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**SMACK! YO MAMA STUDIOS**

**STORYBOARD PRESENTATION**

**FEBRUARY 8TH, 2008**



**Game Title:**

Tubular!

**Game Category:**

Arcade Style Racing with Weapons

**Number of Players:**

The game is designed for single player mode only.

**Characteristics:**

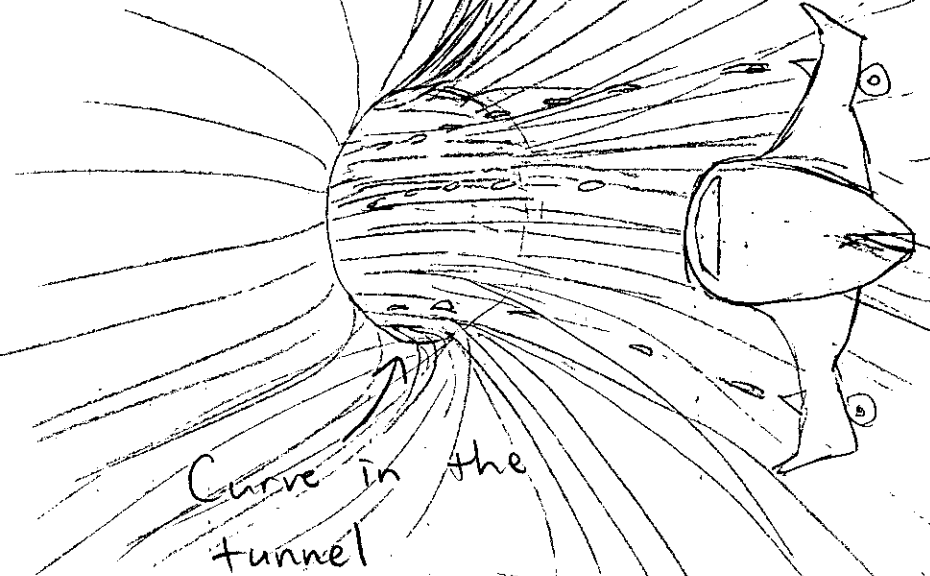
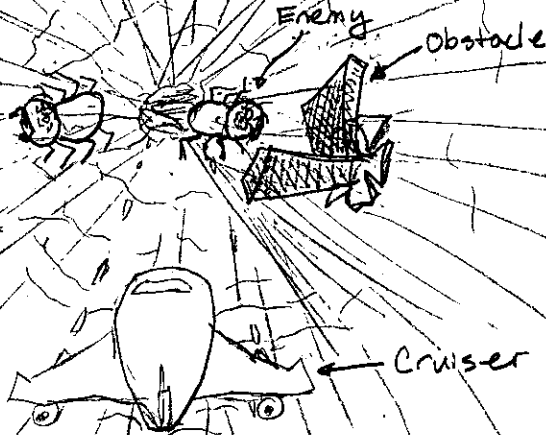
Fast paced, flashing colors, power-ups, futuristic industrial environment.

**Initial Description:**

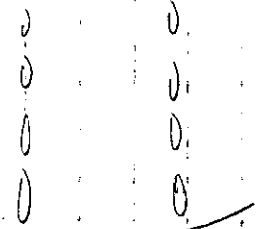
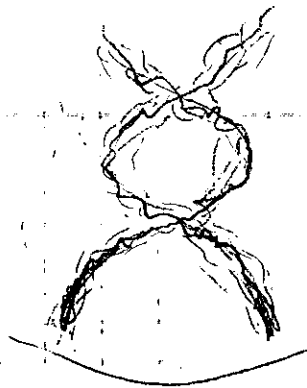
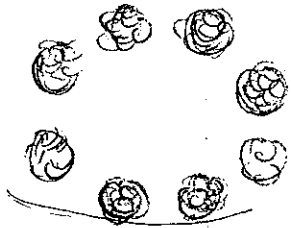
In Tubular!, you will pilot a futuristic hover-plane through the treacherous tunnels avoiding obstacles and bullets fired by enemies. The hover-plane is allowed to travel up all sides of the tunnel, and at a certain angle, the camera will rotate and re-center the ship on the bottom of the screen. The primary weapon of the craft will be dual lasers fired from the wings. This weapon will be available at the start of the level and has unlimited ammunition. There will also be power-ups dispersed throughout the level including alternate weapons and shields. The weapons will be limited number of shots and will be fired with an alternate button. The object of the game is to complete the level. To do this, the pilot will need quick reflexes to avoid the fast moving objects and bullets. Objects include scraps of industrial refuse and the enemies will include mounted laser turrets and possibly mechanical creatures. Eventually the pilot will encounter turns and splits in which he is free to decide the course to take. At the end of the level, the pilot must face off with an enemy ship, after which the level is complete.

