

Jazz Jackrabbit 3 Design Documentation

Story

Jazz Jackrabbit's children have been stolen by the evil and annoyingly tenacious Devan Shell! Devan has taken his six children and created an alternate reality using the power of their dreams, so Jazz and the rest of Carrotus will never be able to find him, thus ensuring his rule over the real world.

Jazz must venture to find his six children, destroy the dream generators that keep them captive, and flush Devan Shell out of his hiding place in orbit around Carrotus before destroying him utterly and winning the game.

Throughout the game as Jazz rescues more children and citizens, more parts of the world open up, however as the dream generator system becomes more unstable, more unusual and bizarre places become realized...

Game Type/Style

Jazz Jackrabbit 3 will be a 3D third person action/adventure title most similar to Nintendo's Super Mario 64 and Sega's Sonic Adventures. In keeping true to Jazz's image the game will be rather fast paced and action packed. Adventure elements will be introduced in the game, making it more mission based (save a village, rescue a precious item, etc) than his previous two titles, also allowing for more control in a 3d based environment.

Characters

The cast of Jazz Jackrabbit 3.



-Jazz Jackrabbit- Hero of the series; a green rabbit who is always cool, yet very serious about his work. He carries a big gun and a lot of attitude. Quick enough to crack in a joke before obliterating a foe, he is an admired and worthy friend. And it is in this light that Carrotus welcomes him as King of Carrotus. Jazz is provoked by Devan Shell when his five children are kidnapped and taken to an alternate universe, where he eventually learns of Devan's plans. (Player character)

Jazz model animations: (all anims with 3 different weapon models, independent of models (implement in code))

Walk
Run
Jump
Flip jump
Dash move
Helicopter ears
Shoot
Swim
Swim Shoot
Talk (if met by other PC in single player, also used in multiplayer)
Idle float in water
Fall, long
Fall, short
Land, small
Land, big
Hurt (2 anims, for small damage and large damage)
Die (2 anims on land, 1 in water)
Idle
Climb
Ledge grab
Ear grab (onto vines, horizontal ropes, etc.)
Ear walk



-Eva (Earlong) Jackrabbit- Queen of Carrotus, and wife of Jazz, Eva is the hottest and most curvaceous bunny in the land. Despite her royal upbringing, she is an extraordinarily athletic and powerful ally, and shares the same love for action as her friends. She becomes a valuable aid to Jazz and helps him in his adventure. (Non Player Character)

Eva model animations

Walk
Run
Jump
Talk
Idle
(possible others TBD)



-Spaz Jackrabbit- Jazz's younger and fun loving brother, Spaz is a red and rather ruffled rabbit with a heart of gold and loyalty like a dog. While some may describe him as having one carrot short of a salad, Carrotus respects him for his agility and ability to outmaneuver Devan's minions. Despite his small size he has an enormous appetite, and eats anything. (Player Character)

Spaz model animations

Walk
 Run
 Jump
 Double jump
 Shoot
 Swim
 Swim shoot
 Talk (if met by other PC in SP, also used in MP)
 Taunt (2)
 Idle float
 Fall, long
 Fall, short
 Land, small
 Land, big
 Hurt (2 anims)
 Die (2 on land, 1 in water)
 Idle
 Climb
 Ledge grab
 Ear grab
 Ear walk



-Lori Jackrabbit- Jazz's younger sister Lori is the epitome of free will and the teenage generation. She's very obedient in some ways, but possesses a curiosity that surpasses even Spaz. While strong enough to hold her own, she still has quite a bit to learn. When she's not training for the next fight, she practices her favorite hobby, painting.

Lori model animations

Walk
 Run
 Jump
 Dash (all directional, strafe dash to sides)
 Shoot
 Swim
 Idle float
 Swim shoot
 Talk (if met by other PC in SP, also used in MP)
 Fall, long
 Fall, short
 Land, big
 Land, small

Hurt (2 anims)
 Die (2 on land, 1 in water)
 Idle
 Climb
 Ledge grab
 Ear grab
 Ear walk



-Razz maTazz- Eva's inventor cousin. He has blue fur and wears pilot gear. A bit of an outsider, he's a genius and a great pilot. Too bad no one knows what he's ever talking about, as he seems to be in his own little world. He is capable of making anything out of anything, and it's with this skill that he becomes very instrumental in Jazz's quest. Jazz finds Razz on a tiny deserted island, and is shortly after swallowed by a whale. Razz also pilots the spacecraft up to Devan's ship where Jazz meets Devan for the first time.

Razz model animations

Walk
 Run
 Jump
 Operate controls (move arms, punch buttons)
 Talk

-Devan Shell- The evil turtle King and Jazz's rival, he has repeatedly failed in defeating Jazz. He controls an army of evil minions with only one thing in mind, total domination over the land of Carrotus. His latest scheme is his most evil yet, as he kidnaps Jazz's children and uses their dreams as a tool to control Carrotus, but his plans go horribly wrong when his Dreamidifier goes berserk and nearly destroys Carrotus.

Devan model animations

<TBD>

-The Children- Jazz and Eva's children, a group of five young bright kids who are kidnapped by Devan and put into a deep sleep as he takes their dreams and fuels his Dreamidifier. Each of the children have different personalities (in development) that drastically affect the future of Carrotus.

6 different Child models, from old (headband like Jazz) to young (diaper)

Child model animations

Walk
Run
Talk
Cry
Asleep
Waking up (rubbing eyes, stand up)
Jump for joy
Small jump



-**Cosmo**- Devan's evil servant, he is the scientist behind Devan's Dreamidifier and also has control over the inhabitants of Carrotus Castle. He becomes the first boss Jazz encounters in Carrotus, and it's from him that Jazz learns of Devan's master plan.

