Subquest Game mechanics.

Nearly every subquest will need some sort of mechanic setting up. Elements like time limits, checkpoints, failures and such need to be addressed.

Can the quest be failed?

Should there be a time limit for the quest?

Can the quest be left open until finished?

Does the quest have to be finished?

Title	[Quest Title]
HUD Type	[Define list of HUD items]
Controls	[Define list of available controls] I.E Skate race ill only have the skate controller enabled, to prevent the player from attempting to walk or drive a vehicle.
During Speech	[Confirmation Speeches] Example: When Pepper delivers a pizza to someone during Crazy Pizza then they will confirm the delivery with "Hmm Pizza" or something to that effect.
Score System	[Define how the scoring works]
Timer	[Define how the timer works] I.E. Pepper receives a time bonus when a script is successfully delivered this is added to his total time.
Checkpoints	[Define if the quest uses checkpoints] i.e. Race markers or delivery spots.
Opponent	[Define the action of the opponent]
Route	[Draw out a route plan or route locations]
Game Win	[Define how the game is won] If Pepper delivers all scripts then Game Win. No such state for Crazy pizza as this could carry on forever.
Game Fail	[Define How the game can be failed]

Script Swap

One of the four delivery games, which is based on a timer.

The quest is opened when Pepper speaks to Ed Mail.

Once the quest has been accepted, Pepper is given instructions to the game by Ed Mail.

Script Swap is now initialised.
The HUD is updated to reveal a timer, score, Arrow on the Holo-Watch.
Note: The scripts must be delivered in a set sequential order. The player cannot be allowed to choose the order of delivery.

Note: If Pepper fails to deliver all the scripts he is automatically returned to Ed Mail by the harbour and if he wants another go he will have to go through a shorter version of the cut scene again.

Game Mechanics	The game mechanics for the delivery games is always the same. The HUD will have an arrow or will show the infomaniac to show which way Pepper is to go. There will be a timer counting down showing Pepper how much time he has left for that delivery. There will be a score at the end of the delivery rather then a score which counts down as the game progresses. There will be a text message telling Pepper the name of the next recipient. There may also be the players best score for that delivery if this is at least the second time that he has done it. This will give the player something to aim for each time they play.

Pepper is rewarded with a score every time he delivers a letter. The reward will be dependent on the time. The time will be what the player can aim for.

Pizza Machine

Game Mechanics	The game mechanics for the delivery games is always the same. The HUD will have an arrow to show which way Pepper is to go. There will be a timer counting down showing Pepper how much time he has left for that delivery. There will be a score at the end of the delivery rather than a score which counts down as the game progresses. There will be a text message telling Pepper the next recipient. There may also be the players best. This will give the player something to aim for each time they play.

Skate Challenge Mechanics

Course Mechanics	
	Set up When Pepper accepts the challenge, the screen fades to black. Bony Hawks and Pepper appear in their start position, ready to take on the challenge. **Start** The player receives a 3,2,1 count in before setting off. Bony Hawks begins to skate forward, easing Pepper into the game will some simple straight runs. As Bony skates, he leaves a light particle stream behind him, to give Pepper a guideline through the course. **Failing** The course is failed when Pepper has performed too many mistakes (Anything that slows Pepper down, and looses sight of Bony hawks): Going too slow Hitting too many obstacles Failing to perform tricks. **Finishing** The course is complete when Bony Hawks stops his skating. He will end on a nice slide, which Pepper will mimic in the short ending cutscene.

Course Mechanics	
	Set up When Pepper accepts the challenge, the screen fades to black. Bony Hawks and Pepper appear in their start position, ready to take on the challenge. **Start** The player receives a 3,2,1 count in before setting off. Bony Hawks begins to skate forward, easing Pepper into the game will some simple straight runs. As Bony skates, he leaves a light particle stream behind him, to give Pepper a guideline through the course. **Failing** The course is failed when Pepper has performed too many mistakes (Anything that slows Pepper down, and looses sight of Bony hawks): Going too slow Hitting too many obstacles Failing to perform tricks. **Finishing** The course is complete when Bony Hawks stops his skating. He will end on a nice slide, which Pepper will mimic in the short ending cutscene.

