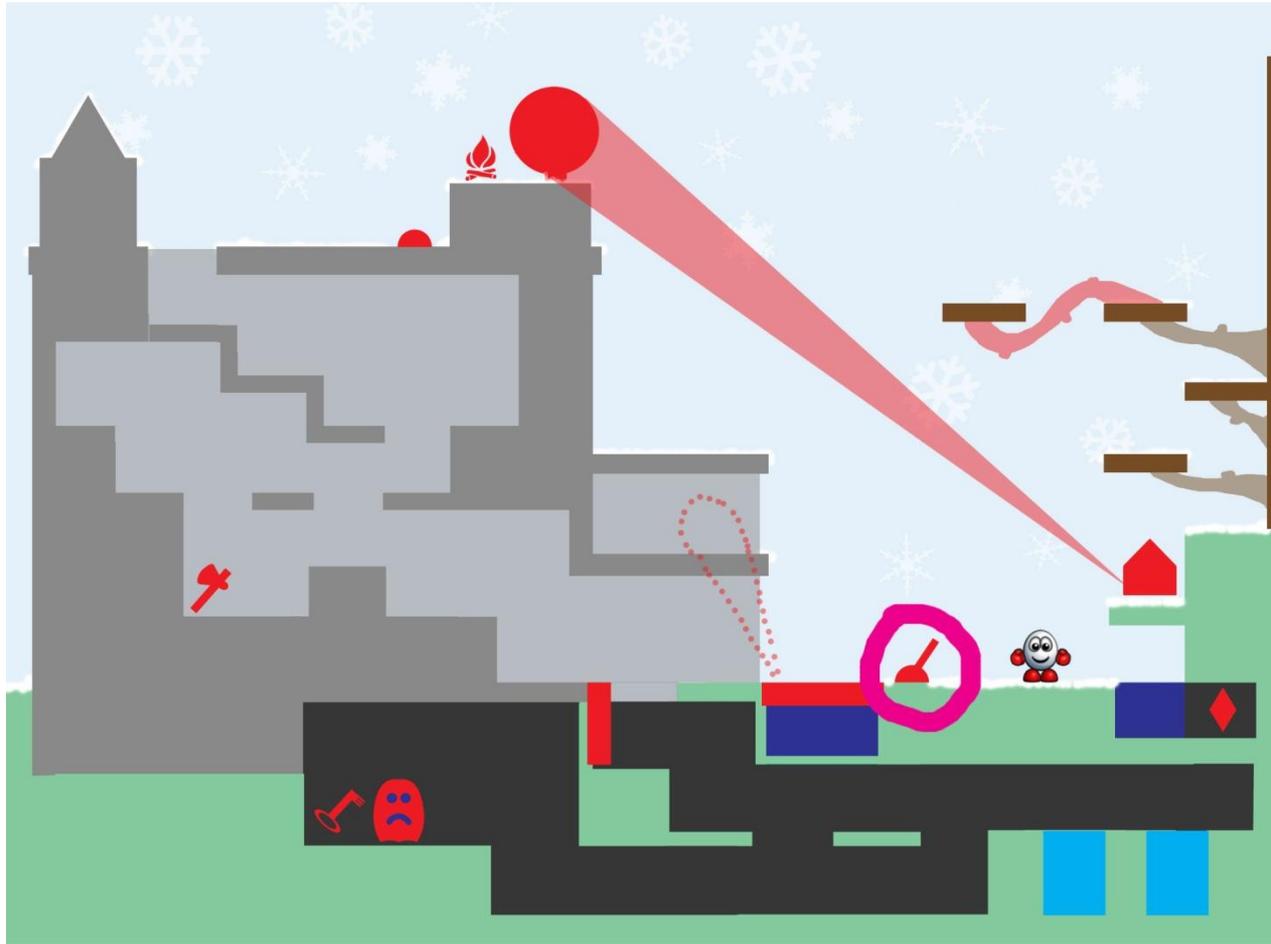


Step 14: Collecting the Cog permanently drops the Drawbridge

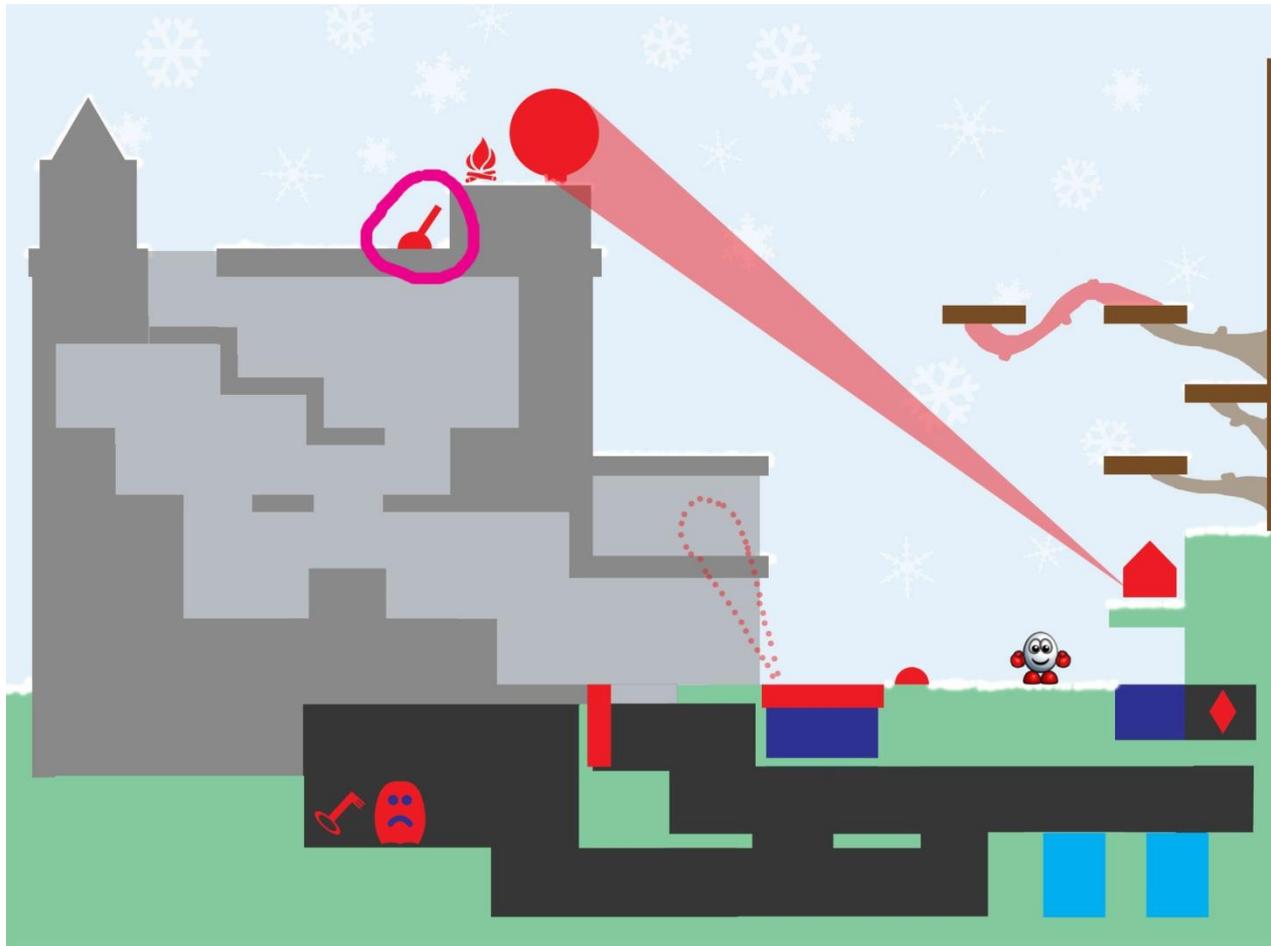
Dizzy:
'The
drawbridge
can't close
without this'