Cosmo model animations (all with swinging clock)

Walk (zany yet casual, swinging arms etc.)
Run
Stop and hold up swinging pocket watch, watch emits sonic rings that freeze player
Dash forward
Evil laugh (throws head back)
Talk (for cutscene, points finger at Jazz while talking)
Hurt (2 anims, one for small damage, one for large damage)
Stomp
On knees, begging (after defeat, before die)
Die (dramatic)



-Hook Lee- A very tiny pirate that Jazz meets in the belly of a whale. A master martial artist, Hook Lee has two hooks and two peglegs, making him look very odd indeed. He becomes the second boss Jazz encounters but the two eventually team up and become good friends. Jazz, along with Hook Lee and Razz escape from the whale together.

Hook Lee animations

Walk

Run

Talk (pointing hook at Jazz)

Dash forward

Double kick (similar to bicycle kick of Liu Kang in “Mortal Kombat”)

Single swipe with hook forward

Fancy kung fu style swinging of hooks in front (similar to martial arts block and punch display)

Hook stuck (pulling)

Fall down and leap back up (hurt 1)

Shot deflect (cross hooks)

Talk (regular, smiling)

Player Character NOTES

-Lori is the fastest of the three, but is also the weakest.

-Spaz is capable of taking more of a beating, but is a bit slower than the other players.

-Jazz is a balance between the two.

Enemy Characters

Animations to be decided for various characters due to scheduling

Turtle Goon

Walk, Gallop, hide in shell, attack, hurt, die (2), shell roll, idle

Rocket Turtle Goon

Walk, run, blast off, fly (hover as well), shoot, land, hurt (2), die (2), idle

Yellow Lizard <various colors, various sizes>

Walk, run, swim, jump, tail attack, claw attack, hurt (2), die (2), idle

Big Yellow Lizard

(same as small lizard)

Taga Bee (various colors / skins, various sizes>

Fly, shoot, spin move, hurt (2), die (2)

Turrets

Shoot, blow up

Floating eyeball (Eye Yoto)

Explode

Ghosts (Spirisms)

Float (similar to SM64 ghosts with swaying tail), attack, dissipate (die), dissipate (teleport), transform into various things for big boss... spiked wheel, sword, cloud

Additional: room where candle is lit... Ghosts fly around and you can dissipate them but they reappear, until candle is snuffed with weapon

Attack flower (Filta)

Straight up (idle), rotate angle and fire, drop petals and curl up stem to die

Flying armor fist

None, will move to strike player and pound down to crush

Rolling spiked ball (trap)

None

Spike traps (trap)

None

Phirana fish (or some variation / water enemy)

Swim, attack, hurt, die

Spider (or some variation / insect creature)

Walk, run (fast skitter), jump, attack, special attack (flip abdomen forward to fire silk or other object), hurt (2), die (2)

Pinecone people (blow up, kamikaze explosion, stick left over)

Walk, still frame (on tree), run (fast), explode into stick, stick walk, stick run, stick die

Leaf Enemy

Fall from trees to spin like helicopter blades.. explode on impact with PC or ground

Fire Ant (or similar insect)

Walk, run (skitter), attack (breathe fireball), hurt (2), die (2)

Schwartzenguard

Walk (swagger), run, fire hand weapon, punch, laugh (mocking), hurt (2), die (2)

Sparkly flying eyeballs

Explode

Robot turtle

Same as turtle goon, different texture, and faster, with transformation into ball, roll towards Jazz

Small robots (various shapes, orbs)

All can be shot and destroyed. Some will fire, some will attack melee, some will be friendly (UFO shapes can act as elevators)

Mini ufos

Idle / float animation with twirling midsection / sides, explode

Mech (Megaman style)

<TBD>

Ice turtle (Russian hats)

<TBD>

Lizards with fur coats

<TBD>

Penguins with red hats (linugs)

<TBD>

Snowman

<TBD>

Bats

<TBD>

Mummies (unique)

<TBD>

Flying swords

<TBD>

Monkey (throws bananas)

<TBD>

Mosquitoes

<TBD>

Fire lizards

<TBD>

Big big plesiosaur

<TBD>

Turtle with shark fin (harpoons) (Harpooka)

<TBD>

Big grouper fish

<TBD>

Jellyfish

<TBD>

Aquasub

<TBD>

Eels (electric, shock water zone)

<TBD>

Fast food versions of enemies (mustard guns, pepper machine guns)

<TBD>

Extreme weird enemy (3-4)

<TBD>

INTERFACE

Menu System

The interface for Jazz 3D will consist of big, colored buttons for selecting things as well as a menu system (drawing / screenshot) similar to Unreal Tournament and Nerf Arena Blast.

MENU SELECTIONS: (fill in please Jason? ☺) <Menus may exclude flyby... may use old menu system where only menus are displayed with pictures and anims until game begins>

In game Interface / Single Player

(Show picture)

HEALTH: The in game interface will consist of a carrot icon for health, that can grow in size as maximum health increases (with powerup).

WEAPON: There will also be a gun icon showing which of the three weapons the player is carrying. The weapon will have a shot indicator to measure its power level and how much power it has left. At the lowest level the player has the least amount of repeat rate. At the highest level the repeat rate is highest and the ALT-fire charge is also the highest. (need third weapon icon, Royal Blazer)

DREAMCELL: There will be a dreamcell icon to indicate the dreamcell the player has active. (need new dreamcell icons)

COIN INDICATOR: There will be an indicator telling the player how many coins they have

In game Interface / Multiplayer

(Show picture)

HEALTH: The in game interface will consist of a carrot icon for health, that can grow in size as maximum health increases (with powerup).

WEAPON: There will also be a gun icon showing which of the three weapons the player is carrying. The weapon will have a shot indicator to measure its power level and how much power it has left. At the lowest level the player has the least amount of repeat rate. At the highest level the repeat rate is highest and the ALT-fire charge is also the highest. (need third weapon icon, Royal Blazer)

DREAMCELL: There will be a dreamcell icon to indicate the dreamcell the player has active. (need new dreamcell icons)

COIN INDICATOR: There will be an indicator telling the player how many coins they have

TREASURE INDICATOR: For Treasure Hunt mode, this will monitor the amount of treasure you have in gems and coins

KILL INDICATOR: For the number of wins the player takes in a Battle Mode

Camera/Control System

-Player controls

The recommended control device for Jazz will be the game pad/keyboard. Direction keys make the character move in that direction on screen. This scheme is similar to Mario 64. Following are the movement keys.