Course Mechanics	
	Set up When Pepper accepts the challenge, the screen fades to black. Animal Chin and Pepper appear in their start position, ready to take on the challenge. **Start** The player receives a 3,2,1 count in before setting off. Animal Chin begins to skate forward, easing Pepper into the game will some simple straight runs. As Animal skates, he leaves a light particle stream behind him, to give Pepper a guideline through the course. **Failing** The course is failed when Pepper has performed too many mistakes (Anything that slows Pepper down, and looses sight of Animal Chin): Going too slow Hitting too many obstacles Failing to perform tricks. **Finishing** The course is complete when Animal Chin stops his skating. He will end on a nice slide, which Pepper will mimic in the short ending cutscene.

Skate Races

Course Mechanics	
	Set up When Pepper accepts the challenge, the screen fades to black. Bony Hawks and Pepper stand on the start line at the top of Space Mountain. Technician Bob stands to the left with a starting flag. **Start** The player receives a 3,2,1 count in from Technician Bob, before setting off. **Overtaking** When Pepper and Bony Hawks overtake each other, the will shout out in excitement. **Not Winning** Pepper will not win the race if Bony Hawks crosses the finish line first. . **Finishing** The course is complete when Pepper crosses the finish line at the base of Space Mountain. This then goes straight into the End Cutscene.

Car Race

Story	The camera pans out and the view has now changed to Pepper and Rhodda each in a car with a countdown in the middle of the screen. 3…2…1…Go!
	At this point the challenge takes place. The two characters race to the given destination.
	There are two alternatives to the race outcome:
	Alternative 1. If Pepper is first to the given destination then he will wait for Rhodda Hogg to arrive. The car will be taken away from the players control. Once Rhodda Hogg arrives a cut scene is run.
	Alternagive 2. If Pepper is second to the given destination the cut scene plays as soon as he arrives. (Or if Pepper does his own thing, exploring etc and is timed out.)
	Both alternatives run a cutscene at the end of the race. Both cut scenes show Pepper and Rhodda standing together outside Rhodda Hogg's house.
Start Cutscene	Alternative 1:
	Rhodda Hogg: Well done Pepper. That sure was some fancy driving. Maybe you want to test your skill against Studz!
	Pepper: No problem Rhodda…thanks for the race.
	Player can now have control of Pepper, he can do another Challenge straight away. He must return to Rhoddas House to reinitiate the challenge. Once out of view Rhodda will be moved to her house automatically.
Start Cutscene	Alternative 2:
	Rhodda Hog: I might have won Pepper but you sure are a great driver.
	Pepper: Thanks Rhodda…I will try hard to beat you next time.
	Player can now have control of Pepper, he can do another Challenge straight away. He must return to Rhoddas House to reinitiate the challenge. Once out of view Rhodda will be moved to her house automatically.
Story	Once Pepper has beaten Rhodda Hogg on a particular route and returns to Rhodda Hoggs house for another challenge then Pepper may be met by Studz Linking. Pepper will either race Rhodda on a route or Studz on a route that he has already beaten Rhodda on.
	The Mechanics of the game are exactly the same, only the conversation is different. Once Pepper has beaten Studz Linking then Pepper will only be able to compete against Studz on that particular route again.
Start Cutscene	*Camera: Normal conversation mode*

