

KOALIWOOD STAR

Narrative Design Sample Document



I wanna be a star!

INTRODUCTION

Welcome to Koaliwood! This document features sample dialogue, puzzles, and mechanics from a speculative one-touch adventure game called *Koaliwood Star*. The character interacts with the game world by tapping/clicking on objects, and sometimes participates in timed projects. Images in this document were taken from the internet, and are meant only to communicate the character and style of the game. The purpose of this document is to provide a sample of my work as a narrative designer.

STORY

Kole is a young koala with a big dream; to become a big star in the Koaliwood showbiz industry. From his habitat at the local zoo, he yearns to headline the Wildlife Show that occurs every Saturday. To get his big break, he'll have to win key allies, grease a few palms, and outmaneuver anyone who stands in the way. Only someone who can wow the audience at the Wildlife Show has any hope of moving on to a showbiz career in Koaliwood. Kole knows he has what it takes, and sets out to knock 'em dead.

SECTION I: TUTORIAL

Dialogue is displayed in chat bubbles that appear next the speaking character. The player taps the screen to choose responses, or move forward with the conversation. As the scene begins, Kole sleeps peacefully on a pile of straw in his room. A squirrel pokes its head in through the window.



Ughh, what...

Kole! Wake up Kole!



You told me to wake you up early! Today's the day of
the big Wildlife Show!



Oh right, thanks Sally.

Darn right! You wanted to try to get into the show this
week right? Well, you better get out there soon! Spots
are filling up fast!



Oh no, really? I'm not even ready!

Well, you better GET ready! You only have so much time
and energy so choose your actions wisely. And remember,
you promised me nuts!



Sally Squirrel exits. Kole gets up and examines his room.

Here begins the game's first timed event.

Kole needs to get ready for his big day. To complete the event, he needs to fill the “Readiness Meter” on the lower left of the screen. Kole can fill this meter by performing actions in his room, but each action requires energy. Kole has limited energy, and cannot choose every action. A wrong choice means that Kole and the player must wait for the energy meter to fill back up. Players can make Kole perform actions by tapping the action icons displayed over different areas of Kole’s room.



The three correct answers are “fix bed-fur,” “brush teeth,” and “Get psyched!” The player needs 8 points of ‘readiness’ to win, so two options are all that is needed. If the player chooses the two incorrect options, then there will be a slight penalty as the player waits for the energy to recharge.



Ok, I’m ready. Time to show ‘em what I can do!

SECTION II: THE WILDLIFE SHOW

Kole emerges from his room into the Koala habitat. Koalas are milling around as humans pass by above the enclosure. A Koala in a suit sits at a table with a sign that says “Wildlife Show Auditions.” The player can tap-and-drag to scroll through this area, and tap to interact with or examine individual objects. The player taps on the koala at the table.



Huff, huff. Whew, I made it! I'm ready to audition for the Wildlife Show!

Ooh, sorry kid! You missed it. We've just filled all the koala spots for the Wildlife Show.



Oh no! It can't be! Can't you at least let me try?

I like your spunk, kid. But, as I just said, all the spots are filled. Tell you what, show me what you've got, and I might keep you in mind for next week.



Hooray!

Here kid, eat this eucalyptus leaf. Let's see if you've got what it takes to be a showbiz koala!



A prompt appears below the chat bubble. It says "eat leaf." The player taps it.



Munch. Munch. Munch.

Holy Moses kid, you're a genius! I don't know what IT is, but by gum, you've got IT! And in spades!



So I can be in the show?

You're not too sharp, are you kid? All the spots for the show this week are full. For you to get a spot, someone would have to drop out!



Oh...

Yep, it's a shame too, because I know you'd nail it!
Better luck next time, kid.



So there's no way I'll be in the show this week?

Well, if someone dropped out, then you'd be a shoo-in
for the open spot. That won't happen though, everyone
wants to be in the Wildlife Show!



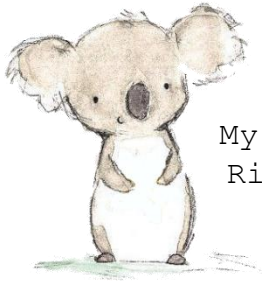
Ok...

Yep, the only way you'll be in the show is if someone
else drops out. And that will NEVER happen. Never,
never, never. Now move along I've got work to do.



With the conversation over, Kole needs to get another koala to drop out of the Wildlife Show. The player can scroll through the area, tapping other koalas to see who is going to be in the show. Finally, the player taps a fat koala in the corner...

MM. What do you want?



