

# Turbo Pixels Software

Design Documentation for:

## Super Bubble Buster

A Race to Save Super Bubble Land

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## **Change Log**

### **May 22, 2009**

Added: High Concept

Added: Premise / Story Synopsis

Added: Player Character

Added: Game Mechanics

Added: Modes

Added: The Bubbles

### **May 25, 2009**

Added: Progression

- Story Mode

- Survival Mode

- Clear Mode

Updated: Modes

Added: Environment

Added: Non-Player Characters

- The Bubblenator

Added: Features

Added: Control Scheme Mapping

### **May 28, 2009**

Updated: Modes

- Clear Mode
- Battle Mode

Added: Modes

- Puzzle Mode

Added: Progression

- Puzzle Mode

Added: Visual Interface Description

## **June 2, 2009**

Added: Table of Contents

Updated: Formatting

Updated: Visual Interface Description

- Added: Graphical Layout

## **June 16, 2009**

Added: Cut-scenes

Added: Achievement System

- General Achievements
- Story Achievements
- Survival Achievements
- Clear Achievements
- Puzzle Achievements

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## **High Concept**

Fast paced puzzle shooter where the player must fire randomly colored bubbles at a mass of randomly colored bubbles at the top the screen to match 3 or more to bust like colored bubbles.

## **Premise / Story Synopsis**

Once upon a time, there was a happy little world called Super Bubble Land where all the bubble were happily colored and bounced around in the sun. Until... the Evil Bubblenator arrived and cast a horrible spell on most the world bubble population, turning them into evil harmfully colored bubble. The remaining happy bubbles called for Super Bubble Buster to help defeat the Evil Bubblenator and restore peace to Super Bubble Land.

Super Bubble Buster is armed with his Dual Bubble Blaster and the only way to stop the evil Bubblenator is to exploit a flaw in his horrible spell. When 3 of the same color bubbles are directly next to each other, they turn back to normal. So Super BB must fire like colored bubbles at the horde of evil bubbles to slowly transform everyone back to normal.

The journey will be perilous. The evil Bubblenator and his minions are out to stop Super BB every step of the way. They have created an evil version of Super BB's Dual Bubble Blaster and are using it to make evil bubbles even more evil. He must go head to head in battle to restore peace to the land.

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# Game Design Document

## Environment

The wonderfully unusual place that is Super Bubble Land was a bright and colorful paradise where the happy little bubbles could float and play all day long, high up in the sky amidst a fluffy white cloud. But one day, a great ominous thundercloud rolled overhead and the evil Bubblenator descended upon the peaceful people of Super Bubble Land. The once happy little white cloud began to transform into a dark foreboding place. One by one, the happy colorful bubbles were changed into mindless slaves of the Bubblenator.

Not all hope is lost for Super Bubble Land. The Bubblenator's influence has not yet spread across the entire cloud and one bubble intends to put a stop to the Bubblenator's nefarious plans. Super Bubble Buster has successfully protected the area of the cloud on which he resides, but now he must strike back by heading deep into the thunder areas and cleansing it of the Bubblenator's taint and returning the good people of the Super Bubble Land back to normal.

As the player progresses through the story, the background and level border elements will change to be more and more dark and dangerous. Super BB is moving deeper into the Bubblenator's territory.

As the player slowly completes the objective for each level, the environment will slowly become bright and happy again.

## Cut-scenes

The story will be conveyed via cut-scenes at regular intervals through the game. These cut-scenes will consist of the images of two or more characters sliding in from the sides (e.g. Fire Emblem) while the dialog is presented in a box on the lower portion of the screen.



The characters will not be animated beyond a few simple poses for various emotions, etc. that change at the appropriate time.