	Scene: Outside Rhodda Hogs house. Rhodda Hogg and Studz Linking are standing outside Rhodda's house. There are a minimum of two vehicles needed for the Driving Challenge. If it is possible it would be good if Studz Linking had his own car but this may not be possible. These will need to appear on cue when the challenge begins. In this way it will avoid any complications involving other vehicles parked in the area. Pepper: Hi Rhodda! Hi Studz. Studz Linking must offer Pepper the option of the Driving Challenge. As this option exists throughout the game a way must be devised for Studz Linking to have his general conversation and also to be able to offer Pepper the Driving Challenge. It will work by giving Pepper a cancel button which will work as a NO button. Studz Linking will have his speech associated with whatever sub quest he is in. The player will be able to cancel his speech until he says something describing the Driving Challenge. Studz Linking: Howdy Pepper! You must be here for a Driving Challenge so let's race! Pepper: Where to Studz? Studz Linking: Well I think we'll high tail it to the (random destination)! Fade to black
Start Cutscene	The camera pans out and the view has now changed to Pepper and Studz each in a car with a countdown in the middle of the screen. 3…2…1…Go! At this point the challenge takes place. The two characters race to the given destination. There are two alternatives to the race outcome: Alternative 1. If Pepper is first to the given destination then he will wait for Studz Linking to arrive. The car will be taken away from the players control. Once Studz Linking arrives a cut scene is run. Alternagive 2. If Pepper is second to the given destination the cut scene plays as soon as he arrives. Both alternatives run a cutscene at the end of the race. Both cut scenes show Pepper and Studz standing together outside Rhodda Hogg's house.
Start Cutscene	Alternative 1: Studz Linking: Well I'll be plum tickled more than a racoon dodger. You sure are one hot shot driver or my name ain't Studz Linking. Cooeeeeee! you drive faster than a hog tied beaver in fancy duds. Maybe you want to test your skills again sometime. Pepper: Sure thing Studz…thanks for the race.

	Player can now have control of Pepper, he can do another Challenge straight away. He must return to Rhoddas House to reinitiate the challenge. Once out of view Studz will be moved to her house automatically.
Start Cutscene	Alternative 2: Studz Linking: Well if I ain't a corn dog on a wagon train that sure was rootin tootin driving. Pepper: Thanks Rhodda…I will try hard to beat you next time. Player can now have control of Pepper, he can do another Challenge straight away. He must return to Rhoddas House to reinitiate the challenge. Once out of view Studz will be moved to her house automatically.

Game Mechanics	The Driving Challenge starts with Pepper and Rhoda Hog being placed in cars built for this sub-quest. Pepper cannot get out of his car, he has all the normal driving controls that he has in other vehicles. Pepper can press the cancel button at any time which will have the same effect of Pepper losing the race. In that instance he will be transported to Rhodda Hogs house exactly according to Alternative 2 above. Pepper has been told the destination before he gets into the car. The name of the destination can be written on the screen to remind the player. Pepper and Rhoda race to the destination. Pepper has complete freedom over the route. Rhodda Hog will have a pre-determined route for each destination. Each destination will have a collision sphere around it and whichever vehicle enters the collision sphere first is considered the winner. The games final cutscenes run once Pepper has arrived in the collision sphere. After the appropriate cutscene control of Pepper is returned to the player.

Sea Licence

Boat Licence Course	The course is in two sections, the first and longer section is a circumnavigation of the Island, and the second section is a slalom with jumps.
	The first section is wide and marked by closely spaced buoys stopping Pepper from getting too close to the shore, and to stop him from wandering out to sea. The buoys could be roped together so that there is a reason for there being collision even if Pepper sails between two buoys. As this course is around the Island the player will be able to see all of the normal Island landmarks but from the sea.
	The second section of the course is more intricate and will push Peppers newly learned boating skills. This part of the course is away from the Island so the player won't be distracted while they try to follow it. On the course are rings that form a slalom. The last ring will be in mid air and require Pepper to go over the final jump.