Initial Sketches:

Tubular!

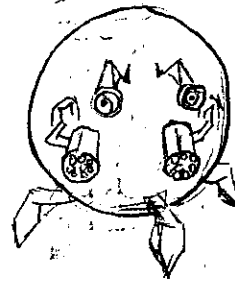


Weapons



Base Gun

Enemies



Spider-Creature Thing

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# Basic Game:

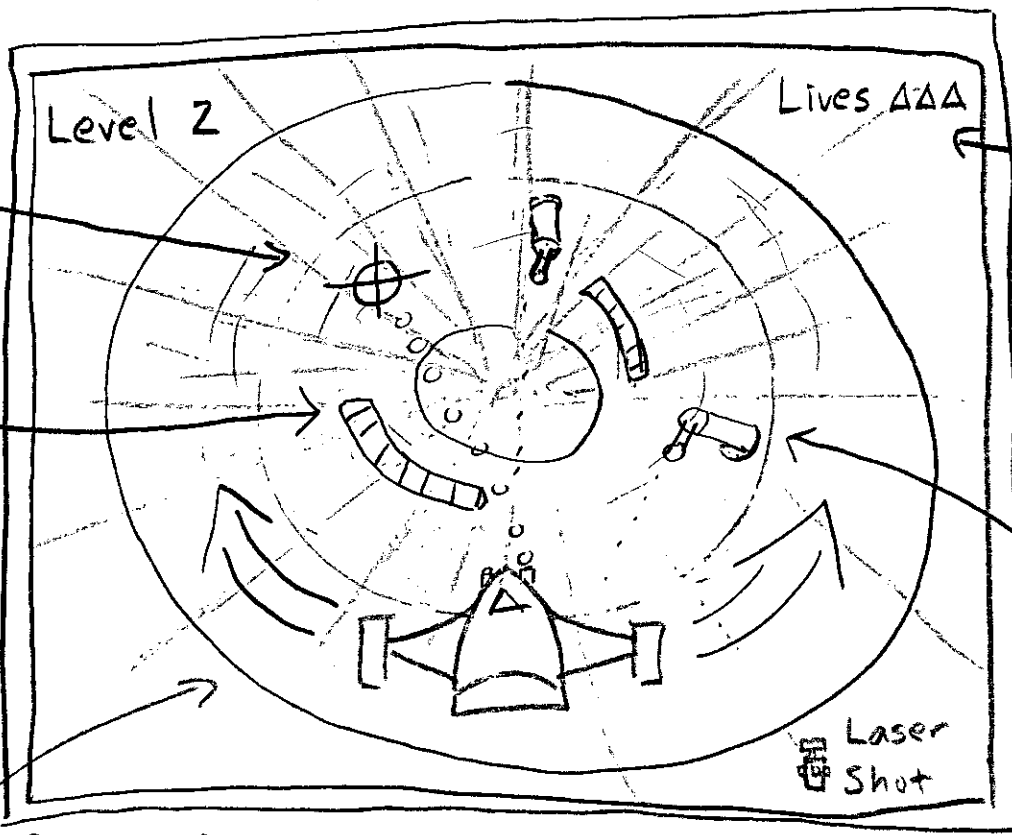
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Aiming Cursor  
for the ship's  
cannons.

Barrier  
IF you run into  
it the ship explodes.

Ship can move  
around the tunnel.