There will be cut-scenes at the following parts of the story adventure:

- Opening (before level 1)
- 1<sup>st</sup> Boss (before)
- 1<sup>st</sup> Boss (after)
- 2<sup>nd</sup> Boss (before)
- 2<sup>nd</sup> Boss (after)
- 3<sup>rd</sup> Boss (before)
- 3<sup>rd</sup> Boss (after)
- 4<sup>th</sup> Boss (before)
- 4<sup>th</sup> Boss (after)
- Bubblenator (before)
- Bubblenator (after)
- Ending (before credits)

## **Script**

<placeholder>

## **Player Character**

### **Super Bubble Buster**

He's the upholder of the law of Super Bubble Land with somewhat of a superhero legend surrounding him: a title rightfully earned and he bears it proudly. When the evil Bubblenator rears his ugly head and transforms most of the good citizens into mindless drones, Super BB is called into action to stop the Bubblenator's foul plot.

- Players will not control Super BB directly, but instead will control his Dual Bubble Blasters. These two guns are stationary when deployed, but can swivel left and right. They generate randomly colored bubbles based on the colors of the remaining bubbles left on the stage.

## **Non-Player Characters**

### **The Bubblenator**

Hailing from the ominous thundercloud that has moved into the sky above Super Bubble Land, the evil Bubblenator has succeeded in taking over most of the cloud. His motives are unknown, but he clearly seeks to control everything he can get his hands on. He is transforming Super Bubble Land into a dreadful thundercloud.

He has four lieutenants that are overseeing various operations throughout Super Bubble Land that must be dealt with and they will certainly be trying to stop Super BB from saving the land.

#### **<Lieutenant 1>**

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#### **<Lieutenant 2>**

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#### **<Lieutenant 3>**

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#### **<Lieutenant 4>**

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## Features

Control the Dual Bubble Blasters separately to launch randomly colored bubbles in an attempt to match up three or more of the same color in order to bust them. Strategic use of charged bubbles will allow the player to chain combos together for massive busting action.

Chain enough combos together to create magical Soap Bubbles that will destroy all like-colored bubbles on the screen when they are busted.

Gigantic bubbles are filled with randomly colored bubbles. Bust them to release the small bubbles. With luck, the released bubbles may combo other nearby bubbles if they match up right.

## Gameplay Mechanics

Fire randomly colored bubbles from the Dual Bubble Blaster located at the bottom of the screen towards the mass of evil bubble slowly moving down.

Match 3 of the same color together to bust them and return them to normal.

Shots can be charged to allow them to stick together without busting.

Any bubbles that become separated from the rest of the mass will be freed (fall off the screen).

## Combos

When more than one colored bubble is busted by a single action, this is a combo. Each progressive combo adds a multiplier to the points being awarded.

*Example: Two different colors are busted—the second colored awards x2 points, a third color awards x3 points, a fourth x4, and so on.*

Combos can only be achieved through the strategic use of charged bubbles, the transforming of black bubbles, and the busting of giant bubbles.

If a combo higher than x5 is achieved, a special soap bubble will appear in the place of the bubble starting the combo. This multi-colored bubble will destroy all bubbles matching the color used to bust it.

## **Progression**

### **Story Mode**

There will be 50 levels in total. Each level in Story Mode is of the Clear game type, except for boss battles. Every 10 levels, there will be a boss battle, with the Bubblenator being the final battle on level 50. The difficulty will slowly be ramped up as detailed below:

- Levels 1-5: 3 colors - Red, Blue, Yellow
- Levels 6-9: 4 colors - Red, Blue, Yellow, Green
- Level 10: Introducing Black bubbles for 1st boss battle
- Levels 11-15: 5 colors - Red, Blue, Yellow, Green, Orange
- Level 15: Introducing Soap Bubbles
- Levels 16-20: 6 colors - Red, Blue, Yellow, Green, Orange, Purple
- Levels 21-25: Introducing White bubbles – All colors now available
- Levels 26-30: Introducing Giant Bubbles
- Levels 31-50: All bubbles are available

### **Survival Mode**

There is only one level in survival mode and the player continues until he/she inevitably loses. The longer a player survives, the harder this mode will become.

