The Fool & the Penguin

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Intro to Web Design

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**Story**

**The Fool & the Penguin**

Four score and seven years ago. Oh what am I saying no story should start like that. That’ll be absolute garbage what is this? The 19th century!? Long ago, on a planet far far away (Not really it was just over there) was a calm and happy place. All that changed when the **Fool** attacked. This **fool** was no normal fool. His **fool** power was over… 9,000! This **fool** was so foolish that he caused Global Warming. How? Well I’ll tell you.

The story is about a fool by the name of **Drot** (A play on the word Drats(Not really I slammed my fingers on the keyboard)) & a Penguin by the name of **Bobo**. Anywho, good ol’ **Drot** is one of the more.. Let’s just say abnormal types (Normally Abnormal). He awoke from his mid-day nap and like the **fool** he was. He completely forgot where he was, and what he was doing. **Drot** was able to find his way to the Grunt headquarters if he bothered to realize anything he would know that, he was prohibited from even entering the HQ. He entered nonetheless and pressed a magical button that melted the polar ice caps. **Bobo**, the penguin who was one of the many victims needed to escape. However, because of the button pressing his fellow penguins were also brain-washed. He needed to find a way to escape, but of course. **Penguins can’t fly.**

**Overview**

You play as Drot, member of the Grunt Platoon and the cause of global warming. This fool has caused poor Bobo the Penguin, to have to “fly away” from his majestic home above the clouds. Why his home was in the clouds, the world may never know.

You progress through the level in the eyes of Drot and attempt to satisfy all the goal requirements and reach the goal block. The game takes place in the majestic world, I would tell you the name but Drot kind of messed up the world and made me forget. The levels are organized in the eyes of Drot and Bobo. Bobo the Penguin, of course needed to fly. You can fill in the rest. They’re organized in a way that you know you need to complete each level in a timeframe but you don’t know what that timeframe is. I have 5 levels because that’s the minimum to make my game what it is.

**Cast of Characters**

Drot the Fool

Bobo the Penguin

Public Support Force

Penguin Force

Grunt Army

Spy

Grunt Supervisor

Grunt IT

**Game Elements**

The rules are simple. Complete the game’s requirements within a timeframe. Or die trying. Simple and Sweet.

**Goals**

Your primary goal is to guide Drot and Bobo safely to the goal. Making it over all obstacles in your way.

**Components**

Drot the Fool

Bobo the Penguin

Grunts and Penguins

Dreams and Disasters

Life and Death

**Mechanics**

Jumping and running. Simple. No guns. No shooting. The enemies did nothing wrong…

YET.

**Space**

A sense of fear and nervousness as the space you’re given seems open and free but actually is cramped. A cramped space with a time limit. Fun!

**Scoring**

Health

Coin Collecting. That’s it.

**Levels**

**Level 1: A Confused Fool**

Drot is confused, help him find the right of way. This dreaded fool needs help.

**Level 2: The Fool’s Dream**

Drot is still searching for something. But for what? Can you tell Drot what it is? He's a fool.

**Level 3: The Fool’s Gambit**

F does not stand for fantastic. You fool.

**Level 4: Bobo’s Escape**

Bobo the penguin needs YOUR help. The Public Support Force is melting the ice!

Help him leave!

**Level 5: Bobo’s Final Escapade**

Bobo the penguin has escaped! But the penguin force has been brainwashed! Help Bobo escape, again!

Bobo has escaped. But penguins can’t fly.