Produced by	View Style	Intended Formats	Genre
Gazebo Productions	High Angle	XBLA	Simulation/God game

Producer	Lead Designer	Lead Artist	Lead Programmer
Jessica Wong	Ellie Hewitt	Sam Holguin	Neil Beggs

Summary

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Introduction:

"Bellow that Cloud, Young Apprentice!" is a game that interprets the concept of giving. You play as Corus, a young apprentice of the Earth Goddess Thalassa, who has been given the task of restoring the Whooping Tribes Watery World. The tribe were left homeless due to a devastating tsunami and its Corus's job to replenish the land and rebuild their lost villages. With use of a trusty golden bellow, Corus must water the vegetation by directing rain clouds inland.

Clouds perform different things depending on what they are hovering over. When it's above the sea, the size of the cloud increases as it collects and stores water. When above land, it will rain and the size of the cloud becomes smaller; eventually disappearing once it has rained itself dry. Clouds that disappear will randomly spawn on the edges of the map as thunderstorms, so try to keep them rejuvenated with water at all times.

There are 4 levels of vegetation in total, each with their own population count. The higher the level of vegetation the more water it requires to level up. You will gain points from the multiplier scoring system for every tile that is grown, watered and upgraded. The total points are then tallied up along with a time bonus at the end of the mission and will be ranked on the leader board for others to see. In order to increase the multiplier number, you need to grow or upgrade 20 islands and protect them as long as possible to achieve the most points. To maintain this bonus, you must be prepared to fend off 2 types of hazards.   Thunderstorms will try to obliterate the islands when it appears on the map. If it manages to destroy a segment of the land, the multiplier number will reset back to 0, wiping out the bonus increase. Pirate ships will also be roaming the sea for food, materials and resources. If they manage to dock on an island they will strip away the wealth in that area decreasing the tile level back down to 1. Use the trusty bellow to neutralise the thunderstorms and change it back to a normal cloud or blow the pirate ships off course to keep the Whooping tribe happy. Time to bellow those clouds and help Corus earn his halo!

Target Audience:

This game is suitable for 7+

Story:

Watery World was a peaceful place inhabited by the Whooping tribe. The Whoops worked hard to maintain the world's luscious environment filled with palm trees, colourful flowers and golden brown sand. The Whoops worshipped the Earth Goddess Thalassa, who was seen as the creator of all things good.

Then on one disastrous day the Whoops undeniable faith was put to the test, when a great tsunami struck the Watery World. Homes were destroyed and land was engulfed by the ferocious power of the angry ocean.

The Whoops prayed in desperation to the goddess Thalassa in hope of restoring their once vibrant villages. After hearing their prayers, she answered by sending her apprentice Corus. In order to earn his halo, he must restore the world to its former glory. Corus must use his trusty golden bellow to blow the rain clouds inland, nourishing the vegetation and aiding in its growth. Danger still lurks as storms brew, their lightning strikes will wipe out the apprentices hard work.

It's time for our young apprentice to get out there and bellow that cloud!

Characters:

Corus – God of Wind and an apprentice of the Goddess Thalassa, with the help of his golden bellow he must complete all his tasks in order to earn his halo.

Goddess Thalassa – Goddess of the Earth and creator of all things good, she watches over Watery World maintaining balance and order.

Whooping Tribe – Population that inhabits the Watery World. The Whoops are friendly little people who have a strong undeniable faith towards the Goddess Thalassa.
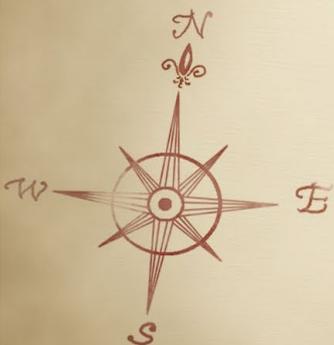
Game Mechanics

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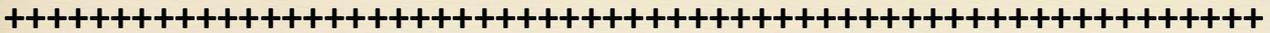
Controls:			
Left Thumbstick = Moves the bellow around the screen	**Right Thumbstick =** Controls the direction you are blowing (e.g. pushing towards the right = blowing right)	**LT and RT (pressed together) =** Speed boost	**Start =** Menu Screen

Features:

	The Bellow Corus' trusty bellow can move around the screen freely. By channelling his wind powers through the bellow he can blow objects like clouds, pirate ships and friendly ships. **Speed Boost** Holding down the left and right triggers will activate Corus' divine wind speed boost.
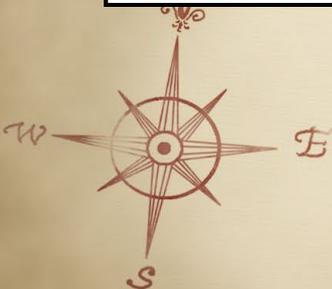
|	
	Clouds *Automatically collects water when over the sea and automatically rains on land.* **Clouds have 2 actions: -** *Small* Clouds will automatically start raining when it hovers over land. Use Corus' wind powers to blow the cloud around the islands to water and help the plants grow. As the cloud continues to rain, the size of it will gradually decrease, until it rains itself dry and disappears. If the Cloud disappears it will re-spawn randomly on the edge of the map as a thunderstorm in later levels, so try and keep the clouds rejuvenated.
	Normal Clouds will automatically start sucking up water when it is above the sea and will gradually grow in size the more water it collects.
	Timer There will be a time limit located at the top of the screen; players must complete each task within the given time limit. When there is 9 seconds left, the timer will start ticking and flash red to give you a warning
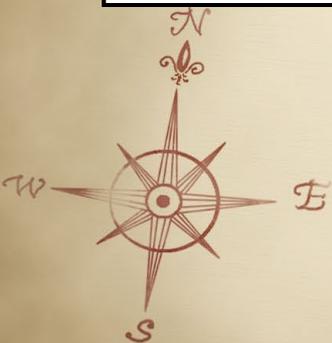
Scoring, Multiplier and Rain Meter System

Players will all start the game with a multiplier of 0. When you rain on the islands, the rain meter will gradually fill up. Once it's full, the multiplier number on the right side will increase by 1. The higher the number, the more extra points you can gain so water as many land tiles as you possibly can.

At the end of the mission the scores will be tallied up. Players will gain points from raining, upgrading islands and destroying thunderstorms. The time left over will also be added as a bonus to the score to give a final Total. High scores will be saved on a leader board and will be erased when the player exits the game.
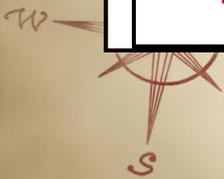
Score

Rain Meter and Multiplier number

Scoring Table				
Multiplier	**x0**	**x2**	**x3**	**x4**
Rain Meter Bar	When you rain on the islands, the rain meter will gradually fill up. Once it's full, the multiplier number on the right side will increase by 1. Try your best to get it as high as possible to obtain the maximum bonus points.			
Land	**Points**			
Level 1	100	200	300	400
Level 2	200	400	600	800
Level 3	300	600	900	1200
Level 4	400	800	1200	1600
Level 5	1000	2000	3000	4000

Bonuses		
	Number Collected	**Total**
Thunderstorm		
Raining		
Upgraded tiles		
Time	**Total Score X Time =**	**Final Score**

Players will all start off with a multiplier of 0. In order to increase the multiplier to the next level to gain more points, players must water the islands to increase the rain meter *(shown in the table above).* Once it's full, the multiplier number will increase by 1, players will have to constantly refill the rain meter in order to gain a high bonus. The higher the multiplier you have, the more points you can gain. **Beware!** If **ONE** tile is somehow destroyed during gameplay, the multiplier will reset itself back to 0; therefore islands will be worth fewer points. Players will have to redo the requirements again in order to work their way back up. There is no number limit to the multiplier; they will have to try their best to get it as high as they can to obtain the most possible points.

Population

The population counter will be shown at the bottom of the screen.

To increase the population you will need to level up the islands by watering them using the clouds. The higher the level of the island, the larger the population count (lv4 is max).

If however a thunderstorm hits or a pirate ship docks on an island, the vegetation on that tile will either be destroyed or decreased back to lv1; decreasing the population in the process.

The little Whoops will also be showing 3 kinds of expressions depending on the activity during game play:

	Content expression When everything is normal
	Happy expression When a tile is grown or levels up
	Scared expression When a tile gets destroyed
	Islands Needs water from the clouds to level up and expand. The higher the level of vegetation the more rain water it requires in order for it to advance to the next stage. Islands have 4 levels, each with a different population count.
	Lv1 vegetation Barren land with rocks **Population count = 1**
	Lv2 vegetation A few plants and a tree **Population count = 3**