Step 15: Collect the Ornate Lever

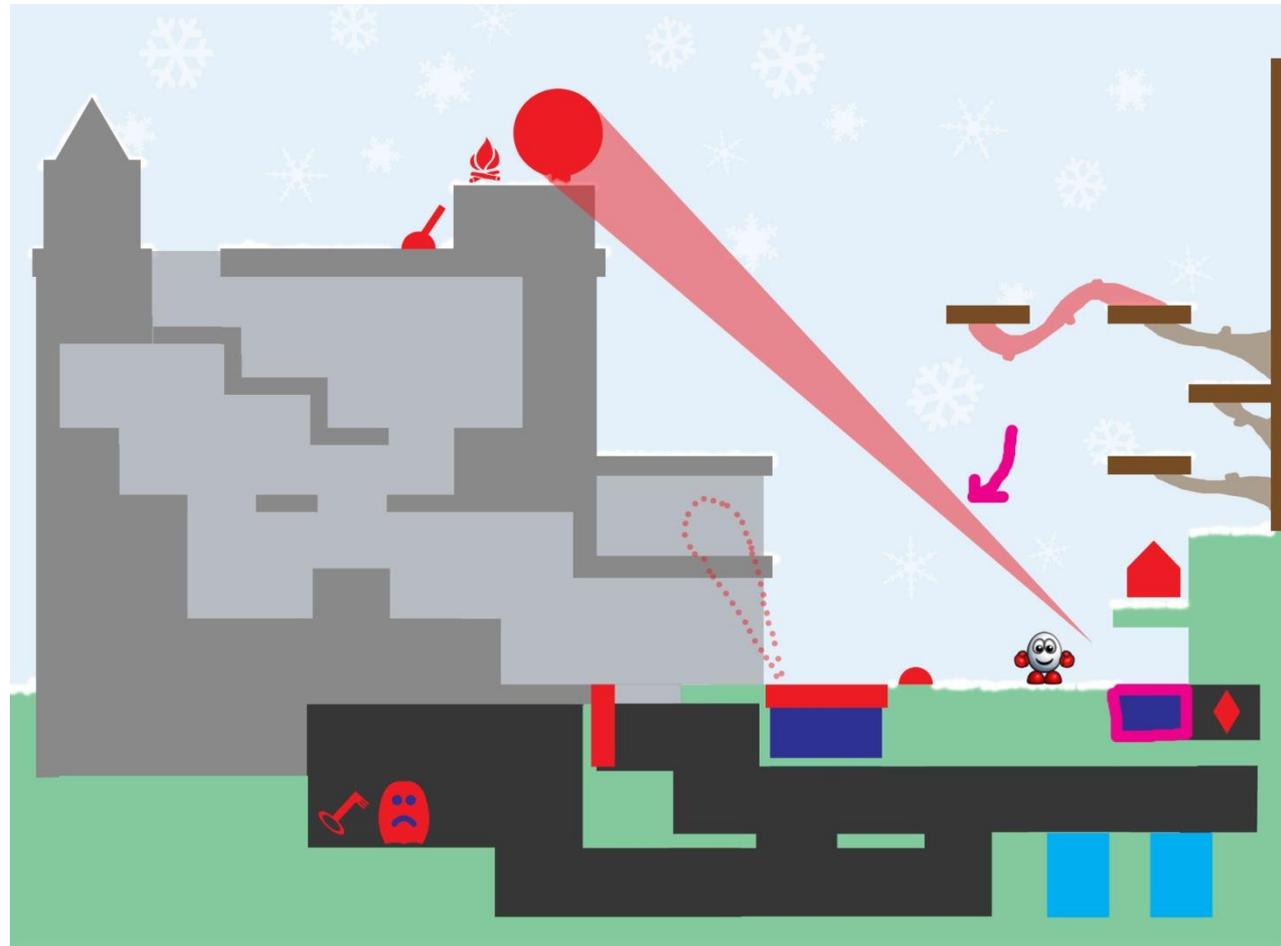


Step 16: Use the Ornate Lever on the Magnifier's controls

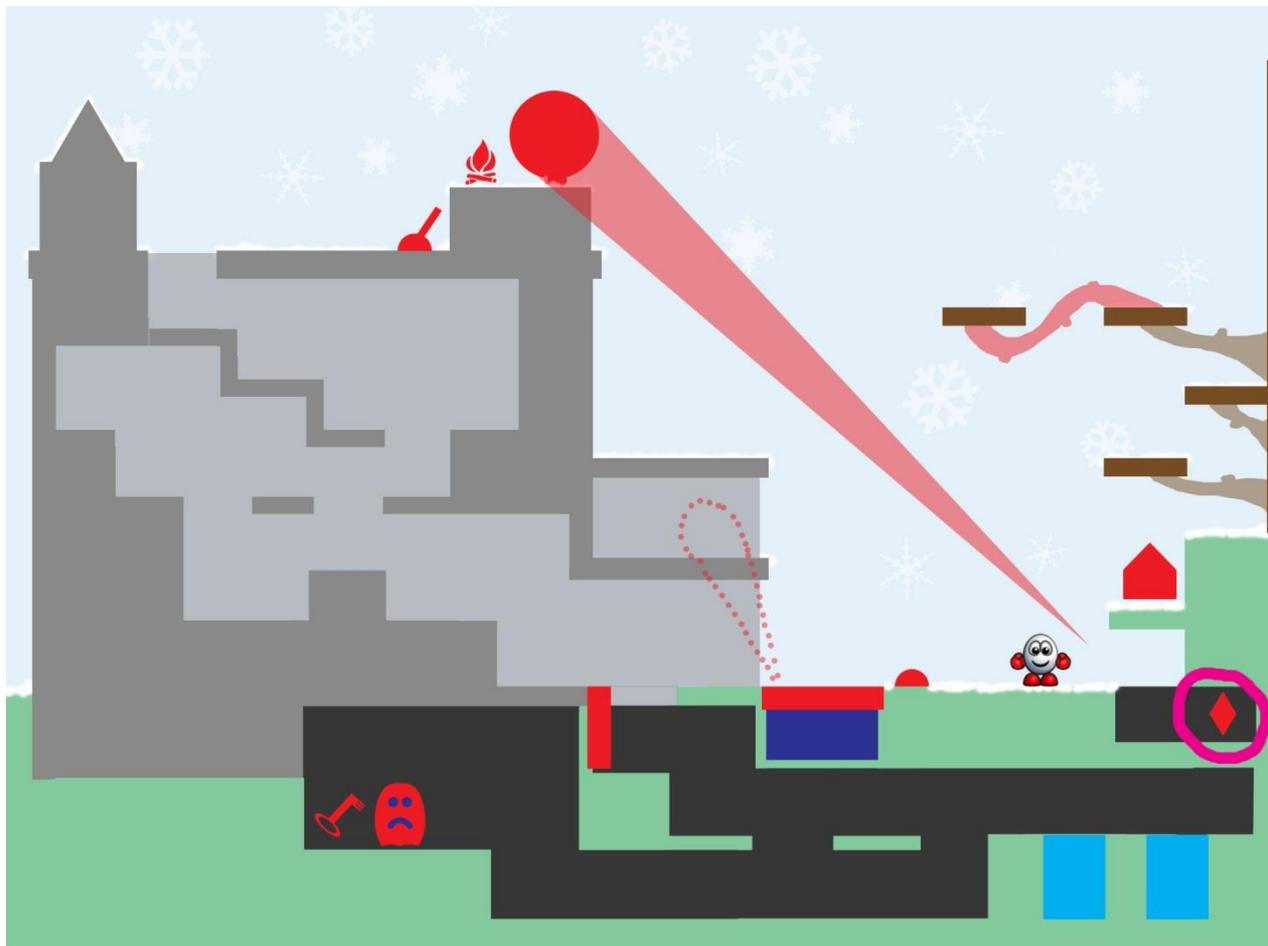


The Huge Magnifier adjusts so the beam hits the lower ice block

Dizzy:
'This thing is really handy. I wonder if I can get one for my hut...'