-Up arrow (forward)-character runs up 'into' screen. Similar to first person. The effect is that the player can see the back of the character.

-Left/Right arrows-character runs to the left or right of the screen, a combination of strafe and turn. Holding button causes character to run in a circle. The effect is that the player sees the side of the character.

-Down arrow (backward)-character runs 'toward' the camera. The effect is that the player can see the front of the character.

Following are the buttons or keyboard equivalents.

Button 1-Fire. Fires weapon. (hold down button for joystick / console to autotarget) Read/talk/interact/verify.

Button 2-Jump. When pressed again in midair it activates special jump moves (double jump, player dash, etc). Cancels in menus.

Button 3-Weapon select. Switches between the six dreamcell types.

Button 4- Alt fire.. when held down it charges the Blue Buster and fires ALT fire of other weapons.

-Roaming camera (general, non-combat)

The camera will 'float' behind the character in its default position and will at all times keep a steady distance from the character.

-Running forward (up arrow) keeps the camera steady behind the character.

-Running left and right makes the camera 'pivot' on its location while it targets on the character, however it does slowly catch up so that it places itself directly behind the character. The camera precedes the character as he runs left or right, allowing more viewing area in front of the character.

-Running toward the camera (down arrow) 'pushes' the camera back, increasing its distance from the character so that more terrain can be viewed.

Upon stopping, the camera immediately sets itself back into the default position directly behind the character. This is important so that the player can immediately see what's in front of the character, regardless of his direction.

Upon colliding with a wall, the camera will be pushed over to the side (vs. up or down). This keeps the players view at a stable level without confusing him, especially in small areas where the camera is prone to contact a wall.

-Combat

Enemies around the character that are not within the screen will be tagged with an arrow that follows the side of the screen like radar. The size or color of the arrow will signify the distance between the enemy and the character. The arrow will disappear when the enemy is within the screen. Multiple arrows may be visible if multiple enemies exist. The color of the targeted enemy arrow will be red, while multiple non-targeted enemy arrows will be yellow. The player may choose to fight an enemy or run past, all the while knowing exactly where they are in relation to him.

The camera and controls do not change regardless of enemy presence until the fire button is pressed. When pressed and held for an extremely brief amount of time, the camera will pivot on the character to view both the character and targeted enemy, regardless of character direction. If the button is held, the character will remain targeted on that enemy until he is destroyed or the button is released. Once released, the camera will return to its 'normal' roaming mode. Targeted enemies on screen will have a crosshair icon over them.

Player controls do not change during combat. Character is capable of running away from an enemy while firing at him.

In the case of multiple enemies on screen at once, the player may press left or right to select target. Pressing left or right will be instantaneous and seamless so that it does not interfere with movement. It is possible to run away from a group of enemies and be able to target on a specific one.

Certain enemies will have a forced auto targeting on them, whether the player holds the fire button or not. These enemies will be bosses and mini-bosses. This allows the player to run around a boss while always being able to see him. This forced auto targeting can best be compared to Zelda's 'Z-targeting' system.

Weapons/Ammo/Dreamcells

Weapons

Default Gun (Blue Buster): Jazz begins the game with this weapon, basically a touched-up version of his original blue gun. It is assumed that Jazz has this weapon. **AMMO**: Blasters use self-recharging battery packs. Jazz can find several [Battery Pack] items throughout the game that increase the maximum power on his blaster. This is more of a courtesy, however it may be possible that Jazz cannot charge his weapon up to maximum power at first.

Gizmo Gun - This weapon is ostensibly a modified grenade gun which Razz found and worked on while in the dream world. **AMMO**: The Gizmo Gun uses *Red High-energy Packs* while in the dreamworld (the same packs Devan created for his minions to use), which Razz modified the gun to operate with. Nobody knows what the weapon would be like if it was taken back into the real world.

Royal Blazer – These are high energy weapons which the Carrotus army uses in short reserve. They are extremely powerful and Jazz will use one to replace his main weapon near the end of the game. **AMMO**: The Blazer uses a self-recharging battery pack, however it requires much more power to fire than the normal blaster, so additional battery power should be acquired by the player by then.

Dreamcells

Dreamcells apply magical powerups/effects to weapons, except for the Dreamcell Gun(*Dream Weaver*) in which Dreamcells is exhausted. Dreamcells are very abundant, and easy to come by.

The player can collect up to six Dreamcells.

Dreamcell Types and Their Effects

Ice Dreamcell- This cell applies Ice/Freezing properties.

(*Blue Buster*)- Regular fire shoots ice shards that freeze enemies for a very short period of time and do half damage as the Blue Buster yellow shot, ALT fire fires a bouncing freeze grenade that explodes into a huge crystal and envelops the enemy. The longer the button is held down, the larger the crystal/area-of-effect and more damage is done when the crystal shatters. Very useful on heat based enemies and Fire Ants.

(*Gizmo Gun*)- Cone of cold-type 'icethrower' effect which does damage to enemies. At the point of 'death', most enemies would simply freeze and then could be shattered later on. ALT fire shoots out a little ice grenade that creates a moderate-sized block of ice. It's really slippery to try and jump on, and when Jazz touches it, it gets kicked away, shattering when it hits an enemy (doing damage). Note that enemies can 'kick' it too. Otherwise the ice block stays in place for a brief period of time until shot and destroyed.

(*Royal Blazer*)- Ice storm, which rains small shards and snow down around the player, causing serious damage to anything in its path. Destroys fire based enemies instantly except for bosses.

Fire Dreamcell- This cell applies Fire/Burning properties.