	Lv3 vegetation Trees with flowers **Population count = 6**
	Lv4 vegetation (has 2 variations) Hut A **Population count = 10**
	Lv4 vegetation (has 2 variations) Hut B **Population count = 10**
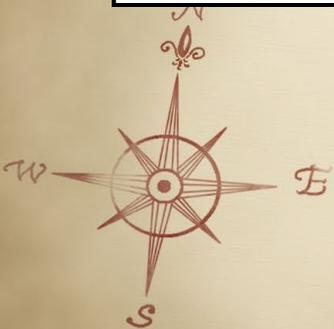
	Special building (bonus) Pub **Population count = 20**
	Wind Compass On each level, there will be a fixed prevailing wind in the background, which constantly blows in a certain direction and speed. (Direction will vary on each level).
	Friendly Ships A bonus ship that carries a full 1 level increase. If this ship is able to dock safely on an island, it will automatically increase the level of the tile by 1. Players will have to protect this ship from being destroyed by pirates if they want to obtain this bonus. Choose which island to increase wisely, if the ship docks on an island that is at its max level, the bonus will be void and won't increase.
	Several Clouds As the levels get higher the game play becomes more difficult, there will be an option to control several clouds at once.
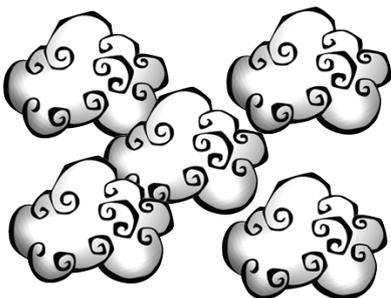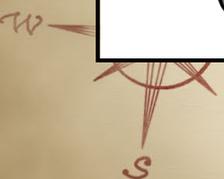
Leader Board

High scores and best times will be shown for each level when you highlight the boards from the mission select screen.

Obstacles:

Thunderstorm

Thunderstorms will be introduced to the player at Level 4. When they appear on screen, they will automatically move towards the land and try to obliterate it.

Clouds that drift off screen or rain itself dry will spawn on the edge of the map as thunderstorms, so try and prevent this from happening.

When thunderstorms hover over land it will attempt to destroy the tile underneath it. Players need to keep the thunderstorm away from the islands by blowing them away, neutralising it back into a normal cloud.

They can also make use of the destructive powers of the thunderstorm to destroy pirate ships that travel the seas.
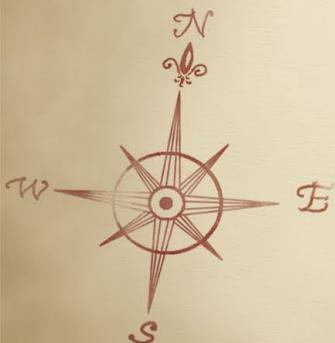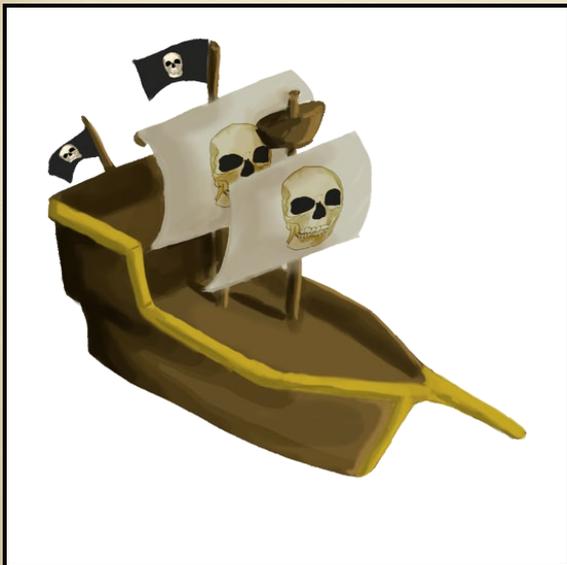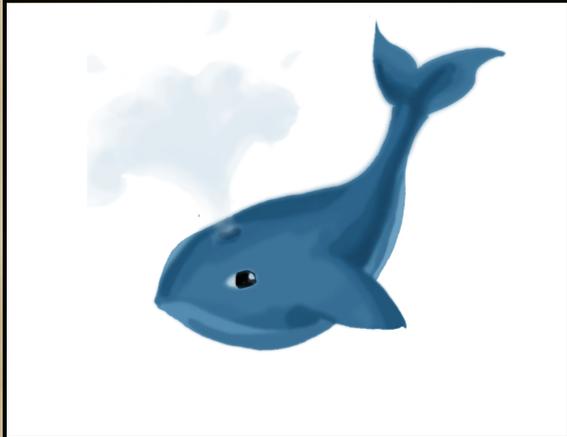
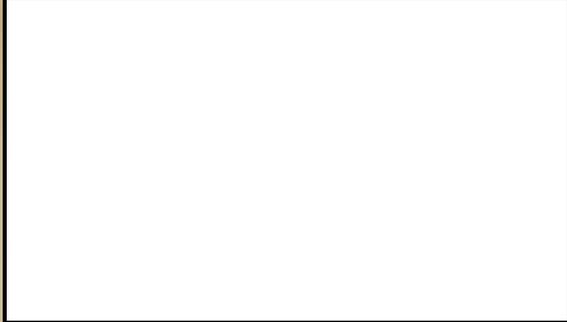|	
	Pirate Ships Allowing a pirate ship to dock the islands will decrease the vegetation level back to 1. It will also try to hi-jack friendly ships to prevent players from gaining extra bonuses. These can be avoided if the player blows them off course or uses a thunderstorm to destroy the ship.

