

LoK3 Notes

Key:

Locations are underline italics

Items are italic

Non-moveable, interactive items are bold.

I. Game Design

- Chapter-based Storyline
- Leisure-Suit Larry or Monkey Island gameplay- point and click maneuvering
- Dialogue treated like a JRPG; characters all have highly-detailed portraits with interchangeable expressions
- Item use
- Krystal has a lust-meter which will dictate any options available
- Each Chapter has a Good ending, and a “Lusty” ending
- Each Chapter (after Chapter 1) will begin with “Which Chapter ending for X do you want to use? A/B” to dictate which dialogue options or behaviour will change.

II. Game Programming Requirements:

- Resolution: 800x600px
- Proggy language: Flash AS3
- Inventory system
- Item Count
- Meter (Lust Meter)
- Point-and-Click Navigation along X, Y, Z axis
- Horizontally Scrolling screens (Hallways)
- Portrait-conversation system (like Disgaea)
- Context-sensitive input; Krystal needs to be able to click on items to “pick-up”, “look at”, “talk to” and “mind read” (move mouse to top of screen to get options laid out on a hot bar. Active type of interaction should show the relevant icon on the mouse pointer)
- A good example of the play style is Leisure Suit Larry Reloaded:
<http://www.youtube.com/watch?v=mAOD7WxS7tU>
- Cookies?: finishing a chapter creates a cookie record of the ending achieved; cookies are saved in a relative file structure to the flash file, and are limited to “last play.” Playing through twice only saves the most recent cookie, for reference when playing the next chapter
- Pathfinding done via a network of nodes, as per Serle
- Double-click on room exists to fast-travel
- Map system as well, for a super-fast travel system option
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Ila. Game UI

There needs to be a hotbar on the bottom right of the screen, from which the interaction options will appear: "Look," "Pick Up", "Use" "Talk To," "Mind Read". Beside it, the inventory screen, with scrolling arrows on either side/top/bottom for the many items Krystal will be carrying... somehow.

Best not think about it too hard.

III. Animation

- Animating at 24 fps

IV. Chapter Breakdown

(Please see relevant documents on GMail Drive for the full breakdown of each Chapter.; below is just a summary.)

Chapter One: The Crash of the Great Fox

- Introduces Star Fox Crew
- encounters with certain members of the StarFox Crew
- RoB 64 and Krystal or Starwolf and Krystal accidentally crash ship into the Great Forest

Chapter Two: Crash Site Survival and Capture

- Krystal wanders the Dark Forest
- encounters with various flora and fauna
- needs to build a shelter, get to know surroundings. Survival run
- Zora girl for final scene
- winds up being captured by lizardmen scouting party while bathing

Chapter Three: Sharpclaw Village, ending in the caves

- Krystal meets the Sharpclaw
- Fara bottom to group of dom lizgirls
- Krystal escapes into a cave system that leads into the mountains

Chapter Four: The Wreck of the Great Fox

- meets Starfox, StarWolf there
- Slippy, Rob64 hiding in wreckage; Krystal must defeat Starwolf to recapture it
- leaves to the Earthwalker tribe to find the rest of the Starfox crew

Chapter Five: Brokering Peace between Wolf and Earthwalker Tribes

- Krystal meets the Bloodmoon wolf tribe on one side of the map, Earthwalkers on

other side of map. Forested land in middle. Signs of skirmishes. (wounded soliders Krystal can "help?")

- Krystal meets Diplomat #1, high on berries
- Fay palling around with Earthwalkers
- Diplomat tells Krystal that she must broker peace between the two nations

Chapter Six: Smilodon Encampment; fanning the flames of war

- Krystal journeys to the Smilodon Encampment, and does her best to start them in a war against the Sharpclaw
- meets Diplomat #2

Chapter Seven: War

- Krystal tries to free Diplomat #2 from captivity during Sharpclaw invasion
- Krystal and Diplomat sneak through an area
- if spotted by either side, they are captured, sexed up, and have to escape from one side or the other, like so:

[Smilodon Camp] -Terrain and Battles - [Exit] -Terrain and Battles - [Sharpclaw Camp]

- items will need to be stolen from either side in order to make it to the blocked exit zone

V. Complete Cast List (Chapter Appearances in brackets)

StarFox Crew:

Krystal (1)(2)(3)(4)(5)(6)(7)

- Nude (1-7)
- Flight Suit (1)
- Unzipped Flight Suit (1)
- Wrecked Flight Suit (2)
- Wrecked Flight Suit Unzipped (2)
- New Tribal Outfit (3,4)
- New Tribal Outfit Torn (3,4)

Falco Lombardi (1)(5)

- Flight Suit (1)
- Wrecked Flight Suit (5)
- Nude (1,5)

Fox McCloud (1)(6)

- Flight Suit (1)
- Prisoner Rags- Romanesque (6)
- Nude (1, 6)

Slippy Toad (1)(4)

- Flight Suit (1)

- Wrecked Flight Suit (4)

Miyu Lynx(1)(6)

- Flight Suit (1)
- Prisoner Rags- Romanesque(6)
- Nude (1, 6)