My name is Kole, and I want to be a big star someday!
Right now, I want to be in the Wildlife Show, but...

(Interrupting) I don't care about any of that. Say
kid, do you like... chocolate?



What's chocolate? Is that like eucalyptus?

It's waaaay better than eucalyptus. Humans eat it
all the time.



Sounds neat...

Oh yeahh. Its soooo good. But I can never get any.
Sigh. You know what? You said you wanted to be in the
Wildlife Show, right?



Oh yes sir, more than anything!

Well, how about this? I've got a spot in the Wildlife
Show myself. Get me some chocolate, and I'll give it
to you.



Really? You'd do that? Gee, thanks!

Don't get too excited, there's no chocolate around
here, hehe. Good luck finding some, hahaha, *burp*.



I need to find some chocolate!

After this conversation, a blinking icon indicates that a new area of the enclosure is available. The player taps the icon to go to the new area. The screen fades in to reveal a new view from the enclosure. The neighboring pen, full of anteaters, is shown to be next to the koala habitat. A tree grows in front of both pens, towering over a human concession cart.



Where am I going to find chocolate? I don't even know what it looks like!

Rustling sounds emanate from high in the tree. A few nuts tumble out and fall down onto the roof of the concessions cart. The human vendor peers out from under the roof, taking his eyes off of his many foodstuffs. Sally emerges from a hole high in the tree.



Oh hey Sally, didn't see you up there.

What's up Kole. How did it go with The Wildlife Show?



I'm working on it. What are you up to?

Just organizing my nut collection. Hot dog, I've got so many nuts! Hey, don't forget, you owe me some nuts.





Oh right, what sort of nuts do you want?

I'm pretty much into all forms of nuts. But you know what I've never had? Apparently humans put salt on their nuts. Can you believe it?



I eat leaves.

Right... well anyways if you look down below me, you see that food stand?



Yes...

He's got bags of salted nuts. I've been trying to think of a way to grab some, but he's always watching!



Hmm...

I can distract him for a second if I drop a nut, but I can't get down there in time. Anyhoo, let me know if you think of something. I'll drop a nut if you need a distraction.

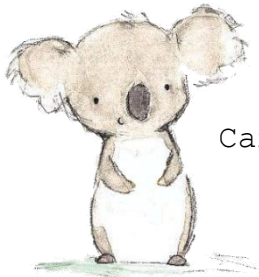


At this point, if the player taps Sally Squirrel, she will drop a nut onto the roof of the concession stand. The human will look out, momentarily taking his eyes off of his food products. A bag of nuts labelled Bag o'Nuts is clearly visible among the products for sale. The player can distract the vendor an unlimited number of times, but the Bag o'Nuts remains out of reach. In the anteater habitat next to the koala enclosure, one anteater is busy eating ants with its incredibly long tongue. The player can tap the anteater and start a conversation.



Hello

Yo.



Can I ask what you are doing?

Just eating ants, it's sort of what we do. Hey, check this out.



The anteater shoots out its tongue and grabs a distant ant.



Wow! That's impressive.

You know it.



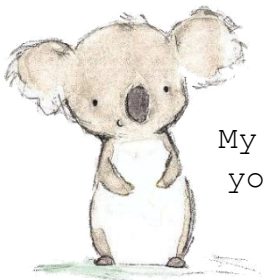
Hmm.

Yep, I'm the best.



Do you think you could use your tongue to get some nuts?

Excuse me?



My friend wants that bag of salted nuts. Do you think you could reach it with your tongue?

Oh, right... well only one way to find out!



The anteater shoots its tongue out at the Bag o'Nuts, but the vendor blocks it. The anteater reels in his tongue.

Darn, I bet I could get it if that dumb human wasn't in the way.



Hm...



At this point the player can solve the puzzle. If the player taps Sally Squirrel, she will drop a nut, distracting the vendor. If the player taps the anteater while the human is still distracted, the anteater will shoot out its tongue and grab the Bag o'Nuts. The bag flies into the air and lands within Kole's reach. A Bar o'Chocolate falls into place in the empty spot where the Bag o'Nuts used to sit. Kole picks up the Bag o'Nuts.

Well, here it is. Wait a sec, does that label say "chocolate?" Is that what chocolate looks like?



Hey! You got the nuts! Nice one!



Thanks, uhmm... do you think we can try this one more time?

Well, you're the one with the nuts, so you call the shots.



Great. Mr. Anteater, do you think you can help me again?

Please, call me Todd. I'm ready when you are.