Optional Features:

	Whale A bonus whale that squirts water up for a certain period of time. Players can take this chance to rejuvenate small clouds by pushing them above the whale, to receive a water boost.
	Underwater Volcano The Volcano acts as a Power-up where it will explode additional land to the player if it's collected.
	Lock On Power Up Collect the "lock on" power up, where you can transform your wind into a shape of a claw and clasp it around the cloud. Locking down clouds on to islands help make raining easier for a period of time.
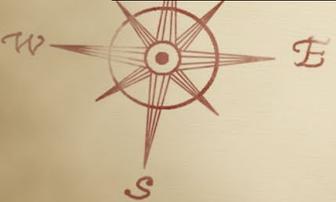
Optional Obstacles:

	Birds
	Birds that fly into clouds will split the cloud in half.

Level-up Conditions

This only applies when the player has watered the islands a certain amount of water. Each level of vegetation requires different amounts; the higher the level the more water is needed. A tile will increase one level when enough water has been collected; the max level you can hit is lv4. Each time an island upgrades, the population will increase and more islands will spawn. The more islands spawn the harder it will become to maintain in later levels.

Level Design

The level design is made up of hexagonal land mass segments. Each land level will have different water level requirements; the higher the level of the tile the more water is needed for it to upgrade. Each tile can reach up to lv4 max. If the player fails to protect the islands from thunderstorms and pirate ships, the vegetation will disappear or decrease back to level 1. When tiles are grown or upgraded, new segments will appear, increasing the game difficulty for the player to maintain. Land structures will change according to their nourishment levels.

Win and Lose situations

The player will win the game by completing all the tasks within the time limit, players can aim to achieve the highest score and have it shown on the leader board as a bonus.

The lose situation will be if the player cannot complete the task given within the time limit, or if the thunderstorm has destroyed all the islands; it will result in a restart of the level.
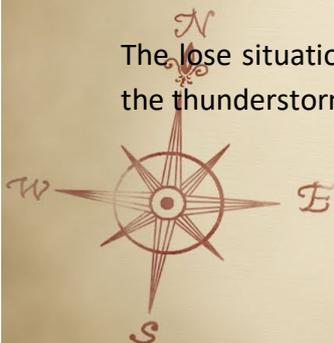
Missions

Level	Mission	Time
[1]	**Rain, Glorious Rain** *(Upgrade 1 tile to lv4)* • No tiles spawning • No wind • No thunderstorms • 1 set tile	3 minutes
[2]	**15 Whoops!** *(Reach a population of 15)* • No Wind • No thunderstorms	5 minutes
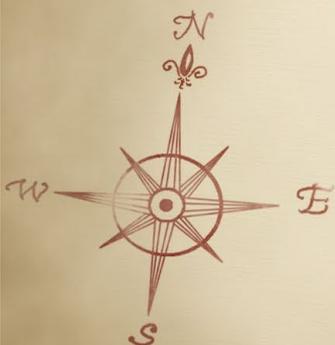
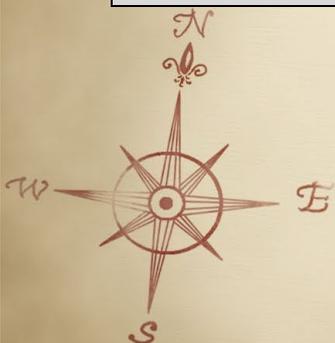|		
[3]	**Blown Away** *(Reach a population of 20)* - Introduces the prevailing wind and wind compass - No thunderstorms	5 minutes
[4]	**Storms-A-Brewin'** *(Blow away 5 thunderstorms)* - Small patch of islands in the middle that cannot spawn extra or be upgraded. - Blow 3 single thunderstorms away (individually) - Last 2 thunderstorms will come as a pair - Wind	5 minutes

[5]	**A Meter Full** *(Fill up the rain meter to increase the multiplier number to 4)* • Start off with a few islands in the middle • As you rain on the islands the rain meter will gradually fill up. • Thunderstorms will be put in • Able to expand islands • Multiplier rain meter will empty if a thunderstorm destroys an island. • Wind	5 minutes
[6]	**Round the World in 80 Whoops!** *(Reach a population of 80)* • Able to grow islands • Able to upgrade islands • Thunderstorms • Wind • Multiplier rain meter	6 minutes