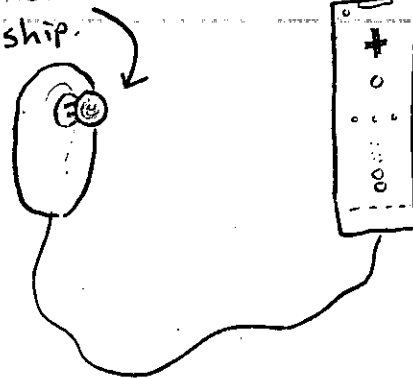
Camera always  
stays behind the  
ship.



Heads-up  
Display:  
shows lives, level,  
powerups, etc.

Turrets shoot  
at the ship.

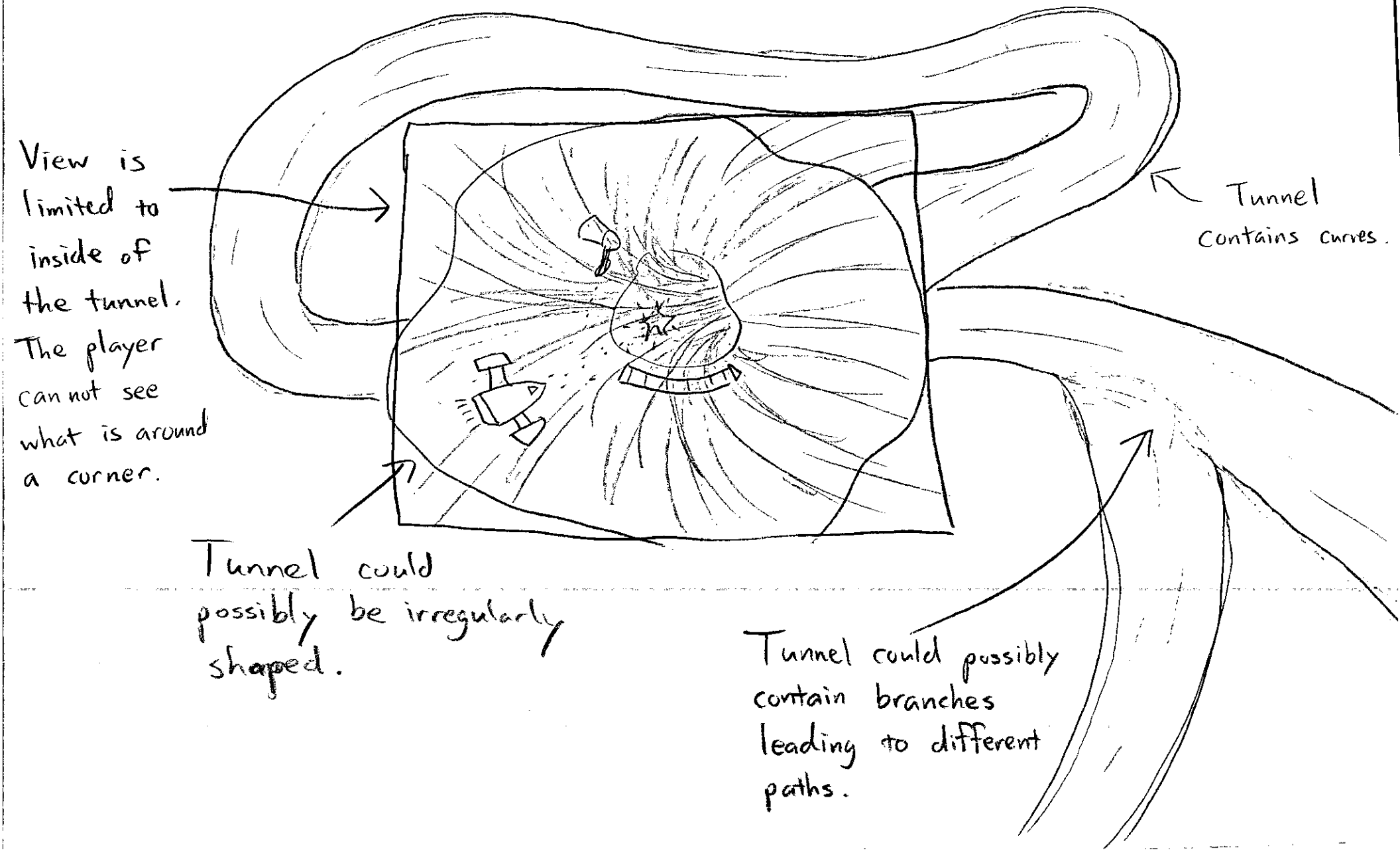
Thumbstick  
moves ship.