(*Blue Buster*)- Fires small fireballs that light various things on fire. Some things such as bushes and trees can reveal secret locations. ALT fire shoots a huge sticky 'napalm' fireball that traces the contours of the ground and explodes on impact. Very useful on ice based enemies and 'mummies' in the Pyramidus level.

(*Gizmo Gun*)- Rocket launcher. Rockets fired normally tend to track enemies slightly, making

aiming easier. ALT fire shoots three rockets in a less accurate spiraling path. Rockets do more damage against many enemies, though they are fairly ineffective against anything metal.

(*Royal Blazer*)- “Heatwave”, which causes everything around the player to practically melt. Destroys ice based enemies on impact except for bosses.

Electric Dreamcell- This cell uses electrical energy.

(*Blue Buster*)- Fires strands of electrical energy at opponent. ALT fire (?) can shoot a “seeker” green bolt that will search for the nearest enemy. The longer the ALT button is held, the more useful against robotic enemies as it does double damage.

(*Gizmo Gun*)- Electroshock-type weapon. Fires small sparks of electrical energy in a straight flying path. Electrical energy ‘explodes’ in a static charge when an enemy is hit, hurting enemies for a brief time and shocking them. ALT fire shoots out ground-travelling electrical bursts in 8 directions, hurting enemies and pushing them away a little bit.

(*Royal Blazer*)- “Supercharge”, the player radiates with lightning, instantly destroying any robotic enemy except bosses. WARNING: if used in water zones, will instantly turn player into skeleton.

Water Dreamcell- This cell is more a defensive than offensive weapon and uses water.

(*Blue Buster*)- Fires rapid-fire medium-range water blobs which are affected by gravity. ALT fire charges up a water balloon. Depending on the size of the water ball fired, it will burst and shoot out multiple smaller balls that simply bounce and reflect and eventually dissipate. Mostly effective against fire enemies, but not very effective against anything rock or metal (without exposed electricity).

(*Gizmo Gun*)- Main weapon fires bubbles, ALT fire creates offensive / defensive bubble shield that can also, when held down, allow the player to float.

(*Royal Blazer*)- “Aqua attack”, creates a wave (animated model) that sweeps along player’s path, causing everything to take damage, but most importantly sweeping enemies away. Can be used most effectively to push opponents off cliffs and such.

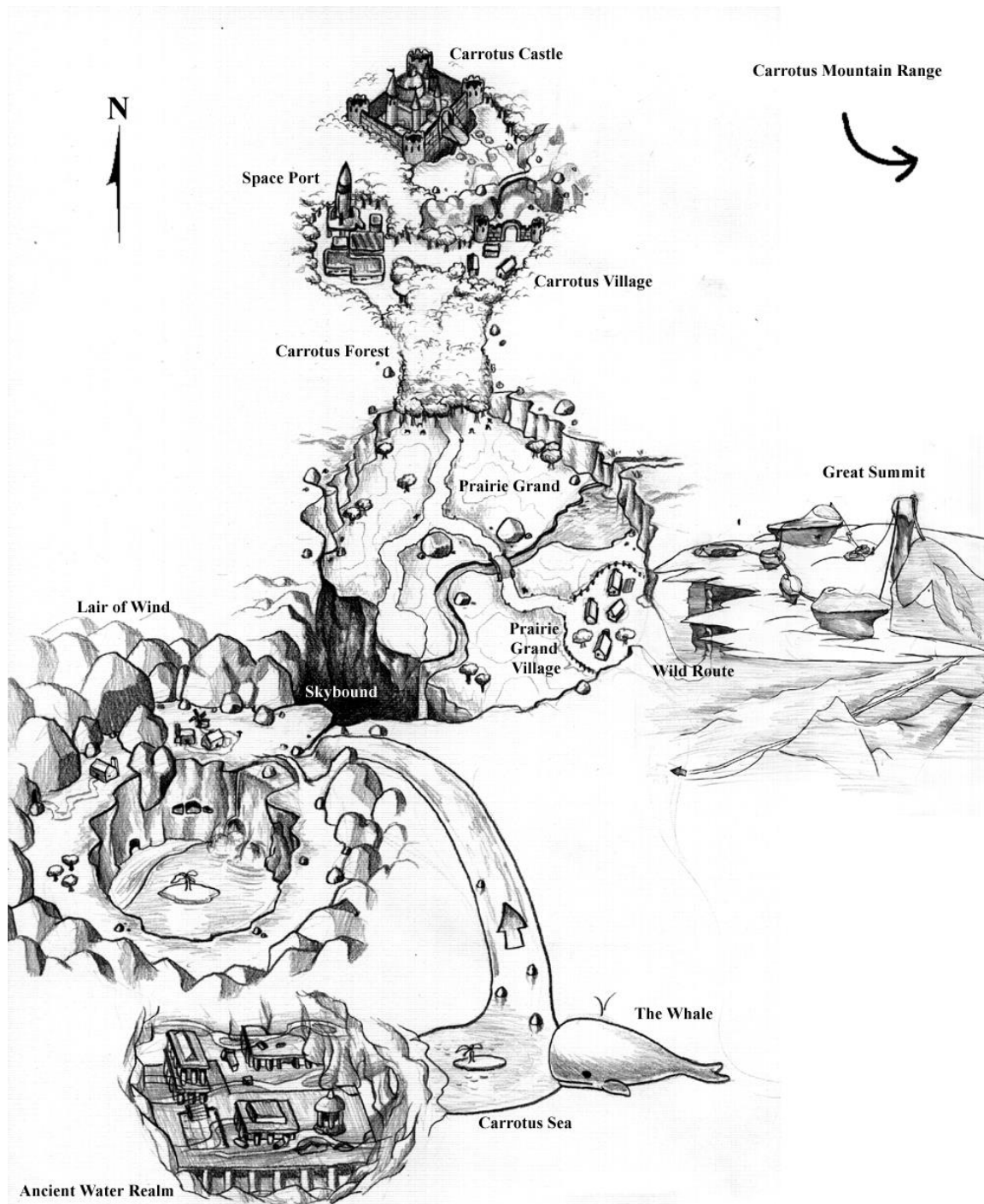
Nightmare Dreamcell- This cell applies Ghost/Scary/Darkness properties.