[7]	**Home Grown** *(Grow 4 level 4's (4 huts))* • Able to grow islands • Able to upgrade islands • Thunderstorms • Wind • Multiplier rain meter	6 minutes
[8]	**Bridge the gap between 2 islands**	6 minutes
[9]	**Fill in the shapes**	7 minutes
[10]	**Putting out the fire**	8 minutes
[11]	**Fend off thunderstorms**	5 minutes
[12]	**Grow 2 pubs**	10 minutes

Visual Style

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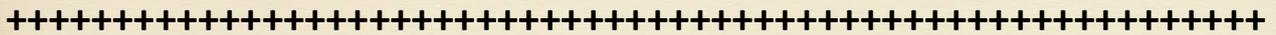
Game Screens

Start Up Screen

Player presses the "A" button to go into the Main Menu Screen.

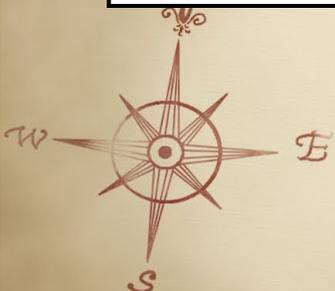**Main Menu Screen** where the player can choose their options.

MISSION SELECT

MISSION 1

MISSION 2

MISSION 3

MISSION 4

MISSION TITLE

HIGH SCORE:

12345678

Ⓐ To Confirm Ⓑ Back
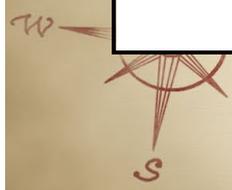
Start → Missions Select

Click start on the menu screen and it will take you to the missions select page.

CONTROLS

HOLD DOWN BOTH TRIGGERS FOR A SPEED BOOST

MOVES THE CURSOR AROUND THE SCREEN

CONTROLS THE DIRECTION OF THE WIND.

Controls Screen shows the player the control buttons of how to play the game.

Credits and Special Thanks

CREDITS

PRODUCER:
JESSICA WONG

PROGRAMMING:
NEIL BEGGS

2D ART:
ELLIE HEWITT

3D ART:
SAMUEL HOLGUIN

AUDIO DESIGN:
ROB CARR

AUDIO DESIGN:
TOM KINGSLEY

SPECIAL THANKS:
GORDON HALL, BRYAN REYNOLDS, JOHN LI, PAUL COLLS, IAN BOWDEN, ANDY GREENSMITH, ALASTAIR DUKES, DAN ROBERTS AND EVERYONE AT ROCKSTAR LEEDS.

In game screen during gameplay
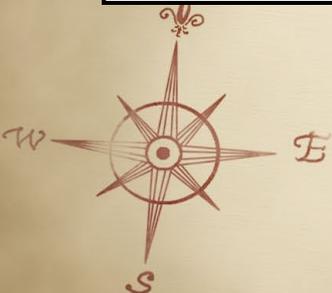
Try Again! Menu

When players fail a mission, they are given the option to try again.

