

## Skull Kid

### Gameplay Walkthrough

#### Single Player

- Load Disk
- Start Screen
- Main Menu
  - Select Mode: Story
- Game Loading Screen
- Short uncontrolled scene plays with Skull Kid wandering the woods. Comes upon Kokori village. Jumps from trees to a rooftop and looks around. Yawns in boredom. Two small lights (Tael and Tatl) float above him and proclaim that this place could use some livening up.
- Player control gained
  - UI Pop-up appears at top of screen: "Time to cause some mischief: 0/3"
  - Pop-up fades as players move or after small set time.
- On screen GUI appears as player moves. Standing still causes GUI to fade.
  - Top left side of screen has health bar and stamina bar.
  - Top right has skull kid ability and item slots (Each slot looks like the button that is pressed to activate the item in that slot).
  - Bottom right has small transparent map of area.
- Player moves Skull Kid around the map using analog stick and jump functions.
  - Tael and Tatl float slightly above, behind, and to the left of player character
  - NPCs and other objects/ characters are scattered around village and roam preset areas randomly.
  - Some NPC's are set to mischief areas.
- Player presses Start. Item Menu GUI pops up on screen. Tiled squares denote space for items or abilities. Small highlighted square denotes current selection and can be moved around the Menu. With an item selected, pressing a button that corresponds with an inventory slot will equip that item to that slot. Smaller icon of item will appear on over top of the button GUI image with a slight transparency.
  - Pressing start again causes GUI Menu to close.
- Player presses Select. Options Menu GUI appears on screen
  - Different options with sliders or toggles
  - Music Volume: Slider
  - Voice Volume: Slider
  - In-Game GUI Fade: Toggle

- Subtitles: Toggle
- Brightness: Slider
  
- Pressing Select again causes Options Menu GUI to close.
  
- Player moves within range of first mischief area(Chicken Coop). Blue circle appears around entire mischief area. Tael and Tatl rotate slowly above the center of the circle. Blue circle appears on map corresponding to the location of the in-game circle.
  - When player enters mischief area (Chicken Coop), Tael and Tatl return to normal position behind Skull Kid
  - While in mischief area player looks/ explores area to find ways to set traps or cause commotion.
    - When player looks at an interactable object in mischief area (using mouse look at function based on approximate center of screen), Tael or Tatl will fly to object and hover above it.
    - Player presses lock-on key to focus vision on object.
  - Player opens Item Menu (GUI appears) selects lockpick and equips to left arrow slot. Locks onto gate of chicken pen and uses item.
    - Small particle effect and sound effect goes off to denote successful use of item.
    - Chicken gate opens. Chicken's run out of chicken coop and off through the town
  - Successful chime plays. UI pop-up appears at top of screen: "Time to cause some mischief: 1/3"
  
- Player explores town more to find other mischief areas (\*Will be filled in as they are designed\*)
  - After each mischief area is completed, UI pop-up appears at top of screen: "Time to cause some mischief: X/3 (X is number of areas currently completed)"
  - Each area is completed by the player by pulling a prank using items and abilities of the Skull Kid.
  
- When third mischief area is complete, UI pops up at top of screen: "Time to go! 3/3 Completed"
  - Tatl begins to fly in front of Skull Kid on rail. When player gets close, Tatl flies further along on an invisible rail (scripting-wise). Rail leads out of village. If player moves away from Tatl, Tatl will keep within a certain

distance, but always try to move back to the path of the rail to lead the player out.

- Player follows Tatl. Hits trigger area before leaving village.
- Small scene plays with Skull Kid noticing the travelling mask vendor walking along the road. Camera zooms onto Majora's Mask hanging from the back of the vendor's pack. Ominous music plays.
- Player control returned, GUI pop-up at top of screen: "Maybe, just one more prank: 3/4"
- Blue circle appears around Mask Vendor. Tael and Tatl float above the Vendor. Blue circle appears on map following progress of Mask Vendor.
  - The Mask Vendor will roam the town talking to NPC's trying to sell his wares. Different environmental traps will be set up around the town to be used to "distract" the Vendor.
  - Tael or Tatl will move to and provide lock on for these objects (previously untriggerable)
  - Two successful distractions will cause the Vendor to drop Majora's Mask.
    - When Mask drops, Tael and Tatl float above it. When player approaches and hits a set distance, a cut-scene triggers
  - Scene shows Skull Kid picking the Mask up off the ground and putting it on his face. Dark particle effects and ominous/ alarming music will play.
- Player control is returned. Player is prompted to press start by a GUI pop-up at top of screen.
  - Player presses start and GUI pop-up disappears. Player Item Menu GUI appears on screen.
  - Player now has access to more "items" in the form of magic powers and abilities.
  - Player can equip powers to normal button slots.
  - Player presses start again to close Item Menu GUI.
- Pop-up at top of screen: "These people hate you. Show them what you can do now..."
  - As Skull Kid moves around Kokori village after retrieving Majora's Mask, red circles appear around other NPC's rather than environments as Skull Kid reaches a certain distance from them.
  - NPC's that are centered on screen (mouse look at) will have dark black particle effect over heads.
    - Pressing lock-on key will keep camera locked on target (same as Tael, Tatl indicators and blue circles from previous areas.
  - Magic abilities can be used on NPCs.

- Once 3 NPCs are targeted and 3 abilities used, a cut scene will trigger.
  - Cutscene depicts Skull Kid enjoying new powers and pranks. These cause more distress and despair than previous harmless pranks. NPCs violently chase Skull Kid from village.
- After cutscene, Skull Kid is depicted in woods from behind wearing the Mask. Scene grows dark, until nothing but Skull Kid and an aura of evil (evil looking particle effects) is visible. Tael and Tatl are not in view. Game fades to black.
  - Loading Screen appears.
  - Player is returned to Main Menu of the game.