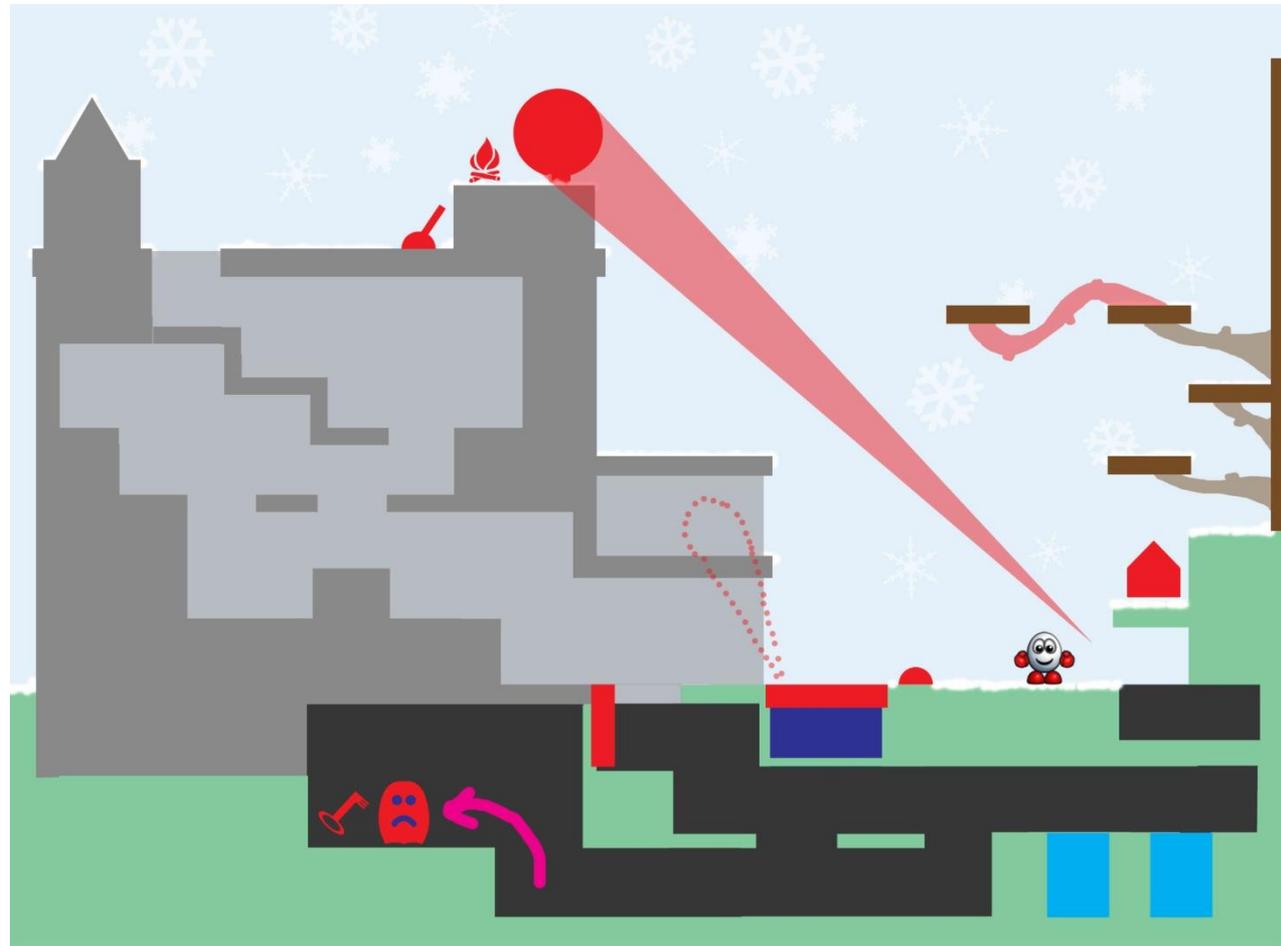


Step 17: Collect The Flawless Ruby



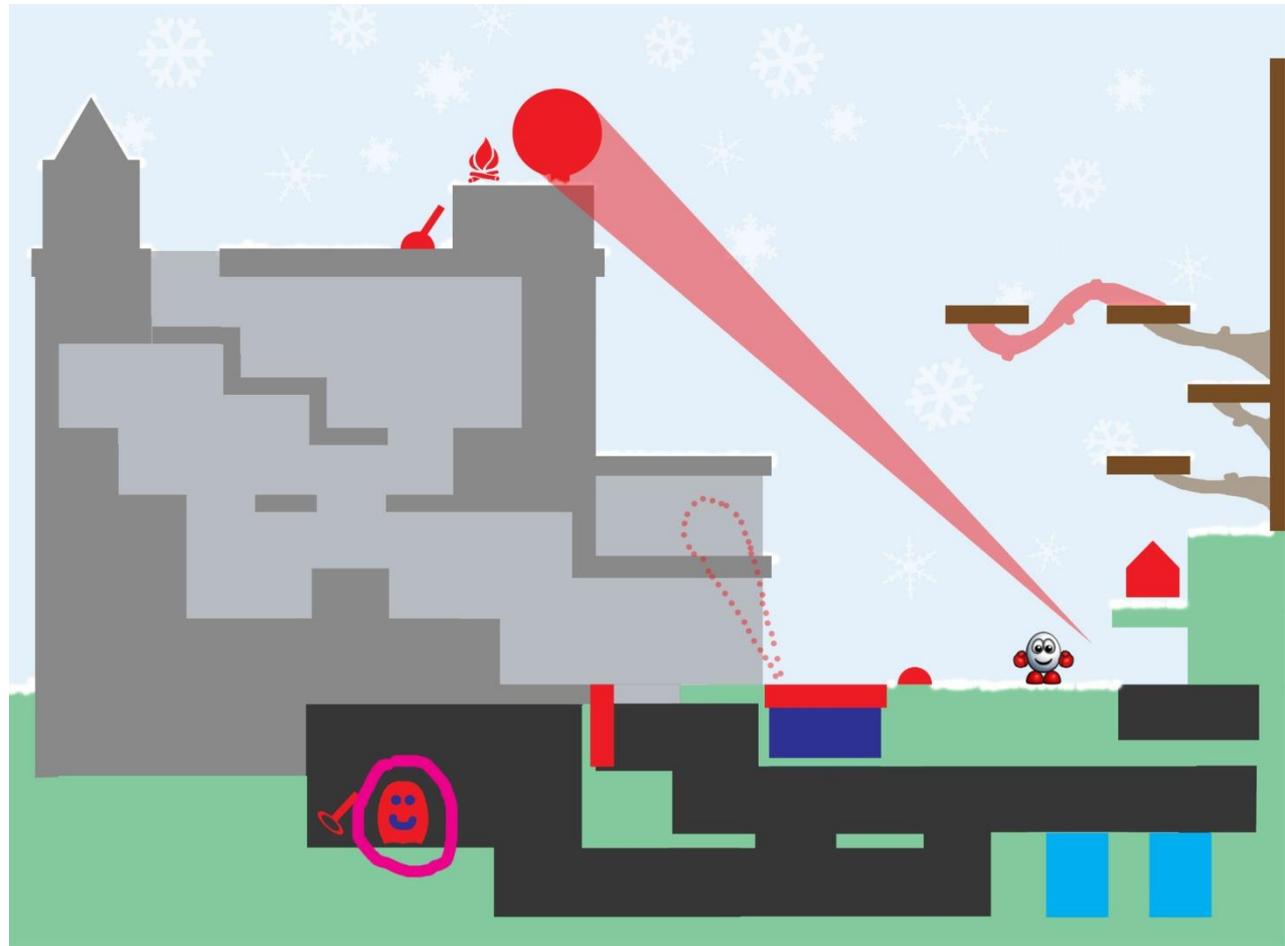
Step 18: Give Flawless Ruby to Greedy Ghost

Ghost:
'More
treasure!
Maybe I
should ask for
more... No,
no, I don't
want to be
greedy'

