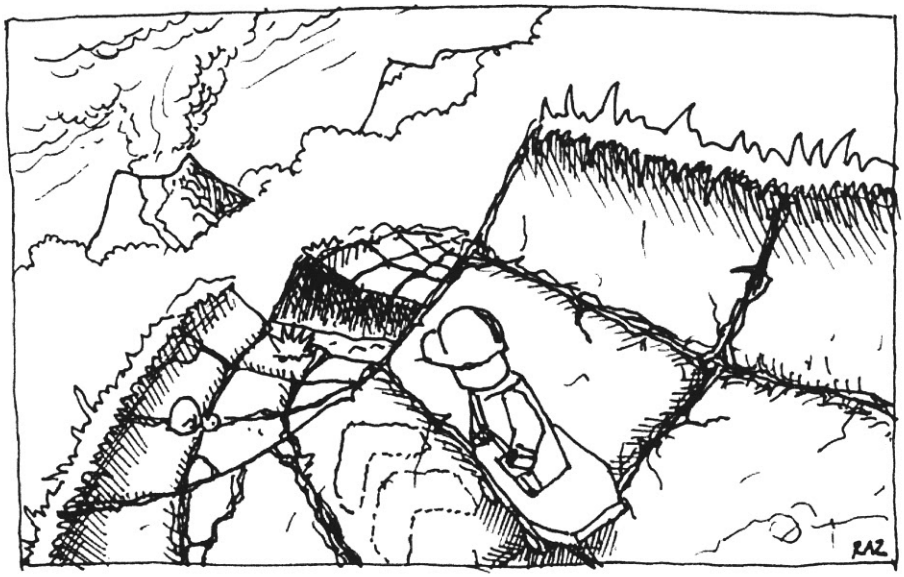
Lego Skateboardgame:



Environment:

The game takes place on a twisting stone road built by the mysterious ancients of the island. The ruins have partially been converted into a skateboarding obstacle course …but in several places, gaping jumps are needed to make it further. Rumor also has it that some of the ancient magic lingers in the ruins…

Scenery: We see old wooden signs, mysterious marks on the ground, crawlers coming down the walls, grass in the cracks between the tiles, old building pieces from the ruins. A smoking volcano is seen in the horizon. In some places, there will be lava streams that have to be negotiated. From time to time, players will pass enigmatic monoliths and statues in the roadside. We will also try to spice things up with some palm trees etc. Possibly there will also be graffiti sprayed on the stones.

Pick-ups:

Speed: Speed icons – Hitting a speed icon gives you extra speed for a limited period of time, which of course gives you a better finish time.

Slowdown icons – hitting a slowdown icon (or rocky patch?) slows you down.

Lava and water – Lava pits can be jumped over, but if you are unlucky, the lava will melt the wheels of your skateboard, slowing you down (sizzling sound). There is then nothing for it but to head for the nearest puddle of water to cool them off again (and give you your full speed back).

Tricks: Tricks can be performed when jumping off a ramp.

Star Points: Gold stars – pulling off tricks awards you gold stars. Different tricks earn you different points, 1-2. However, performing the same trick continuously will