Use Wii remote  
to aim the  
ship's cannons.

## The Game World:

- The game world is futuristic-industrial tunnel.



View is limited to inside of the tunnel.

The player cannot see what is around a corner.

Tunnel contains curves.

Tunnel could possibly be irregularly shaped.

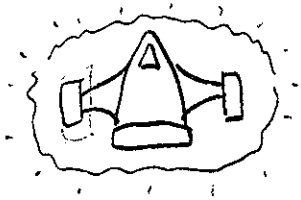
Tunnel could possibly contain branches leading to different paths.

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# Powerups:

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## • Shield powerup



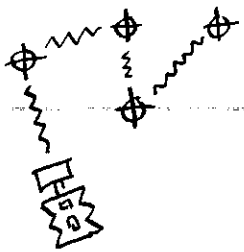
Protects the ship from enemy fire.

## • Laser Shot powerup



Allows for a continuous shot of energy which follows the aiming cursor for a short time.

## • Lightning Shot powerup



Allows multiple targets to be selected for a shot which jumps from one target to another.

## • Time Freeze



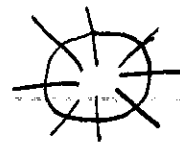
Slows down time for enemies but allows the player to maneuver at normal speed.

## • Explosive Shot



Single shot weapon that explodes upon impact, destroying all enemies within its vicinity.

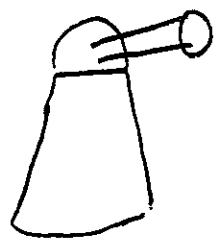
## • Ultimate Shot



Destroys all enemies visible on screen.

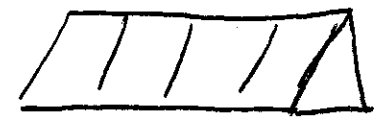
# Enemies and Obstacles

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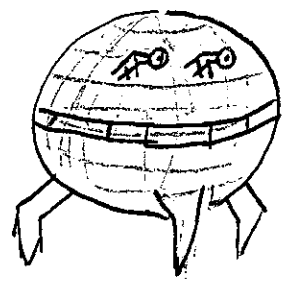
## Turrets:

Stationary enemies that hang on the sides of the tunnel.



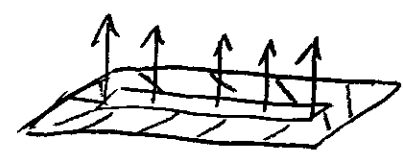
## Barriers:

Stationary objects that hang on the side of the tunnel.



## Spider Robots:

Mobile enemies that can move around the tunnels.

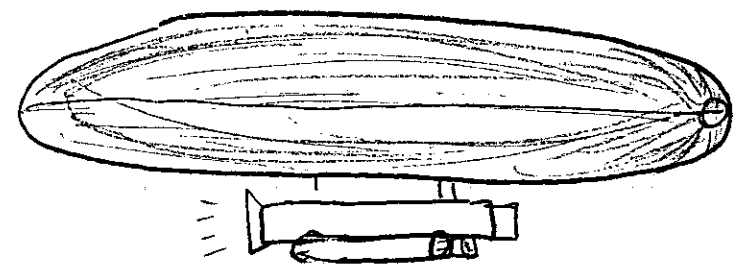


## Moving Barriers:

Objects that come out of the ground or move back and forth.

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## Boss:



A flying ship that floats in the middle of the tunnel. Shoots various weapons at the ship. Can possibly drop extra enemies or barriers into the tunnel. Requires multiple shots to defeat.