The player can repeat the process again, only this time there is less time to tap the anteater before the vendor returns to his stand. Just like the Bag o'Nuts, the Todd the anteater grabs the Bar o'Chocolate with his tongue. The bar flies into the air, and lands within Kole's reach.



Hooray! I've got some chocolate!

That's real nice, now gimme those nuts!



The puzzle solved, the player taps the icon to go to the first area in the koala habitat. The player scrolls through this area and taps on the fat koala.



Here Mr., I got you some chocolate.

Huhh? Oh my... this is amazing... I was not expecting you to actually find chocolate.

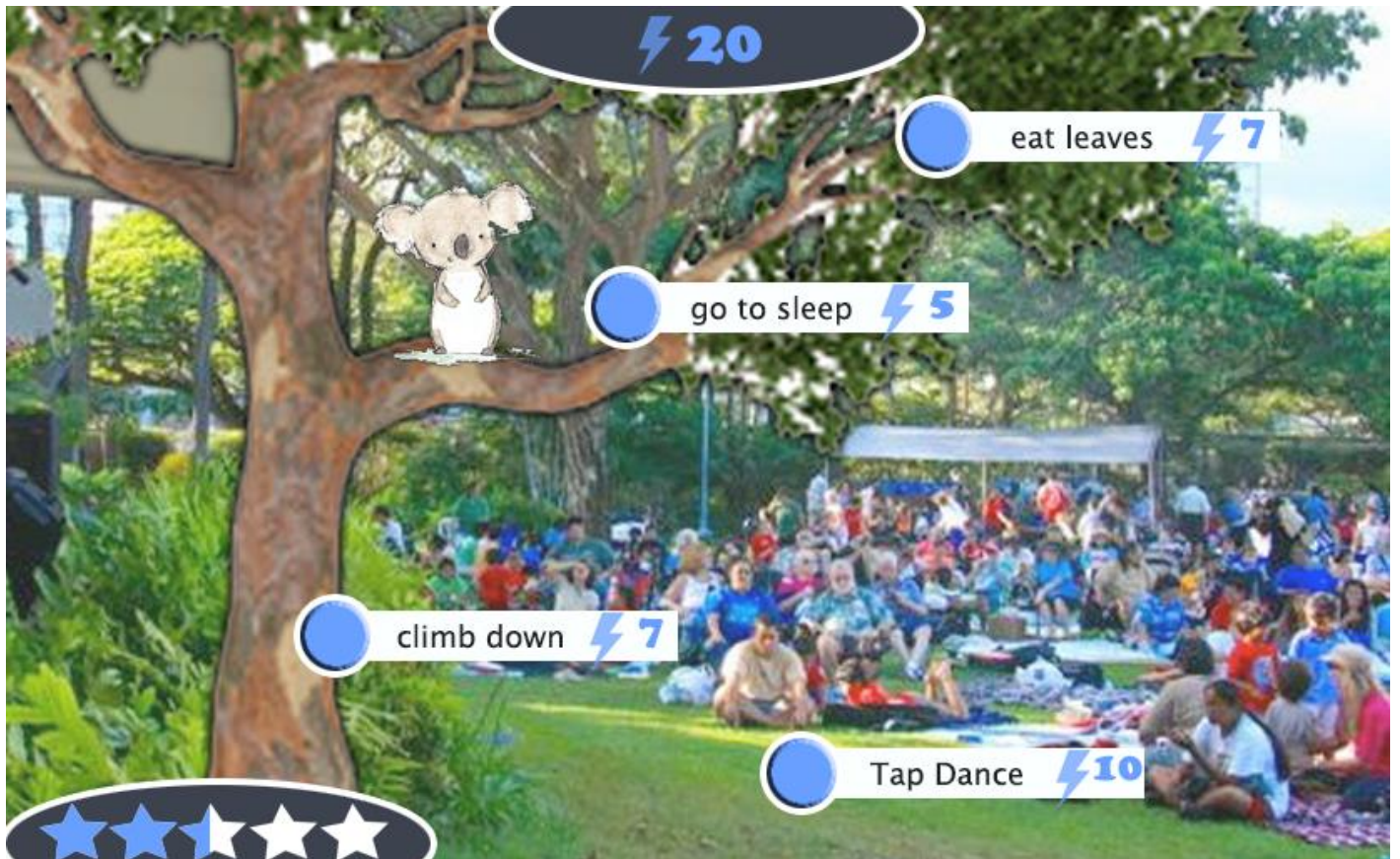


I hope you enjoy it.