(*Blue Buster*)- Main weapon fires small ghosts that act as kamikaze bombs, exploding on impact... sound when fired is a high pitched laugh. ALT fire shoots a huge ghost that destroys multiple enemies, moving slowly and laughing at a low pitch. The longer the button is held down, the more damage the large ghost can take.

(*Gizmo Gun*)- Main weapon fires small vampiric ghosts (or a suitable graphic) that hit enemies and turn into a little spark which flies back to the player, giving them some health. ALT fire launches a larger ghost which hurts enemies and instead turns into random ammo which the ghost returns to you in a little sparkly ball. When you hit undead enemies you get your life drained instead.

(*Royal Blazer*)- Jazz turns into a floating shade of death (with bunny ears). Motion would be the same as normal, however it simply appears that Jazz is floating off the ground since he has no legs, just a tattered robe-like thing which hangs down. All the player can then do for a brief period of time is run through enemies, killing small enemies or just doing contact damage.

Carrotus World Map



Levels

Area 1 – Enter Dream Carrotus

Rescued Child: “Homey” – Homey (aaaaaugh! - Jas) is the oldest of the six children but dreams about Carrotus a great deal. His dreams are the least imaginative but he has a few surprises up his sleeve.

‘Alternate’ Carrotus is a separate dimension from regular Carrotus (*Jazz’s* homeland), the difference being that *Devan* has grown very powerful and has sent his goons throughout the land to take over everything and become ruler. *Jazz* and team have followed *Devan* into this world through a temporary portal (described in the intro story) just after *Devan* kidnapped *Jazz’s* children. The Carrotus Mountain Range surrounds this world.

Carrotus Village

Introduce Player to the Game

This is where the player will begin the game. The village contains a tutorial in the form of an old rabbit master, teaching the player how to play the game. The player may choose to skip the tutorial, and continue to learn about the world from the villagers.

A carrot-shaped store is in the village, which sells mainly minor powerups or health restoration, though a battery pack upgrade and some ammo (useless at the start) are sold as well.

From the village, exits to the rocket area, the canyon (carrotus castle), and forest levels.

Canyon

Travel to the Castle

This area serves as an adventure area for *Jazz* to pass to get to the castle. It should be simple and fast (current demo version should be redone), intended to provide *Jazz* with a path through the mountain range to the castle. Rocks fall from overhead, while turtles lurk around every corner, and the water is heated to super-boiling from a fissure underneath, burning *Jazz* if he falls in. Layout of the level is a simple valley path through mountains.

Jazz will probably not have any weapons at this point in the game.

Carrotus Castle

Find Entrance to Castle Basement

Initially the Castle is under *Devan’s* control, and is a dangerous and dark place. This is the first level. *Devan’s* main scientist, *Cosmo*, placed the castle and Carrotus Forest under a sleep spell. The inhabitants are found sleeping on the ground, and goons fill the halls. The player cannot leave the castle area/forest until *Cosmo* is defeated. After his defeat, the castle is ‘freed’ from his spell and becomes a safe haven that the player may return to later.

Carrotus castle is mainly an entrance area to the castle basement for now. The player must find their way in and past the goons to the throne room, where a red fire lizard prevents *Jazz* from reaching the secret passage to the basement.

This is the first area, so *Jazz* will probably only have his normal blaster, though there is a Fire Cell located inside the level.

Castle Basement

Fight Cosmo and Release Castle

The basement is a complex network of passages and tunnels, intended to slow and prevent Jazz's progress to the end where he meets up with Cosmo.

Items: One battery upgrade.

Boss Encounter 1- Cosmo

Known for his evil hypnotic abilities, *Cosmo* can place anything into a sleep spell. When the player first confronts him in the castle's throne room, *Cosmo* runs around the room giggling like a madman while waving his stopwatch, awakening two large statues. Once the player defeats the statues by shooting them to dust, *Cosmo* pulls out his stopwatch, shooting hypnotic beams at the player. At this point, the player falls asleep and enters a dream. In this dream, *Cosmo* is gigantic, and tries to stomp on the player. To defeat *Cosmo*, the player must shoot at him until he drops his stopwatch (his weakpoint), and then shoot the stopwatch (gears will fly out) before *Cosmo* picks it back up. After three cycles, the player will wake up and *Cosmo* will be on his knees, begging for forgiveness. The player then learns the first part of *Devan*'s plans and understands that he must somehow reach *Devan*'s spaceship where the dream emitter is located.

(Demo will not feature Cosmo but instead have a temporary boss location at the end of the basement level.)

Area 2 – Pursue Razz – Awaken Dream Carrotus

Now that the castle is awakened, the openings to the forest appear and some more people are in the village. Jazz has started to learn about the world and how to release control from Devan by waking people up. Kids especially have greater dream power and he learns why his kids are captured and the added need to save them from Devan and his goons.

Carrotus Forest

Travel Into the Unknown on Carrotus to Find the Next Clue

After defeating *Cosmo* the forest ‘wakes up’ as sleeping trees that once blocked the entrance move out of the way. The forest is filled with enemies that hide behind trees and jump out of the darkness. Beams of light shine through the canopy to light the path.

Exits to the prairie grand and rocket levels are here.

Secret: Jazz can find an unusual underground area with a strange spring.

Prairie Grand

Fight Devan’s Goons to Reach the Stranded Prairie Village

This is the main field of Carrotus and serves as the central ‘hub’. Flying bees and dangerous fire ants roam the prairie, along with a bipedal turtle running around with a big gun on his shoulder. The turtle is indestructable, however he can be frozen and hides in his shell if attacked otherwise.

Exits to the village are here, along with a secret underground area (fire ant lair).