- 0-3 minutes: 4 colors, new row added every 30 seconds
- 3-6 minutes: 5 colors, 25 seconds
- 6-9 minutes: 6 colors, 25 seconds

- 9-12 minutes: 7 colors (black), 20 seconds
- 12-15 minutes: 8 colors (black and white), 20 seconds
- 15-18 minutes: 8 colors, giant bubbles, 20 seconds
- 18-21 minutes: 8 colors, giant bubbles, 15 seconds
- 21+ minutes: 8 colors, giant bubbles, 10 seconds

## **Clear Mode**

There are 50 levels in this mode. The player must clear every bubble on each level in order to progress to the next. There is a time limit for this mode. The player starts with 5 minutes on the clock and receives an extra minute for each level they complete. The difficulty ramps up the same as Story Mode (see above).

## **Puzzle Mode**

There are 50 levels in this mode. The player must clear every bubble using only a limited number of bubbles in order to advance to the next level. There is no time limit for this mode. The difficulty ramps up similarly to Story Mode (see above).

- Levels 1-5: 2 moves
- Levels 6-10: 3 moves
- Levels 11-20: 4 moves
- Levels 21-30: 5 moves
- Levels 31-40: 6 moves
- Levels 41-50: 7 moves

## **Modes**

All game modes are available for single player. Only Battle is available for multiplayer.

## **Story**

Play as Super BB as he combats the evil Bubblenator and saves Super Bubble Land.

## **Survival**

The player will continue to play until they lose. Bubbles slowly move down from the top of the screen. The longer players survive, the faster the bubbles move.

High scores will be recorded – The player's score and how long they lasted

## **Clear**

The player must clear all of the bubbles within a certain amount of time to move on to the next level. The amount of time to complete each level gets shorter as the player progresses to higher levels. The bubbles do not move down over time.

High scores will be recorded – The player's score and the level were on

## **Puzzle**

The player must clear all of the bubbles using only a certain number of bubbles to move on to the next level. There is no limit for this mode and the bubbles do not move down over time.

The player must complete the puzzles in order but may replay any completed level over again.

## **Battle**

The player fights another player or AI until someone loses. This mode is played split-screen, even over Live. The host is always on the left side of the screen. When a player

performs combos, extra bubbles are dropped onto the opponent's screen as black bubbles.

Each player has a Bubble Sphere on the center of the screen. As the player clears bubbles from their play area, their Bubble Sphere fills. Once it is completely filled, a load of bubbles are shoved onto their opponent's screen and the Bubble Sphere is emptied.

## **The Bubbles**

There will be 8 color bubbles in all:

Red, Blue, Yellow, Green, Orange, Purple, Black, White

All colors, except black and white, are normal bubbles that can be removed by matching three or more of the same color.

Black bubbles are particularly evil bubbles that cannot be immediately destroyed. They must first be turned back to normal by destroying other bubbles next to them. The color they become is determined at random based on the colors currently available.

White Bubbles cannot be destroyed; they are friendly bubbles that have been captured. To free them, you must disconnect them from the rest of the mass.

## **Giant Bubbles**

These huge bubbles contain other randomly colored bubbles inside them. These bubbles are quite durable and require a total of 5 like-colored bubbles, themselves included, to be match up before busting. When they are destroyed, 5 normal bubbles are released. Their color is determined at random. Any bubbles busted by emerging bubbles award bonus points.

## **Soap Bubbles**

These multi-colored bubbles are special bubbles that only appear after a player makes a combo chain higher than 5 using charged bubbles. Soap Bubbles are a wild card: any color combination can be matched up with them, but unlike normal bubbles, these bubbles will destroy all bubbles of the matched color present on the screen when they are busted.

## **Charged Bubbles**

Players can hold the fire button for a second to charge the current bubble before releasing the button to fire it. Charged bubbles will not immediately bust even when matched up with like-colored bubbles. To bust a charged bubble, you must hit the grouping with a non-charged bubble. When charged bubbles are busted, they will in turn bust all nearby charged bubbles regardless of color, thus also busting any non-charged bubbles connected to them.