Oh I WILL. I just hope it doesn't kill me. It might be poisonous to koalas, I don't really remember. Anyways, you can go ahead and take my spot in the Wildlife Show. I'll be busy with this... mmmm



The screen fades to black. The next scene fades in to reveal Kole in the Wildlife Show. Here begins another energy-driven timed event. Kole is in the tree,



The player is meant to easily win this challenge. A fully-charged player can spend 20 points of energy, but only needs to earn 15 points of “Amusement” from the audience. These humans are easily amused. When the event ends, the screen fades into a new area. It resembles a locker room for the animal performers. Kole is approached by an important-looking panda.

That was some nice work out there.



Gee, thanks!



Am I to understand that this was your first show?



Yes sir, I've been hoping to be part of The Wildlife Show for as long as I remember!

Glad to hear it son. Listen, I'm not one to waste time, so let me get right to the point. I like you. I think you've got what it takes to make it.



Wow! You really think so?

Oh, I know it! You could a big koala star, maybe the biggest.



Hooray!

That's the spirit. Listen, I want to give you something, it's very special. You must never lose it.



What is it?

It's a star.



A star?

Yes, a star. A very special star. This star represents your essence. Your spirit, the spirit that pushes you to perform.



Wowww... that's confusing.

Yes, it is. Don't think about it too much. Just know that this is a very special star, and that you must never, ever lose it.





Ok...

If you lose this star, you'll lose a part of yourself.
Keep it safe, and there's no limit to what you can
accomplish!



If the star is part of me then how did you get it?

I told you not to think about it too much. Just take
it and go, will ya? I'm very important and I have
important things to do.



Ok, thanks Mister!

Actually it's Professor, Professor Panda. I'm off to
do important things now. Remember, don't lose your
star!





Don't worry, I won't! I'll keep my star close forever and ever!

Professor Panda leaves. Almost immediately, Sally Squirrel arrives. She's distraught.



Sally! What's wrong?

It's my nuts! My beautiful, beautiful nuts! They're gone!



Oh noo!

I don't know what happened! I was watching The Wildlife Show, great job in that, and when I got back to my tree all my nuts were gone! I think someone stole them!





Who would do such a thing? Did you see anyone?

I don't know. I thought I saw a bear walking away when I got there, but once I saw that my nuts were gone, I couldn't think of anything else! *Sniff*. I love nuts sooo much!

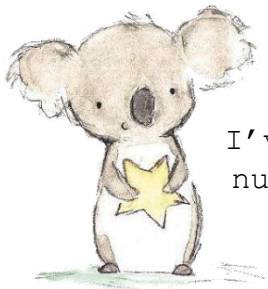


I know. Sally, I'm so sorry. We've got to find whoever stole your nuts!

Sniff. It's ok. You've got to focus on your career. Don't worry about my nuts. *Sniff*... nuts, nuts...



The screen fades to the area of the koala habitat that borders the anteater enclosure and Sally's tree.



I've got to find out what happened to Sally's stash of nuts!

A mysterious voice chuckles from off screen.

Hehehehehe.



What's that? Who's there?

A mysterious bear appears from the darkness.

Hehehehehe.



Why are you laughing?

Oh, no reason. No reason at all... hehehehehe



Was it you who stole all of Sally's nuts?

Hmm, maybe. Maybe not. Who's to say?



If you took them you better tell me right now!

Hehehehe. Things are not always as they seem, kid.



It WAS you, wasn't it! Give Sally her nuts back. She needs those for the winter!

Everyone needs something, kid.





What are you talking about?

In this world, everyone's got an angle. Everyone's got something they want, and everyone's got something they're willing to trade.



That's not true!

Oh yeah? How do you think you got into the Wildlife Show?



Hmph...

Life's complicated, kid. Sometimes you've got to do things you don't want to do.





Quit stalling. I know you took Sally's nuts.

Maybe I did steal them, maybe I didn't. Either way, I may know where they are.



Give them back!

Maybe I will, have you got something to trade?



Uhm... no, not really...

Maybe you do, that's a nice star you've got there...





The star? No, this is mine..

Yeah... that's a REAL nice star.



But... Professor Panda said... I'm supposed to hold my star close forever and ever!

That sounds like a sweet story, kid. Unfortunately, it's not going to get your friend her nuts back.



Why are you doing this?

I can't tell you that, kid. Maybe someday you'll find out. Now, are you gonna give up the star or not?





...



...



Ok, you win. You can have my star, but you'd better return every single one of Sally's nuts!

Hehehehe. Don't worry kid. I know just where they are...



The screen fades to black, and fades back in to reveal the same area. The bear is gone, and Sally is celebrating the return of her nuts.