Prairie Grand Village

Awaken the Villagers and Find Out About Razz

Razz’s house is located in this small village. The villagers will inform the player that *Razz* has gone off to explore the ruins of the Ancient Water Realm, however that area is currently inaccessible since there is a wide chasm between it and prairie grand. A Dune Buggy is parked in front of *Razz*’s house that the player must use to drive through the Wild Route. Located within the house is *Razz*’s flying machine that will be used to fly through Skybound. The player must find the machine’s missing propeller that has been lost in the Great Summit, indicated by a map/drawing on a wall in *Razz*’s house that shows where the propeller fell off.

Wild Route

Route to Great Summit

The player must down this fast-paced off-road track to reach the Great Summit. (This area is skipped later on once *Razz* is rescued.)

Great Summit

Discover Crash Site of Razz and Devan’s Airship

Located at the heart of the Carrotus Mountain Range, are large peaks and rocky platforms that are connected by long bridges that fork out towards multiple paths. Near the end of the area, the player must ski/snowboard down a large, icy peak, eventually finding the propeller to *Razz*’s flying machine, some other pieces, and the Gizmo Gun.

At the Summit base, next to the propeller, Jazz finds a path leading to the Turtle Base, where one of Devan’s giant flying machines is. If he manages to sneak past the guards and sentry towers (especially with the Gizmo Gun

hologram power) he will reach the flying machine.

Devan Flying Machine

Attack Devan's Airship and Escape Summit Discover Where Razz was Taken

Jazz must make his way through the heavily defended machine to the pilot compartment, where he meets up with a wacked-out but very friendly robot in a smoking jacket (George) who apologizes before dumping Jazz through an opening in the floor. Unfortunately, the machine is in the air and Jazz lands on the side of the snowy mountain, then being forced to ski down the slope back to the prairie village.

Skybound

Repair Razz's Flying Machine and Track Down Where Razz Was Taken

This is a flying level, with canyons and various obstacles. The player must use *Razz's* flying machine to get to the Lair of Wind, launching from the prairie area. Meanwhile, Devan's flying machine is far overhead, where Jazz cannot reach, trying to stop Jazz from making it to the lair.

Lair of Wind

Pass Through Here to the Sea Where We Find Razz

Known for its immense waterfall and gigantic chasm, the Lair of Wind is a dazzling, yet mysterious area to explore. The player must access the 'gate house' located across the large chasm to open the giant gate underwater that leads to an island. The player finds *Razz* stranded on the island and upon reaching him is warned about an enormous whale lurking around in the sea. Before there is any time to react, the huge whale rises from the water and swallows the player, *Razz*, and the island, all in one gulp.

The Whale

Rescue Razz

Inside the large whale lies several old pirate ships and cargo boxes full of explosives scattered throughout the area. The environment is foggy and damp, and dripping water and belly groans can be heard throughout its belly.

Boss Encounter 2- Hook Lee

Hook Lee is found near the whale's mouth as he jumps through one of the ship's windows. He fights in a Kung-Fu/Jujitsu style, and lunges toward the player with his deadly hooks. The player's weapons are rendered useless, as *Hook Lee* is capable of deflecting every shot. The player must trick *Hook Lee* into lunging toward one of the wooden crates lying around, which gets him stuck and in a vulnerable position for a brief moment. After defeating *Hook Lee*, the player is congratulated for being 'so tough' and the pair team up. During the battle *Razz* is in his own little world, walking around, collecting and examining parts. The three find a match to fire the ship's cannon towards the whale's large teeth.

Escape From the Whale-

Razz creates a jetski using junk lying around the whale's mouth, and the camera cuts to a scene showing the three of them escape through the new gap in the whale's teeth. The player must race around islands and sand hills through the water, while avoiding the pursuing whale. The chase will eventually lead the player back into the Lair of Wind. Hook Lee decides to stay there and parts with the team. The player returns to the Space Port and with Razz's help flies up to Devan's ship.

Special Note: At this point Razz gives you a device that awakens people from deeper slumber that you couldn't awaken before and reach the later dream worlds. You also probably receive the Gizmo Gun at this point (if we decide not to give it to you at the Prairie Village).

Area 3 – Dream World - Tubelectric

Entrance: Razz can fly you here from the Space port.

Space Port

The Space Port is a technologically advanced area where Carrotus astronomy takes place, and is also the launch port for spacecraft. Villagers outside of the Space Port tell the player that the only pilot skilled enough to fly the shuttle is *Razz*, who lives on the other side of the prairie. The player must find *Razz* to pilot the space shuttle and reach this dream world in an odd sequence involving just abruptly tearing a hole in the space and running into the tubelectric ground all of a sudden.

Rescued Child: *“Teknika” – Teknika, Jazz’s second oldest child, is a very electronically inclined little bunny. She loves playing with gadgetry and dreams of inventing her own techno city. As it turns out her dreams stem from Jazz’s bedtime tales of adventure defeating Devan Shell’s minions on the planet of Tubelectric.*

Area Description: *Tubelectric derives largely from the original levels, with tubes, electronic equipment, and gadgetry of all kinds, from stereos to computers. It exists as a huge city as well, comprised of buildings (interlaced with tubes) and roads with cars and high speed trains. Jazz has to move quickly to keep from being smashed amid the urban and technological marvels. (note.. the buildings are NOT all colored grey and black!! No need to go rainbow, but use some color in places, such as the greenhouse and carrot refinery).*

Level Goals:

Tubelectric is where Devan Shell creates most of his robotic cronies to do his bidding. Before this level is defeated there may be a few robotic enemies wandering around in other areas, but without this Dreamworld, they can’t survive. Jazz will find the Electric DreamCell in this level as well as his daughter Teknika.

The level begins with the player at the bottom of a huge open skyscraper. In this vast building there are floating platforms, elevators, tubes that he can roll into and get sucked away to new areas, and a high speed train passing right through the middle. The skyscraper is so open and vast the all the sounds echo greatly and the lamps that light the building are high above and the size of houses.