## **Achievement System**

*While we cannot have achievements that officially award Gamerscore, we can have our own achievement system; an incentive for players to play the game as long as possible.*

There are currently **505** achievement points.

### **General Achievements (Total 130 points)**

- Bust your first bubble – 5 points
- Create a Soap Bubble – 5 points
- Perform a combo higher than 10 – 5 points
- Bust a Giant Bubble – 5 points
- Drop a White Bubble – 5 points



- Transform a Black Bubble – 5 points
- Overachiever (unlock all other achievements) – 100 points

### **Story Mode Achievements (Total 75 points)**

- Complete 10 levels – 5 points
- Complete 20 levels – 10 points
- Complete 30 levels – 15 points
- Complete 40 levels – 20 points
- Complete 50 levels – 25 points

### **Survival Mode Achievements (Total 100 points)**

- Survive 5 minutes – 5 points
- Survive 10 minutes – 5 points
- Survive 15 minutes – 5 points
- Survive 20 minutes – 10 points
- Survive 25 minutes – 15 points
- Survive 30 minutes – 15 points
- Survive 45 minutes – 20 points
- Survive 60 minutes – 25 points

### **Clear Mode Achievements (Total 100 points)**

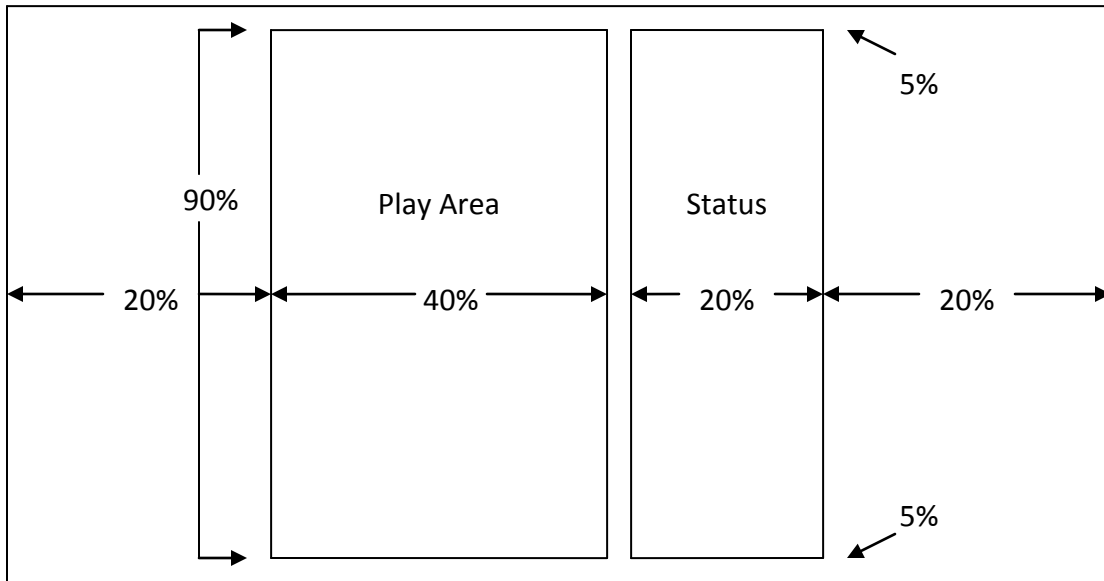
- Complete 5 levels – 5 points
- Complete 10 levels – 5 points
- Complete 15 levels – 5 points
- Complete 20 levels – 5 points
- Complete 25 levels – 10 points
- Complete 30 levels – 10 points
- Complete 40 levels – 20 points
- Complete 50 levels – 40 points

### **Puzzle Mode Achievements (Total 100 points)**

- Complete 5 levels – 5 points
- Complete 10 levels – 5 points
- Complete 15 levels – 5 points
- Complete 20 levels – 5 points
- Complete 25 levels – 10 points
- Complete 30 levels – 10 points
- Complete 40 levels – 20 points
- Complete 50 levels – 40 points