Game Mechanics	
1st Section	The tour around the Island is very forgiving. The Player just needs to stay within a fairly large distance of Valerie Stubbins. To fail the first section the player would have to either not use the accelerator or turn around and go round the course backwards...
2nd Section	The second section is much harder. The player needs to complete the course in a tight(ish) time limit. Plus the player cannot miss any of the rings. As Pepper goes through a ring, it disappears and the next ring in the slalom will be highlighted.

Sneak #1

Game Mechanics	The planks are supported by boxes in a short zig-zag configuration. The first plank starts at ground level. The planks then zig-zag around a short course, i.e. connecting five or six boxes. The final stage of the course returns Pepper to ground level. There is a collision sphere at the end of the course at ground level. Once Pepper enters that collision sphere from the last plank, the end cut scene begins.
	Note: Pepper will have to come through the collision sphere at the end via the final plank. The end plank will be raised off the ground higher than Pepper's double jump so that the player cannot simply jump onto the end of the plank and finish the test. The player will also have to restart the section of planks from the beginning or else the player will be able to jump onto the planks at any point and then run to the end and complete the quest. All the planks apart from the first one will be at a height above Pepper's Double Jump level. Pepper will therefore be forced to restart the planks from the beginning.

Game Mechanics	

Crazy Pizza

Game Mechanics	The game mechanics for the delivery games is always the same. The HUD will have an arrow or will show the infomaniac to show which way Pepper is to go. There will be a timer counting down showing Pepper how much time he has left for that delivery. There will be a score at the end of the delivery rather then a score which counts down as the game progresses. There will be a text message telling Pepper the name of the next recipient. There may also be the players best score for that delivery if this is at least the second time that he has done it. This will give the player something to aim for each time they play.

Boat Race

Water Challenge Course	The course is around and through LEGO Island. The outer edge of the course is marked by roped buoys to stop the player from wandering out to sea. The inside of the course is marked by the Island. There will be shortcuts through the Island so Pepper can get ahead. There will be other boats on the course. These boats are not racing but are moving across the route. Similarly sharks and dolphins will also be moving across the route.

Game Mechanics	Peppers jet-ski physics will be a simplified version of the physics used in the Jet-Ski subgame. Unlike the Jet-Ski subgame Pepper cannot fall off of the jet-ski. If the player hits an obstacle the jet-ski will stop. Stunts will not give the player a speed boost. The player can ride across sand for a short distance. But if the player stops on the sand the race is over, and they will have to restart. Snap Lockitt will have a set route and will follow that route, he will not have jet-ski physics.

Lost Brick

Needs Game mechanics

Diversion Dilemma

Mechanics	
	Changing Signs If Pepper continues to change the signs around like Nick Brick, then he will come across the same problem. The aim is to watch a sign after it has been changed, to see the Brickster Bots come along and attempt to swap it. Brickster Bots Pepper must disable the Brickster Bots by sneaking up on them as they are switching the signs and hit them with a double pizza splat. They will take a while to change each sign to allow Pepper the chance to sneak up and perform the double splat pizza attack. Once all the Brickster Bots have been disabled the signs will stay correct.

Floating Trouble

 Pepper must now get higher up. There will be some boxes or stepping objects beside a house. Pepper must climb onto the roof of a building and then jump off one roof onto another. From the new roof he must tightrope to another roof and then climb boxes on that roof to another roof. From this final roof Pepper will be at the right height to shoot at the Lego Character.

He must fire at the balloons. The character will remain where he is until there is one balloon left. When the last balloon is burst the character will be suspended in the air for a second desperately scrambling around in the air. He will look at Pepper, say something and fall to the ground. His actual fall will not be seen, there will be the shot of him starting his descent, then camera shake to emphasise the impact from the fall. Pepper can then jump down and talk to the Lego character.

Game Mechanics	The game mechanics involve Pepper thowing a pizza and the route onto the roof so that he can do it. The other unique aspect is firing at a floating object.

Flying Licence

Plane Licence Course	The course for the Plane Licence is a simple circuit of floating rings, above LEGO Island.
	The player takes of from the airstrip, flies around the course and then lands at the airstrip.