Katt Monroe (1)(5)

- Flight Suit (1)
- Barbarian Slave Girl outfit- animal skins(6)
- Nude (1, 6)

ROB 64 (1)(4)

- ◆ - Nude. But He's a robot, so that doesn't really matter
- ◆ - Wrecked Shell

Fara Phoenix (1)(3)

- Flight Suit (1)
- Leather Sharpclaw Prisoner Outfit- Tribal/Aztec (3)
- Nude (1, 3)

Fay Spaniel (1)(5)

- Flight Suit (1)
- Earthwalker Outfit (not slave or prisoner) (6)
- Nude (1, 6)

Starwolf Crew:

Wolf O'Donnel (1)(4)

- Prisoner Jumpsuit (1)

Panther Caruso (1)(4)

- Prisoner Outfit (1)

Leon Powalsiki (4)

- Flight Suit (4)

Diplomats

Diplomat #1 (Black Cat) (3)

- Sharpclaw Slave Outfit

Diplomat #2 (6)

- Smilodon Prisoner Garb

Sharpclaw Camp:

General Scales (3)

- Standard Uniform

Rixx the Merchant (3)

- Standard Uniform

Lieutenant-Colonel Snapclaw (3)

- Female Sharpclaw Outfit; more Dom tho'

Bribeclaws (3)

Sharclaw Soothsayer

Zora Girl (2)

Sharpclaw Slaver Party (2)

Bloodmoon Tribe:

Chief Bloodmoon (4)

Wolf Shaman(4)

Earthwalker Tribe:

Prince Tricky (5)

MuscleFoot the Cloudrunner (5)

Shadowstalkers(?)

Smilodon Empire:

TBD

VI. Gameplay

Player Controls

- For ease of one-handed play, all controls should be mouse-navigated, point and click along the X and a shallow Z axis; usually to allow Krystal to maneuver around foreground objects and enter rooms and doors.

- Krystal can interact with some of the objects in her environment, which may include but is not limited to:

- turning on and off lights and/or machinery
 - most of the lights on the Great Fox can be turned on and off in this way.
- picking up objects
 - Super important to have a workable inventory system that will allow

Krystal to carry several items

- the ability to examine interactive objects in the environment (mouse-driven)
- combining objects to make a new object
- giving objects to characters
- talking to characters
 - most of the lights on the Great Fox can be turned on and off in this way.
- choosing multiple conversation options
- Messy wet grindy sexy sex

Conversations

From time to time, Krystal may take the cocks out of her mouth long enough to

string a sentence together; sometimes just to make casual conversation, sometimes to get information, help, or sometimes to get more sex.

Sometimes the chat options will be dependant on Krystal's **lust level**- particularly if those options are sexual in nature, or otherwise lead to the lusty Krystal ending. They could be also dependant in Krystal's **inventory**; for example, if Krystal has the *Innocent-Looking Isolinear Chip*, the option to ask Fox about it will appear. (Krystal: "What the hell, Fox?")

Item Manipulation

Within a Chapter, Krystal will be able to collect a variety of items (where she stores them is another matter entirely) that she will be able to use with other items, give to characters she meets, or otherwise interact with.

She will NOT be able to bring items from one Chapter to another.

The Lust Meter

Krystal is a creature of passion, and can sometimes be overwhelmed by her desires. When she is exposed to certain (sexy) stimuli, her Lust Meter builds- once it is full, Krystal will have the option of finishing a level using the power of her vagina, instead of her head.

The sex-ending is also the easier of the two to get, just so horny stupid people can progress. So, as in life, the dumb unibrow people get the sexy sex endings. Smart people get a feeling of fulfillment and NOTHING ELSE.

Having a full Lust Meter, however, does NOT prevent you from getting the chaste ending. It just *allows* you to get the Lusty ending.

Game Endings

Each chapter will have 2 endings; as mentioned above. One "good" non-slutty ending that is more difficult to get, and another ending that invariably will involve Krystal being porked repeatedly both in the achieving and in the ending.

At the beginning of Chapters 2 - 7, there will be a menu selection, asking which of the ending the player wants to use from prior chapters. If possible, the long ending will create a cookie that can be read by the next chapter, and will unlock that as an option. Failing that, it's either or.

The differences will extend only to dialogue and perhaps one or two changes in a level; it should NEVER be something that changes the next level completely.

Some examples could include:

- changes in background items (escape pod vs Arwing wreckage at the start of chapter 2)
- sluttier conversation options
- characters will react differently (for example, the slut ending in Chapter 1 will result in more negative feelings from the StarFox crew, and friendlier feelings from the StarWolf Crew- which will likely result in a sex scene from one side or the other- but not both.

VII. Music or sound effects

Oh my god, we don't have any music or sound effects people. We should probably look for some. Please see each individual chapter breakdown for that specific wishlist.

The Title Screen for the Krystal Games though, should have the same looping background music, despite the fact that the Chapter Image (Great Fox for Chapter 1, Wreckage and Forest for Chapter 2, Sharpclaw Village for Chapter 3, and so on) will be different for all of them.