## **Visual Interface Description**

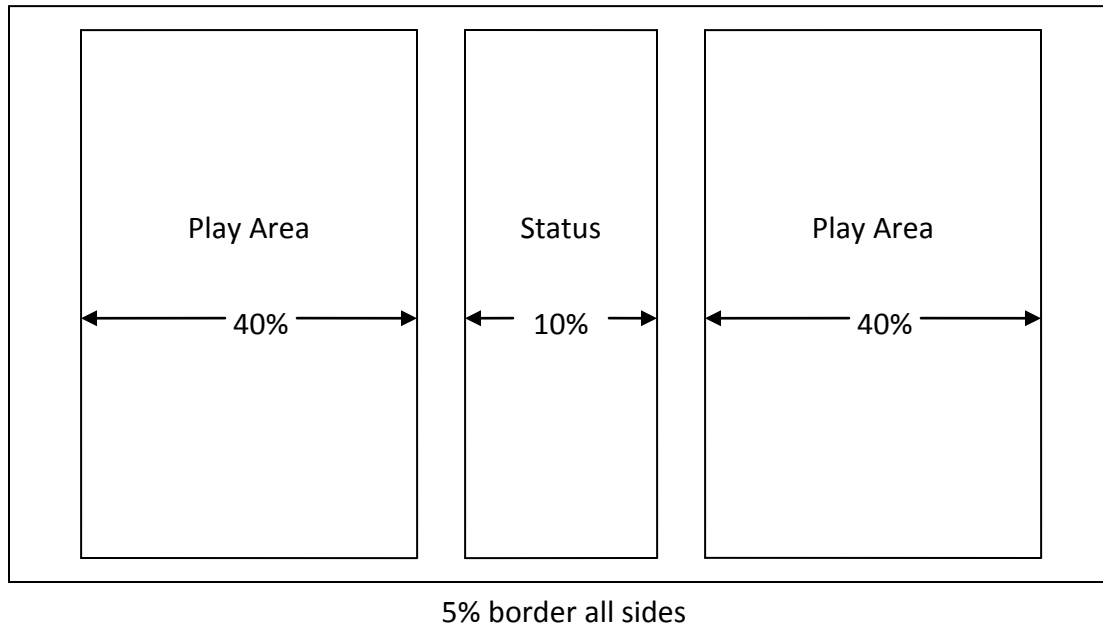
### **Single Player**



The main play area will be offset to the left of the center (about 40% across the screen from the left). Directly to the right of the main play area, there will be:

- Score
- High Score
- Level
- Time Remaining (Clear Mode)
- Time Passed (Survival Mode)
- Moves Remaining and the bubbles for them (Puzzle Mode)

## **Multiplayer (and Battle Mode)**



Player 1's play area will be on the left side of the screen, while player 2's play area will be on the right side. Each play area will comprise about 40% of the screen each, while the remaining 20% will be for the border and for the status bar going down the center of the screen, in between the two play areas.

The Status Bar will contain each players' Bubble Sphere along with their score and portrait. Player 1 on top, Player 2 on bottom.

## **Control Scheme Mapping**

Left Analog Stick: Rotate left bubble blaster / Navigate menu

Right Analog Stick: Rotate right bubble blaster

Left Trigger: Fire left bubble blaster (hold to charge)

Right Trigger: Fire right bubble blaster (hold to charge)

Start: Pause / Access Menu

A Button: Select / Confirm

B Button: Cancel

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# Technical Design Document

## Tools

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## Graphics

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## AI

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## Physics

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## Target Platform

Microsoft Xbox 360

Xbox Live Community Games

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# Art Style Guide

## Mood

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Example images

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Example Images

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Example Images

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## Palette

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Example Images

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Example Images

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## Characters

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Example Images

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## **Environments and Objects**

### **Sample Scenes**

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### **Icons**

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Example Images

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### **Menus**

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Example Images

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### **Texture Samples**

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### **Lighting**

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Example Images

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Examples Images

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## **Special Effects**

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# Sound Design Document

## Sound Effects

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## Soundtracks

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