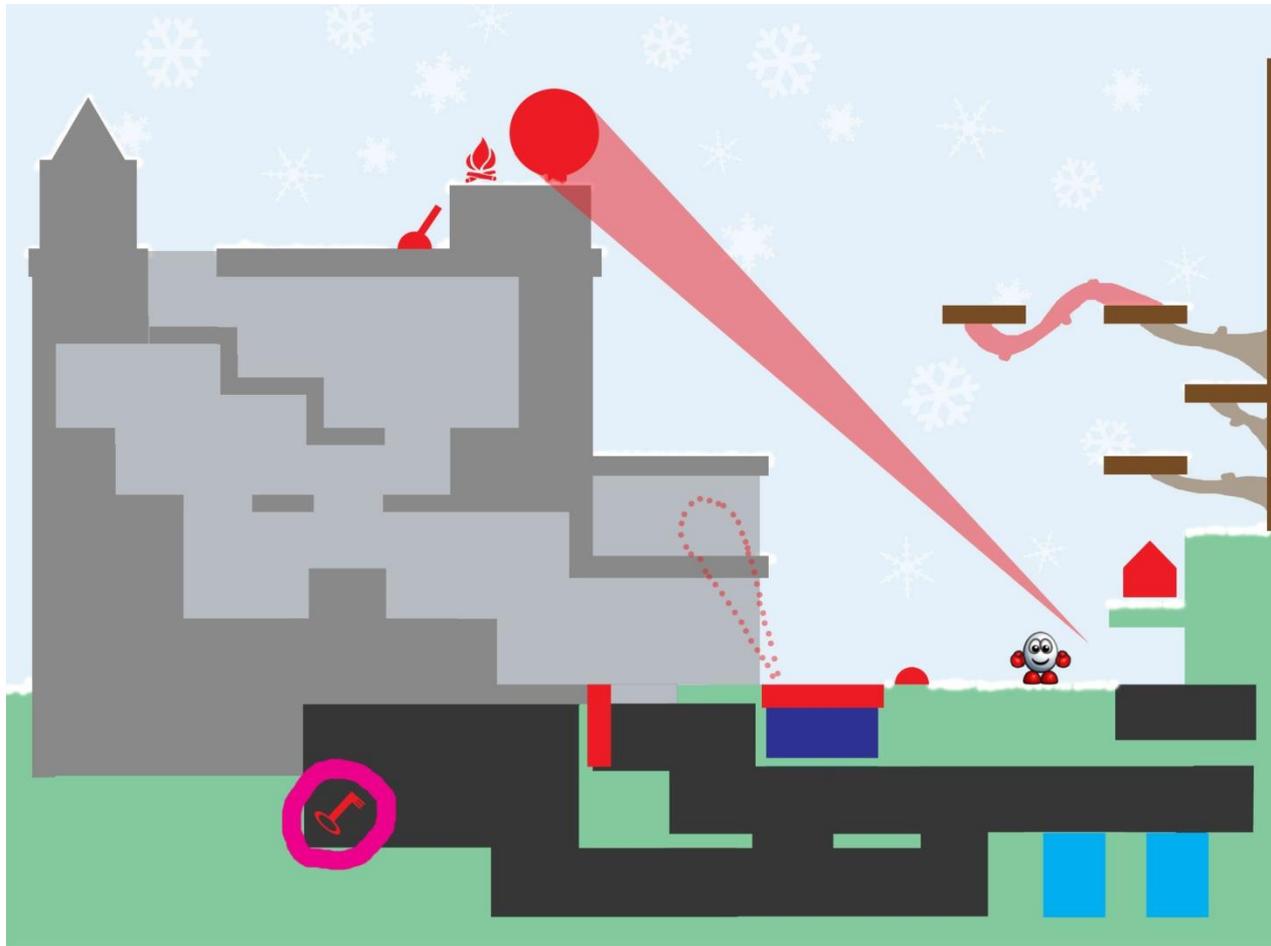


Greedy Ghost vanishes with his new treasure

Ghost:
'These new
treasures are
much shinier
than that
boring old
key. You can
have it if you
want it.'