Well Done! Menu

When players have completed the mission, they are given the option to progress to the next mission or quit to the mission select screen.
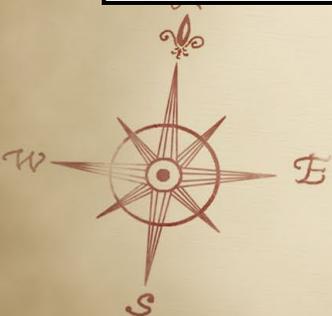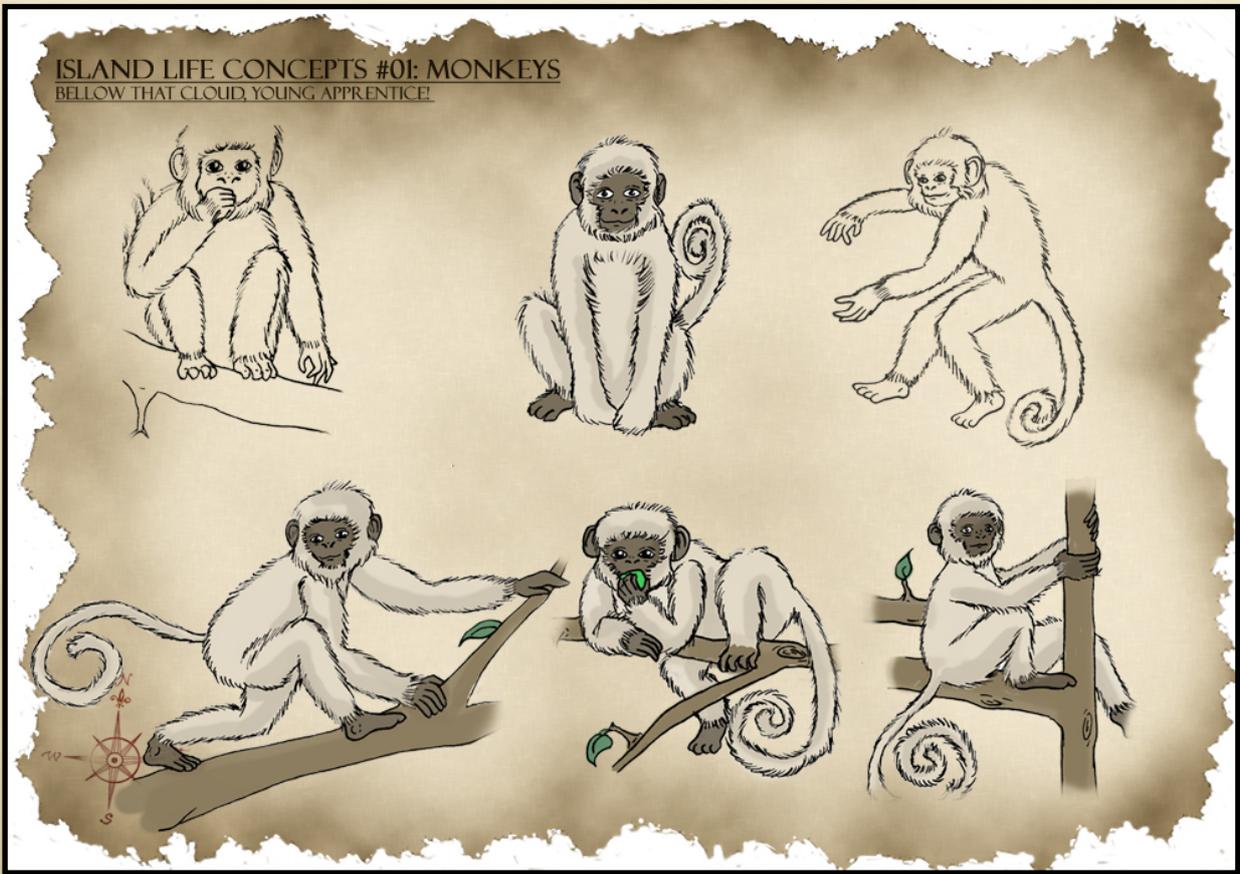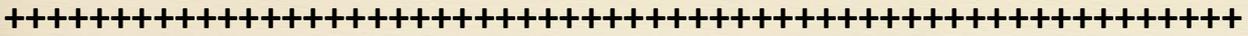
Audio

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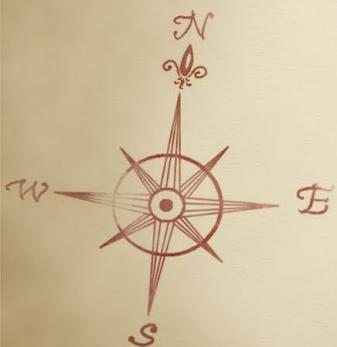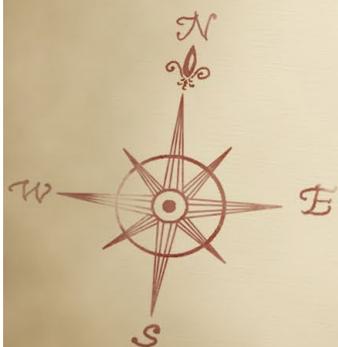
<u>Sound Effects and Background Music:</u>