Game Mechanics	The flying is a simplified version of the flight model used in Plane Chase.
	Technician Bob will be flying in front of Pepper in his own plane.
	The ring that Pepper has to fly through next will be highlighted. When Pepper flies through a ring it will disappear and the next ring will highlight.
	The player will fail the quest if they miss any of the rings. If the player falls too far behind Technician Bob, then they will fail as well. When the player fails they will have the option of restarting

Plane Race

Air Challenge Course	The course is marked by the persistent trail left by Super Stationmaster. After take off the course heads to a bridge. This bridge is flown under and then the course climbs up and over to perform a loop centred on the bridge. After the bridge the course weaves between trees and hills (similar to the speeder bikes in Return of the Jedi). Then the course becomes a climbing spiral around Space Mountain. Once at the top of the mountain the course dives towards the ground, levelling out just before impact. The last stunt is too fly between two tall buildings. The gap between the buildings is too narrow for the planes wings to fit between, Pepper will have to roll his plane sideways to fit between the buildings. Finally, the course returns to the airstrip.

Game Mechanics	The player has to keep within a certain radius of the trail left by Super Stationmaster. If the player strays to far from the trail they will fail the challenge.

Flying Tour

| Game Mechanics | When Block Buster asks to be taken to a location a ring will appear over that location. A timer also appears. The player has to fly through the ring over the location within the time set by the timer. If the player fails to reach the ring in time the player fails the quest. The timer is very generous as this is a tour not a race.

Once the player has flown through a ring that ring disappears.

If the player gets through all of the rings within the time limit then they and return to the airport they successfully complete the quest. |
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Birds Nest

Mechanics	
	Scaring the Bird If Pepper moves too quickly toward the bird, it will get scared and fly up into the air (Scaring Bird cutscene). After the Cutscene Pepper will start the run again from the top of the cliff edge.

Mail Madness

Mechanics

Shopper Panic

Game Mechanics	The game mechanics for the delivery games is always the same. The HUD will have an arrow or will show the infomaniac to show which way Pepper is to go. There will be a timer counting down showing Pepper how much time he has left for that delivery. There will be a score at the end of the delivery rather then a score which counts down as the game progresses. There will be a text message telling Pepper the shopping bag contents. There may also be the players best score for that delivery if this is at least the second time that he has done it. This will give the player something to aim for each time they play. Note that there will be a small puzzle element to the shopping game. The text message tells Pepper the contents of a shopping bag and Pepper has to work out the recipient by the bags contents.

Brickulating Race

The Brickulating Race Course	
Water Lap	This course is similar to Boat Challenge B (Jet-Ski Challenge). The course is around and through LEGO Island. The outer edge of the course is marked by buoys to stop the player from wandering out to sea. The inside of the course is marked by the Island. There will be shortcuts through the Island so Pepper can get ahead. At the end of the Water Lap the course goes up a slipway and onto the roads of LEGO Island.
Ground Lap	The part of the course should feel like the Monaco grand prix. Cones and crash barriers mark the route. The course will go through most of the locations on the Island. At the end of the Ground Lap the course goes into the airport and along the runway. At the end of the runway Peppers car will change into a plane.
Air Lap	The course for the Air Lap is similar to the Plane Challenge. Instead of following a ribbon left by Super Station Master the course is marked only by floating rings. After take off the course heads to a bridge. This bridge is flown under and then the course climbs up and over to perform a loop centred on the bridge. After the bridge the course weaves between trees and hills (similar to the speeder bikes in Return of the Jedi). Then the course becomes a climbing spiral around Space Mountain. Once at the top of the mountain the course dives towards the ground, levelling out just before impact. The last section of the course flies between two tall buildings. The gap between the buildings is too narrow for the planes wings to fit between, Pepper will have to roll his plane sideways to fit between the buildings. Finally, the course returns to the Harbour.