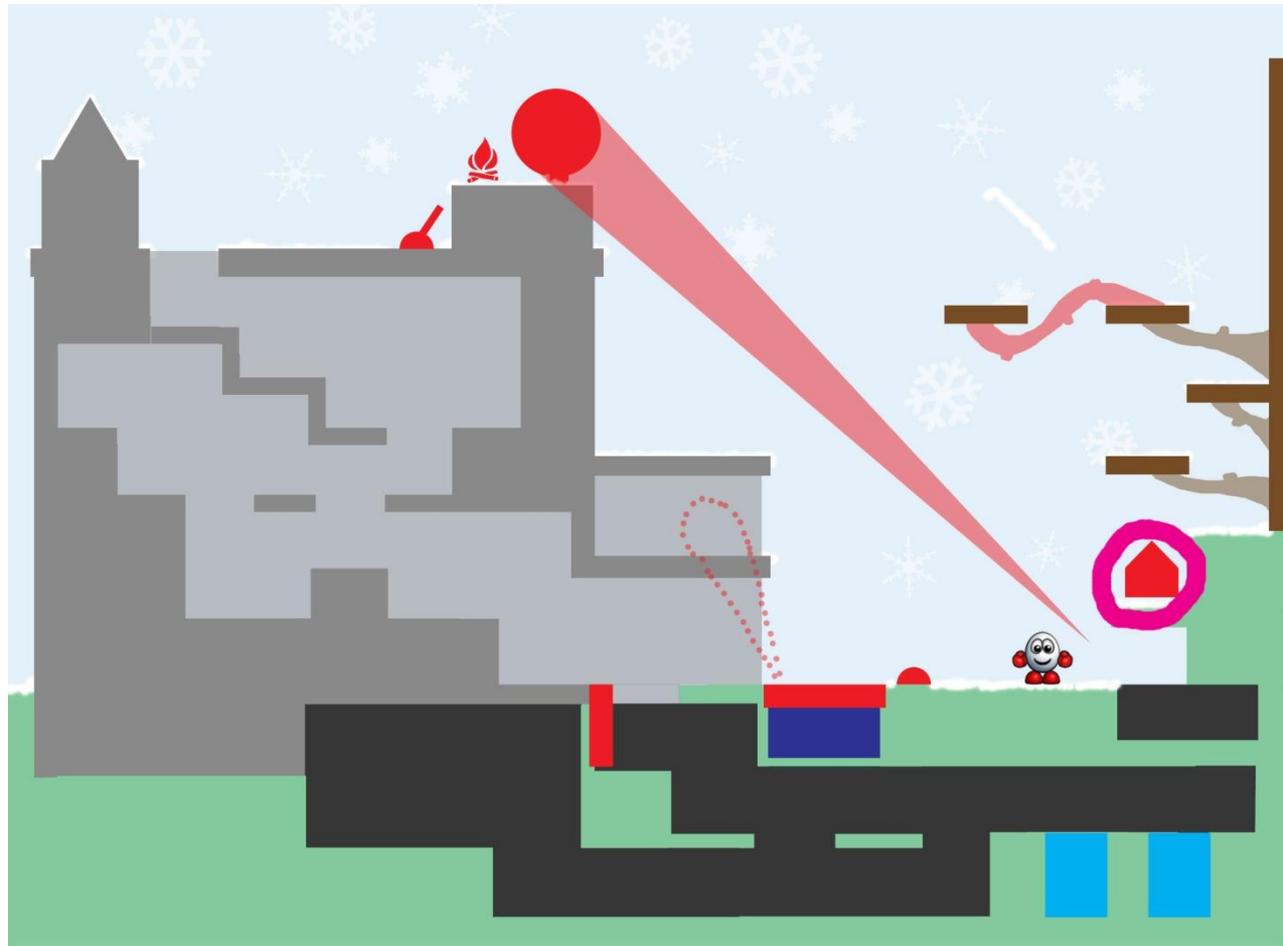


Step 19: Collect the Exit Key



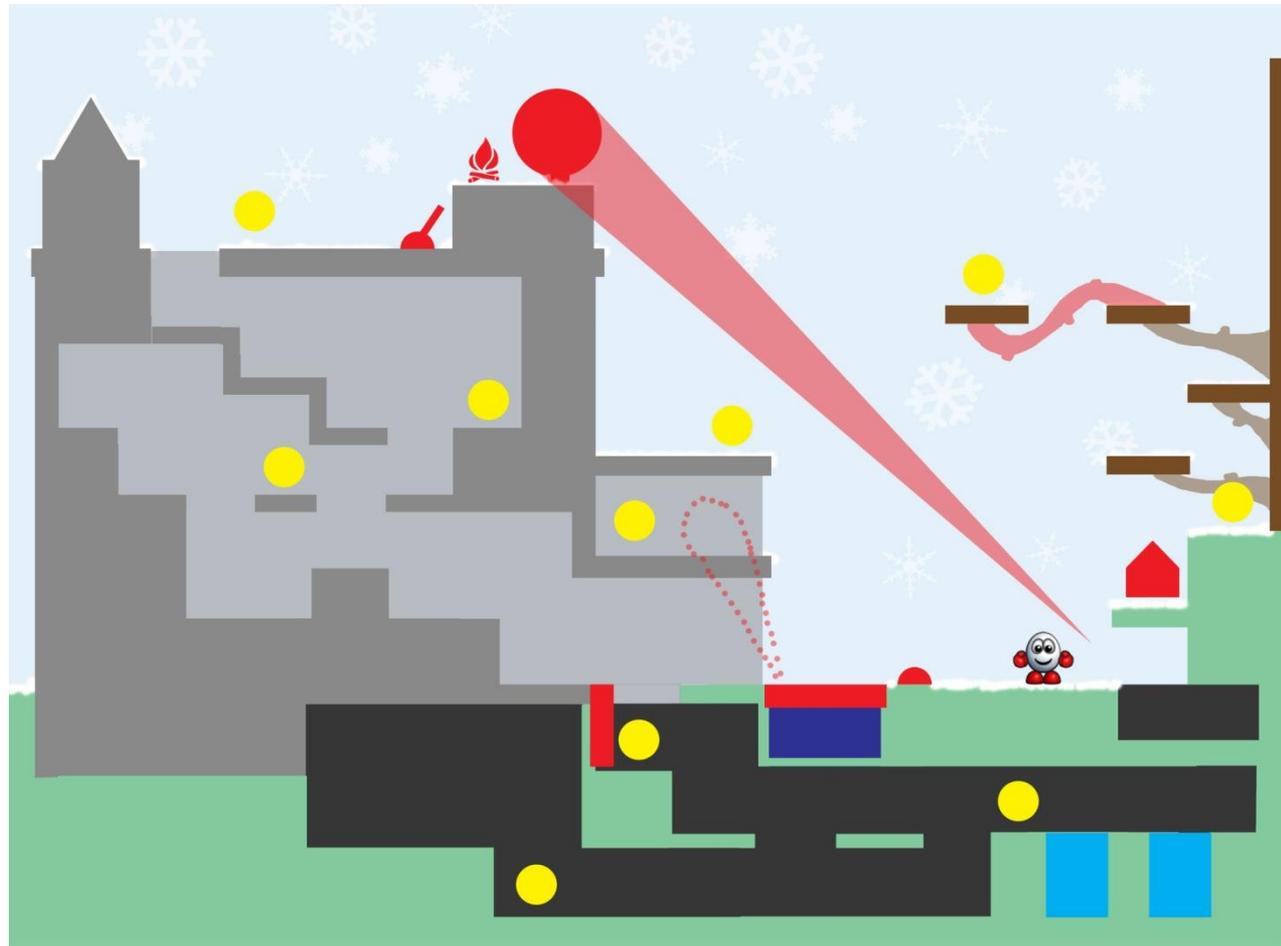
Step 20: Use the Exit Key on the Exit = level complete

Dizzy:
'Time for a
new island.
And hopefully
the next one
will be a bit
warmer!'