The player runs around here until he gets sucked away and can then explore the rest of the city freely, but there are only so many places to look. The only way he can get to his daughter is by riding the train to the last building and taking a tube to an even bigger skyscraper that houses the miniboss in this level, RKM-103, RKM standing for “Rabbit Killer Mechanoid”. RKM-103 is at the top of the skyscraper and once defeated reveals the location of the Dream Generator and Teknika.

In order to be able to ride the train though, the player must first enter the ticket office located next to a garden “greenhouse” looking building, full of plants. The cost of a ticket is 200 coins, and there are 300 scattered throughout the level. However that is not the only way to access the train. There is a power / control center hidden underneath an orange building (a carrot refinery no less) in which the player can shoot away a section of the floor and fall into a tube that shoots him at incredible speed to the power center that seems to be in the middle of nowhere.

Before exiting the power center through a second tube the player can halt the train and open the doors. Once they board, the train will start up again but not before attracting a lot of enemy guard UFO sentries that have been alerted to the power shutoff.

At one point, the train stops, and the player will need to fight a mini boss in the front car of the train, a huge snakelike robot tentacle that rises out of the ground, whips around, and shoots energy balls from its mouth. Once the player defeats this mecha creature, the train begins to move again towards the final skyscraper.

<SUGGESTION> If we have time, it would be nice to have roads with two or three car type vehicles moving along it. Also some sort of hover vehicle that circles and attacks the player randomly. Doesn't do too much damage with its own weapons but sometimes drops enemies. Makes huge future hovercraft type 'whirrrr' as it passes.

<specific levels in discussion, detail map needed>

Area 4 – Dream World - Nightfrost

Entrance: Unknown – Great Summit?

Rescued Child: “Coldano” – Coldano instantly took to playing with ice cubes as an infant and that may have come from Eva's father's side who came from the north of Carrotus. Coldano dreams of far off chilly places bathed in night. Sometimes scary, sometimes peaceful.

Area Description: Nightfrost is a level mostly bathed in night. Many levels, without the light of the moon, will require night vision (in green, of course!) to maneuver in. It is also cold, and snows here frequently.. the level is on one big glacier with tunnels and high peaks as well as small villages.

<specific levels in discussion, detail map needed>

Area 5 – Diabolizz

Entrance: Unknown – Prairie Grand Village?

Rescued Child: “Frizzle” – Frizzle loves hot climes and dreams about nothing but jungles, deserts, and pyramids, aside from the occasional wacky dreams that all the Jazz children sometimes have.

Area Description: Diabolizz consists of deserts, the occasional oasis, pyramids, and a big jungle as well in the middle, with the largest pyramid, inside of which is the dream generator and Frizzle.

<specific levels in discussion, detail map needed>

Area 6 – Swirlpool

Entrance: Ancient Water Realm

Entirely underwater, this forgotten ruin holds many magical secrets that the player must reveal to advance past the big rock wall. Past the rock wall, the player will be able to swim up to the surface, revealing a large sea with a small island nearby.

Rescued Child: “Waverly” – Waverly is Jazz's second youngest and she loves water! Her dreams are of swims into whole undersea worlds with large creatures.

Area Description: Swirlpool is one big ocean... not a speck of land in sight. Under the water there are Atlantis like cities and huge creatures, usually kept to specific locations, some of whom are gentle, and some of whom are violent. The biggest most ferocious beast of all... something that looks like a cross between a two hundred foot snake and a plesiosaur, guards the undersea cave in which Waverly is sleeping with the Dream Generator.

<specific levels in discussion>

Final Area – Super Burger

Entrance: Space Port

Jazz returns to the space port again once the fabric of dream-space is weakened enough to reveal the floating Space Burger far ahead. Eva contacts Jazz in a quick scene and tells him that they found out about this.

Once again, Razz flies Jazz up in the rocket shuttle and drops him off at the Space Port, cunningly disguised as the ‘Super Burger’.

Rescued Child: *“Hiphop” – Hiphop is Jazz’s youngest child and the strongest in imagination. He dreams of music, speed, power, and all things Jazzy, a direct gift from his dear old dad. Only Hiphop, once rescued, can deactivate Devan’s dream generators permanently.*

Super Burger is a huge level (approximately 1 hour to complete for advanced players) that is the final stage of Jazz 3D. It dematerializes in a cutscene in orbit above Carrotus as the secret hideout of Devan Shell. Devan plans to use it as a front for his world takeover operations. Inside are whirling machines, food conveyor belts, tubes, elevators, and deadly guardians to the final path to Devan.

<specific levels in discussion>

ITEMS AND OBJECTS

Coins: Gold, Silver, Red, Blue, and Green coins. Gold is worth 1, Silver is worth 10, Red is worth 5, Blue is worth 20, and Green is worth 50 coins. Coins can be used to buy items in shops or, sometimes, to buy an entrance into a bonus level using a dream warpgate.

Carrots: Give Jazz health... small carrot gives player one bar, big carrot refills health to maximum

Magic Carrot: Adds to Jazz's Maximum health. These are generally found when defeating bosses or are revealed in secret areas.

Poison Carrots : Green spotted, can pop out of treasure chests or appear singly

Ice Carrot: Creates an ice shield that protects player, most effective against fire based attacks, which reflect back against the attacker (for instance, if Fire Ant nips at player, they will be injured as opposed to simply having their attack deflected). Shield lasts 10 seconds. (Secret, when ice dreamcell is loaded the Ice Carrot lasts 20 seconds).

Metal Carrot: Gold shield will protect player against all forms of direct projectile attacks such as yellow shots for 10 seconds. Silver shield will protect player against all other weapons such as grenades.

Fire Carrot (jalapeno carrot): Fire shield will protect player, most effective against ice based attacks, which cause damage to the attacker, whether it be another PC in multiplayer or a Single Player enemy. Shield lasts 10 seconds (Secret, when fire dreamcell is loaded the Fire Carrot lasts 20 seconds).

Shrink Carrot: Shrinks player down to ¼ size, but player can still fight. Allows entrance to small passages. Wears off mysteriously when Jazz eats another shrink carrot (these carrots regrow/respawn).

