

Personal Water Craft Race

Components:

Pepper

The player will be in control of Pepper's Jet Bike. The player will not be in control during in-game cut scenes, that is, when the Jet Bike comes on screen at the start.

Brickster

The Brickster will be placed at a certain point on the map. Once the player reaches a point within the Brickster's radius, the Brickster will start following waypoints. These waypoints tell the sprite where to 'drive'. The waypoints enable a degree of control of the Brickster, including swerving, driving into stationary objects (i.e. stopped boats, piers) and in-game set pieces, for example, a particular Jet Bike would be in the path of the Brickster and a certain event would happen.

Henchmen

- Boxes/Crates droppers

The 'Boxes/Crate droppers' are positioned at certain points on the level, their main aim is to ram Pepper's Jet Bike or to ride in front of the player's Jet Bike and drop a box/crate. They can do either of these objectives, an amount of times before driving off screen. Their main task is to slow down Pepper.

- Other henchmen

The other henchmen will follow waypoints to do certain events, for example block the waterway so that Pepper needs to ride around them. These henchmen will have as much control as the Brickster.

AI Jet Bikes

The AI Jet Bikes/Boats make up the rest of the traffic on the waterway. When the player/henchmen/Brickster hits an AI Jet Bike, they will be stunned for an amount of time and then resume their particular journey.

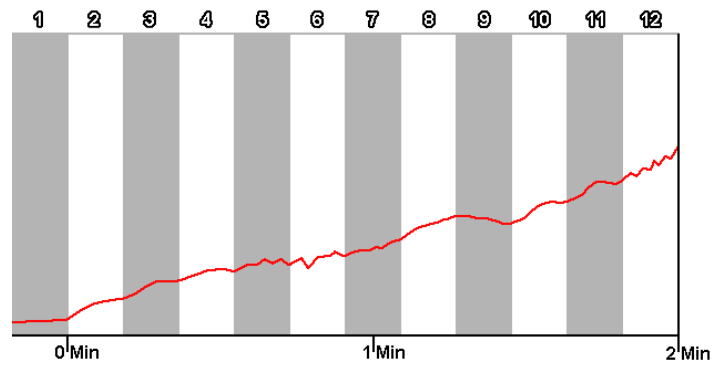
Rocks/Debris/Stationary Boats

Rocks/Debris/Stationary Boats are used to simply block a particular lane forcing the player to drive around. Hitting a lane Rocks/Debris/Stationary Boats will be like hitting a normal collision wall.

Turbo's

The player can collect up to three turbos, which will be placed on the water to pick up. The player can not collect more than three even if they ride over another turbo. At any point, the player can choose to use a turbo by pressing R shoulder button. This means that the use of such turbos may require strategy from the player.

Personal Water Craft Race Level One - Amateur Level



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| 1. | <p>1. The Jet Bike will ride on to the screen, readying into position.</p> <p>2. The Infomaniac explains that the Brickster is some distance away but will be at a junction within a time period.</p> <p>3. The time counts down starting at that time. This gives the player something to aim for.</p> <p>4. They may not know where the junction is but they know how long they have to get there.</p> |
| 2. | <p>5. The player will then gain control of the Jet Bike.</p> <p>6. The first level starts off as a gentle introduction to the game.</p> <p>7. The player will have just the Jet Bike on a wide waterway.</p> <p>8. The waterway will be straight.</p> <p>9. This starts out like this so that the player can begin to learn about the handling of the Jet Bike.</p> |
| 3. | <p>10. The first corner may throw the player and they might slide out, so wider waterways are used to help the player while they adjust.</p> |
| 4. | <p>11. The next corner and proceeding corners after, the player will have learned that it may be useful to brake or slow down to take a corner.</p> |
| 5. | <p>12. These following corners may be as wide, so that if the player doesn't slow down, they will slide out into the grass/sand bank.</p> |
| 6. | <p>13. There are various angles of corners, so each time a new angle is introduced, wider waterways will be used.</p> |
| 7. | <p>14. As the player progresses, the traffic/obstacles will build up.</p> <p>15. This will require the player to navigate through the traffic/obstacles. Including a point where the Player Jumps over a road using a water ramp.</p> |
| 8. | <p>16. The waterway will get thinner at points, constricting the amount of space the player can use.</p> |
| 9. | <p>17. After a duration of time, the player should be comfortable with the handling of the Jet Bike, getting used to corners and dealing with traffic/obstacles.</p> |
| 10. | <p>18. At this point, the Brickster's henchmen should start hassling the player.</p> <p>19. At first, a knock on Pepper's Jet Bike will hopefully catch the player off guard.</p> |
| 11. | <p>20. Subsequent Floating Bricks/Crates and henchmen ramming the player's Jet Bike will follow as the player reaches the point where the Brickster is waiting.</p> |
| 12. | <p>21. The duration of the level is basically following the Brickster trying to ram his Jet Bike so that it loses power.</p> <p>22. The Brickster will be following waypoints.</p> <p>23. A power bar will display how much the player has affected the Brickster's Jet Bike and when it reaches zero, Pepper has won.</p> |