My nuts! My nuts! Oh, can you believe it? It's a miracle!



Yeah... it's really great.

Hey, what's wrong?



Nothing's wrong. I'm happy for you Sally!

Wait, your star...



It's ok. It wasn't your fault.

Are you going to be ok?



Don't worry about me, I'm going to be just fine.

Act I End.

SECTION III: ANOTHER DAY AT THE OFFICE

Several years have passed since the day of the Wildlife Show. Kole has grown up, and now spends his days processing numbers in a numbers department. Kole and his co-worker Herbert are busy working in their shared office. Their boss bursts in.



KOLE! You finished those numbers yet?



Uh... no sir, I'm still working on them.



I need those numbers now!



Yes sir, sorry sir. I'll get them done as soon as I can...



You'll get those numbers to me by the end of the day, or else!

Yes sir.



And good numbers too, big numbers! I'm talking sevens, eights at least! No more fours and fives!

Yes sir, I'll try to make them as high as I can.



You'll try? YOU'LL TRY? Yeah right. I know your type. You're a slacker Kole. You were born a slacker, and you'll die a slacker. Keep slackin' around here, and you're out! You hear me Kole?

Yes sir.





I'm watching you, Kole. I'm watching you.

The Boss slams the door on his way out. A silence hangs over the room. Herb chimes in.



Hey, Kole, buddy. You ok?



I'm fine.



Don't listen to the Boss, Kole. He's just angry all the time. You do good work here, Kole. Good, solid numbers.



Thanks Herb, I appreciate it.



Guys like you and me, we've got to stick together! The two of us, together to the end!

Haha, yeah. To the end.



You know how it is in a job like this. For me, it's all about the seeds. Seeds man! I can't get enough of 'em! For you, it's all about the eucalyptus, right?

It wasn't supposed to be, it was NEVER supposed to be about the eucalyptus.



I hear ya man, I hear ya. Say, the Boss won't be back for a while. Hows about you and me turn on the boob tube and catch the game?



Sure, I guess.



Awright! That's the spirit! I've got some seeds ridin' on this one...

Herb brings out a television that he usually hides under his desk, and switches it on. Instead of the game, a news story is playing. A bird reporter is interviewing a mysterious leopard in a fabulous mansion.



This is Robin Stout. I'm sitting here at the home office of the mysterious philanthropist Leroy Leopard. Mr. Leopard shocked the city today with the announcement of that he's building a brand new orphanage, the largest Koaliwood has ever seen! Thanks for joining us Leroy!



It's great to be here Robin.



Tell me Mr. Leopard, why spend so much of your hard-earned money on an orphanage? These orphans can't possibly return a profit!

That's true, Robin. But this isn't about profit. This is about the young ones. The cubs, the calves, the eggs still in their shells. They deserve a chance to make it in the world, just like anyone else.



If you say so...

As the news camera pans across Leroy's office, Kole suddenly perks up,



Darn, wrong channel. Just a sec, let me switch it...

No, wait! Leave it here...



Kole stares intently at the screen, something in the office has caught his attention.



Come on, man. The game's starting!

Just, leave it here a minute, I thought I saw something.



The news camera switches back to Leroy's desk. On top of the desk, in a little glass box, is a small golden star.

A star..



What's that about a star? What are you on about Kole?

My star..



The interview continues...

As I was saying Robin, every young one deserves a chance. I firmly believe that inside everyone, is a very special essence. A spirit of creativity, of integrity, that is more precious than anything in the world.



More precious than diamonds? Platinum? Gold?

Oh, it's far more precious than any of those. Walk with me.



Robin and Leroy leave the office. The news camera follows them down a hallway. The hallway is full of plaques, and on each one is pinned a small golden star.

The essence of which I speak is, quite simply, potential. Everyone is born with limitless potential.

For these young ones, with no one to support them, their essence can be lost. I want to prevent that. I want to harness this essence, and put it to good use.





And what use is that?

Oh, you'll see. You'll see soon enough.
Mwuhahahahaha!



Hahahahahahah!

Mwuhahahahahaha!



Hahahahahaha... good one. Well, there you have it
folks, this is Robin Stout, signing off.

Kole switches off the television.



Hey man, what gives? What about the game?

We're not watching the game.



No game?

No game.



So you want to get back to the numbers?

No more numbers.



No game, no numbers... Well, what is it then?
What are we going to do?

We're going to get my star back.



Your star?

No, we're going to get EVERYONE'S star back!



Yeah?

Yeah!



You and me Kole, together till the end?

You bet Herb, now come on. We've got work to do!

The End?