Ammo for dreamcells and guns: Powerup for Blue Buster (increases shot rate and changes color, increasing damage as well), ammo for all 5 dreamcells, ammo for Gizmo Gun and Royal Blazer.

Per level items for sugar rush: Each level will have food and drink items the player collects until they develop a 'sugar rush', this will allow them to be invincible to any attack for approximately 20 seconds. Ideas are "coke" and "pepsi" imitation drinks, candy bars, Doritos, etc..

Bubble breather: Allows the player to breathe underwater. Can be kept throughout game once found, and used to locate new areas. (Secret, if the Water dreamcell is loaded, it can act as a temporary Bubble breather before the Bubble breather is discovered, but also, if used at the same time as Bubble breather, can allow player to move at double speed in water zones, as if flying).

Bounce platforms: Player bounces various heights according to color of platform.

Additional Items: Treasure Chest, Trees, shrubs, butterfly, fish, statues, flags, torches, braziers, cannons, pirate ships, boulders, coconuts, spiked ball, spikes for trap, chandelier, swinging axe

<Jazz secret mode, railgun... regular, rail gun, alt fire, seeker shot, goes through walls, curves around corners>

Multiplayer Gaming

Treasure Hunt

This is a timed game where each player tries to find as much treasure as possible, find their matching key, and leave the level. Any player not able to make it out in time will suffer a penalty to their score (or not receive a bonus).

Attacking another player causes a part of their treasure to fly out instead of doing any real damage.

Treasure Hunt is mainly a version of battle mode which focuses on searching for treasure objects instead of attacking each other.

Battle Mode

Simple 'deathmatch'. This is the basis for multiplayer AI testing and is pretty much expected from any game anymore.

Team Battle Mode

Simple 'deathmatch' variation where you're aligned on teams and grouped according to some visual trait, such as color.

King (Giant) of the Hill

Simple 'deathmatch' variation where the player with the first 'kill' becomes 'king of the hill' and grows to become a giant Jazz. Obviously not all levels may work exactly, but there shouldn't be too much problem. The giant Jazz deals out more damage in all methods and makes a huge rumbling earthquake when he jumps (which causes other Jazz players and the like to be bounced away). 'Killing' the king makes you the next king.

Capture the Flag

Two teams each have a flag at their 'base'. The object of the game is to run up to the other base, steal their flag, and return it home for points. If a flag is dropped (player carrying it is 'fluffed') it can then be instantly returned to the base if a player on the opposing team touches it. Otherwise, after a short period of inactivity (10-15 seconds) the flag is automatically returned. Also, you cannot get points from capturing a flag if your flag is currently missing.

Jazz Racing (removed)

Of course we should always consider making this an individual game and milking the cross-license and additional rewards. ;) This is more like a Wipeout XL/Mario Kart style of game. Race along with modeled vehicles against enemy AI while picking up optional weapons and attacking. Tubelectric would provide a design example for this type of mode, in regards to a Wipeout style. Racing could be complex to implement in the Unreal engine, so this mode is currently optional and under research.

Interfacing With the World

Use Object / Talk to Character

When moving up to something and facing it, an activation icon appears above that object. If possible, the object will also glow slightly to enhance the visual cue. Pressing the fire button will then use the item or talk to the character Jazz is facing.

Communication

All communication in the game will take the form of text and speech sound effects.

Speech – Through effect manipulation, all text will be written up by the level designers first and a list will be given to Jason to organize and delegate. We will make use of our own team's voices, modified through software manipulation. This is in lieu of professional voice actors. Once completed, the sound effects will be reviewed by the team for believability and quality before implementing. Sound effects will be in wav format unless the MP3 format becomes practical in Unreal. In addition, text only will be used on any system Jazz is ported to that is incapable of using speech with a sound effect applied along with the letter appearance.

Text – Text will simply appear in the text box in a left to right fashion as the other character speaks. It can be sped up very quickly by pressing the fire button while reading. At the edge of the text box a continue arrow will flash when ready to continue – pressing fire again will continue.

Heads – Character art will appear generally at the top-left of the text box. If a player character speaks for some reason (or more importantly some kind of companion speaking on your behalf) it should appear at the top-right. Heads will use a minor amount of animation such as blinking. Major characters will be animated more thoroughly, queued to look in directions or whatnot, perhaps in relation to the text being displayed.

The player will be able to move while conversation is going, however obviously he cannot fire at the same time, which should be designed around. In other words, no important enemies should be placed near a character which might be clicked on by accident. Moving away a certain small distance from the target will also end the conversation immediately.

Signs

Signs will appear frequently through the game, differing in appearance by region. In the basic world, they often appear as wooden signs on sticks, however in the dream world they animate, shifting up and down like springy flowers on their wooden 'stalks'.

When Jazz uses a sign, a graphic appears of the sign face, basically a plank of wood with black lettering on it (or light brown / white if Unreal cannot handle the black lettering). An exit icon flashes at the bottom right of the sign, indicating that when the player presses fire the sign will disappear and play is resumed.

Objects to be Used

Many objects throughout the game can be used by the player, however they may need to teach the player how to use themselves. The first time an object of a particular type is used (or found) it will pop up a conversation window. However, the object appears at the top-left in 3D instead of a character head. In this window, the player is instructed how to use the object as briefly and clearly as possible. Simple letter-appearing sound effects should be played in lieu of speech.

Waking People

In order to reach secret areas, open some doors, and reveal the dream worlds, Jazz must wake up key people in the game. Some can be woken normally, but many (especially the kids who prevent access to the dream worlds later in the game) require the special device given to you by Razz partway through the game. After being woken up, most people return to the villages.

Whenever someone is woken up, either some eerie sound plays to indicate an opening or change in the world, or in the case of more important things, the camera moves to show the change to the player.

Need to talk about:

Old Rabbit Master – Re: Area 1 – Village (come up with name Arjan)

Discuss dream worlds some more.