The sound effects and background music used throughout the game will be produced by Tom Kingsley (Audio Engineer) and Rob Carr (Sound Engineer).
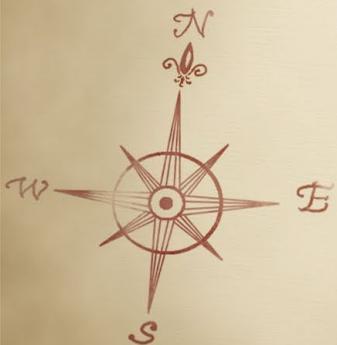
Concept Art
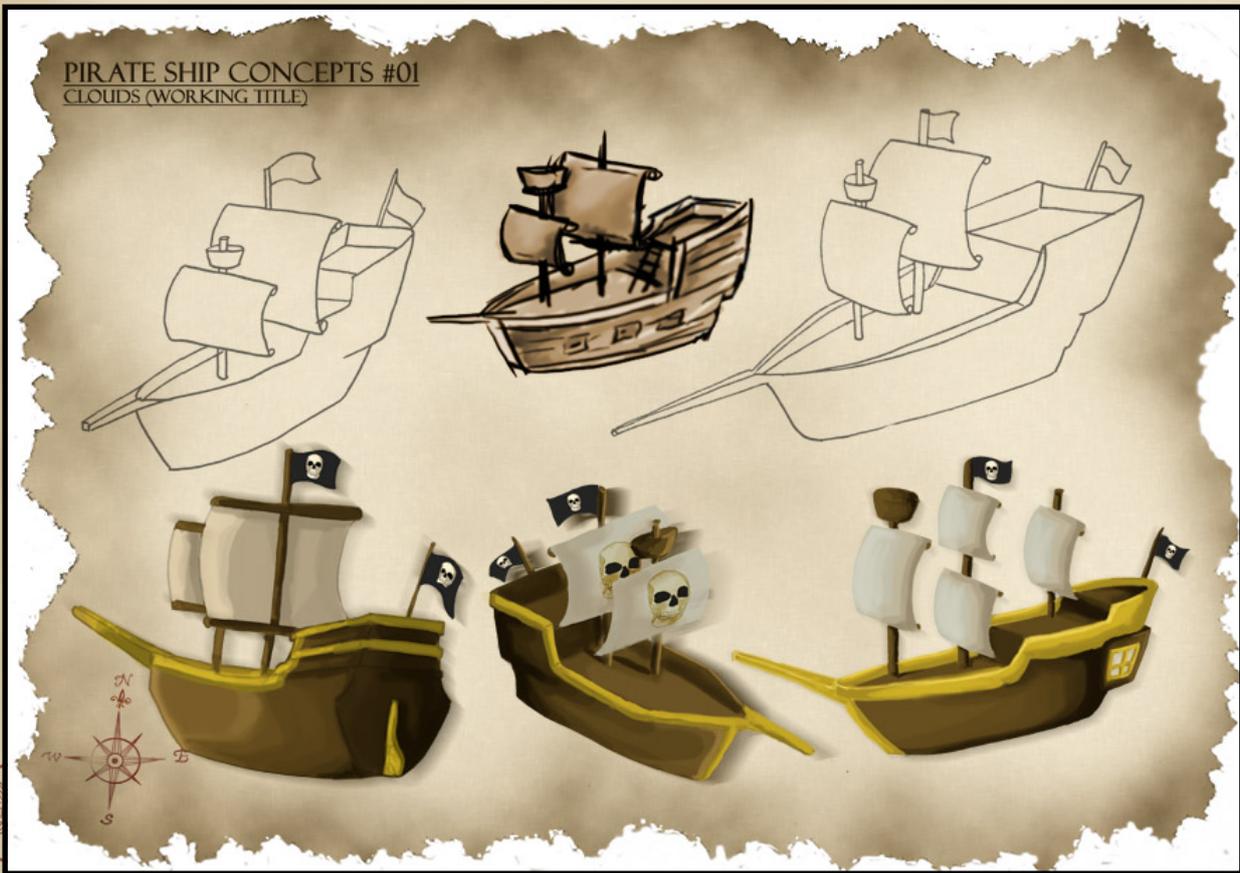
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ISLAND LIFE CONCEPTS #01: MONKEYS
BELLOW THAT CLOUD, YOUNG APPRENTICE!

PIRATE SHIP CONCEPTS #01
CLOUDS (WORKING TITLE)

Start Game

Controls

Options

Exit Game

Ⓐ To Confirm
Ⓑ Return to previous screen

Start Game

Controls

Exit Game

Ⓐ To Confirm

Bellow That **CLOUD** Young Apprentice

START GAME

CONTROLS

EXIT GAME

Ⓐ To Confirm

Start Game

Controls

Exit Game

Ⓐ To Confirm

Controls

Left Analog Stick
Moves the cursor around the screen

Right Analog Stick
Moves the direction of the cursors wind

CONTROLS

HOLD DOWN BOTH TRIGGERS FOR A SPEED BOOST

MOVES THE CURSOR AROUND THE SCREEN

CONTROLS THE DIRECTION OF THE WIND.