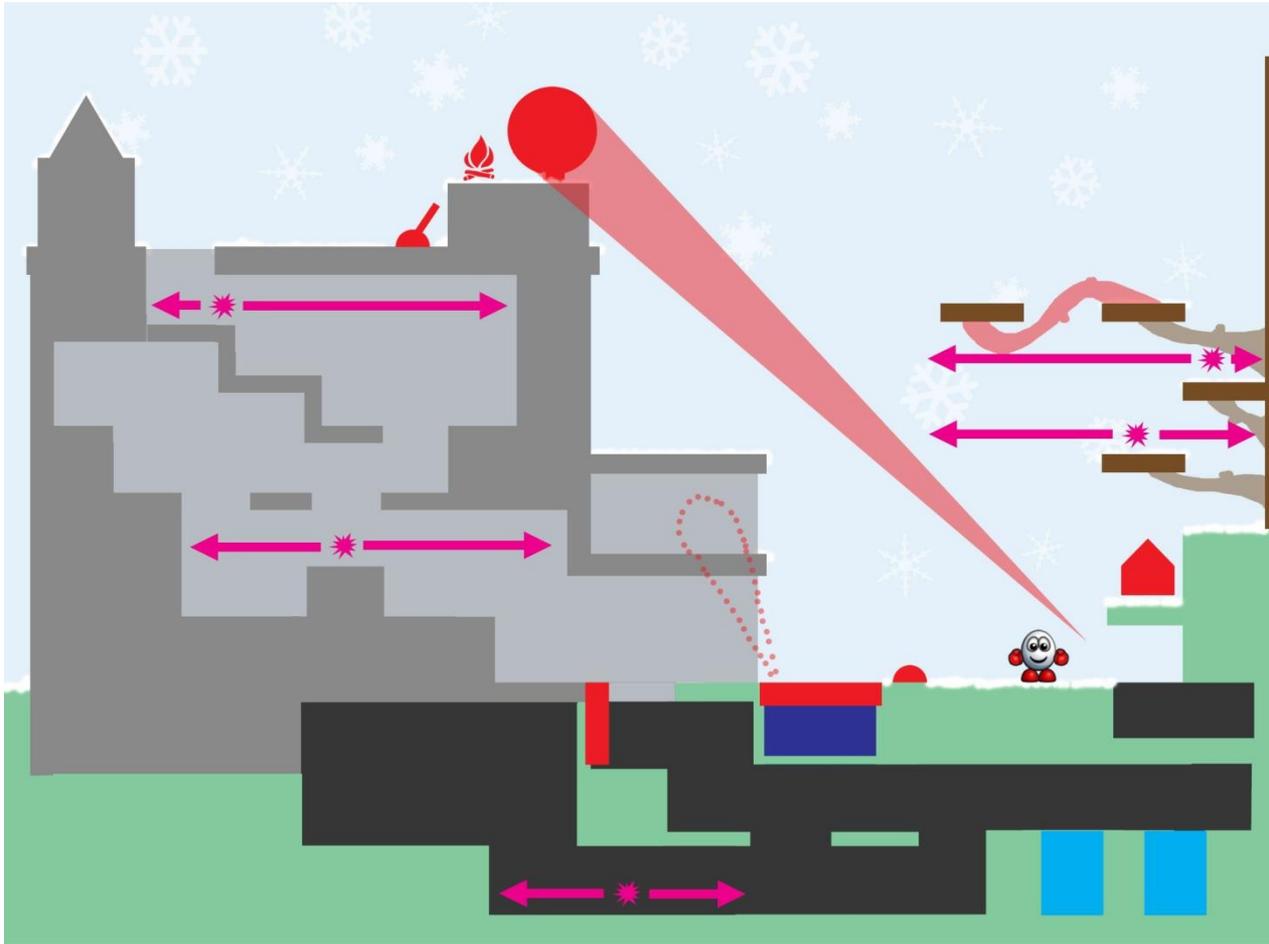


We can also add meta-game Gold Coins to collect

Caption:
'Well
done, you
found a
coin!'



And we can add patrolling enemies to avoid



This level includes:

- A 20 step puzzle packed into just 4 screens
 - (By the way, step 0 was added after seeing it in Treasure Island Dizzy!)
- A simple initial puzzle
 - But then the level opens up with lots of objects
- Non linear choices (collect the treasures or get the cog can be done in any order)
- A level design that's not too far from the original Dizzy that fans are expecting
- Cool, modern graphical effects (falling snow, a glowing ghost, a pool of light around the lantern and a huge glowing beam of light, etc.)
- A 'friendly' NPC that Dizzy can talk to
- Multi-layer and single-layer puzzles
- Precision platforming (and a couple of 'leaps of faith' – very Dizzy!)
- Hazards and enemies
- Voice-over from Dizzy (assuming he's the narrator) and the Ghost, plus captions
- An obvious and immediately visible goal
- Items that can be reused in other levels (even the Magnifier can be reused to evaporate water, dazzle an enemy, light an environment, etc.)
- It references characters (Theodore) from classic Dizzy

And the level works on the following assumptions:

- Dizzy can't change jump direction in mid-air
 - Or double jump
- Scripting can add or hide objects in the world
- Scripting can move or rotate objects in the world
- We have 'things' that Dizzy can walk through (the beam of light)
- The scripting can recognise that something has been collected (the cog) as well as being dropped
- Objects that can be picked up / put down / picked up over and over
 - And that the same object can be used in more than one place (the Ornate Lever)
- Dizzy can only carry one object at a time (we have discussed expanding this later in the game)
- NPCs can block Dizzy's movement
- That the player can zoom the view in / out (not critical, but it will make the level much easier)
- We can have enemies
- Hazards and enemies 'kill' Dizzy (currently this might place him back at the level start and put anything he was carrying back in its initial place, but won't reset the level or undo any progress)
- We have coins to collect (currently these are used to buy puzzle hints)
- We want to include precision platforming (as fans will be expecting it)
- That water kills Dizzy (although we can just replace the water with slime / lava)