CREDITS

PRODUCER:
Jessica Wong

PROGRAMMING:
Neil Beggs

2D ART:
Ellie Hewitt

3D ART:
Samuel Holguin

AUDIO DESIGN:
Rob Carr

AUDIO DESIGN:
Tom Kingsley

SPECIAL THANKS:

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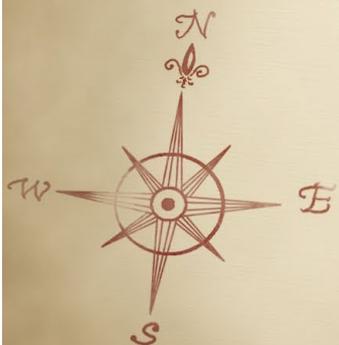
Mission Select

Mission 1

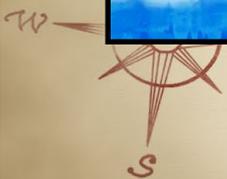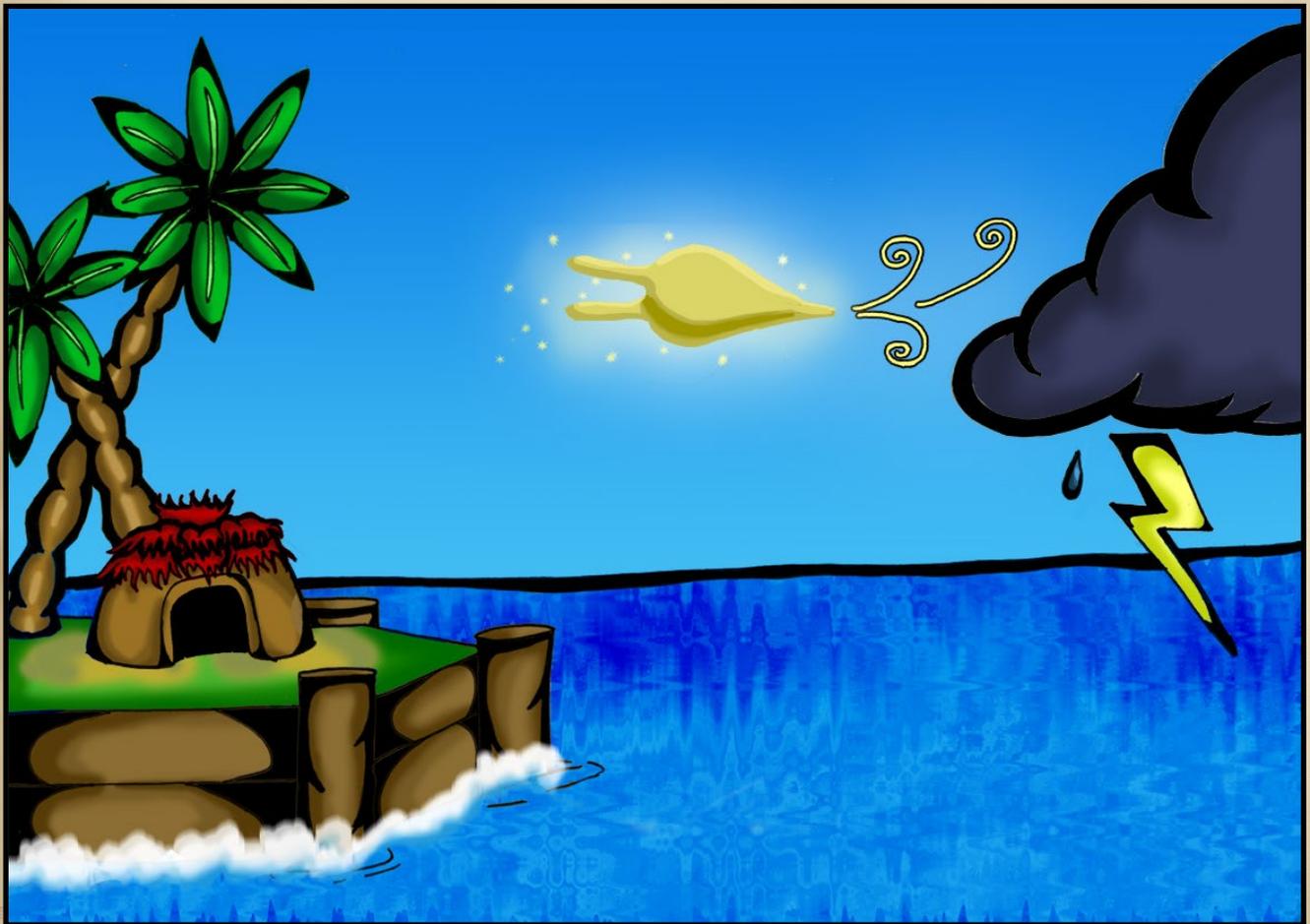**Mission 2**

Mission 3

Mission 4

Mission Title

High Score:

12345678

INSERT MISSION BLURB HERE

24:00
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36

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HAPPY

FRIGHTENED

Colour palette