



LEGO Simpsons

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Design Test V3.0

Tt Fusion

Introduction

This document contains the character mechanics and level design for a level of the fictional LEGO Simpsons game as part of a Design Test for Tt Fusion.

My main goal was to have the same humour we are used to from the Simpsons as well as from LEGO, and use LEGO game established mechanics as well as new ones to create a new experience that fits within the LEGO game library. Most importantly I wanted to incorporate what LEGO is all about; the power of imagination, building/rebuilding, creativity, no right or wrong, thinking with your hands and most of all, play.

Some things I really focused on were Co-op, as I feel LEGO games have a huge potential for this, as well as progression of mechanics to create more depth to the puzzles (although that's hard to show in 1 level and should be established throughout the game) and to use less D-Cams, Cutscenes and On-Rail sections for more interactivity and a more enjoyable experience.

I have listed some thought processes throughout the document as I believe it's important to know why certain design choices were made as it helps others understand it better and they can then give better suggestions if needed.

I have also listed some "assets" that could be re-used or looked at as example from previous games done by Tt Games, to help programmers / animators better understand the mechanic and perhaps allows a faster workflow as the wheel doesn't have to be reinvented.

Lastly I've also included some images as reference material. These are purely for illustrational purposes and no copyright infringement is intended. I've mentioned their sources. If an image doesn't have that, I've made it myself.

The first section of this document will describe the Characters and Mechanics, as I believe Level Design is based on Mechanics. The second section of this document will describe the Level Design in detail.

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1. Characters & Abilities / Mechanics

1.1. Homer Simpson



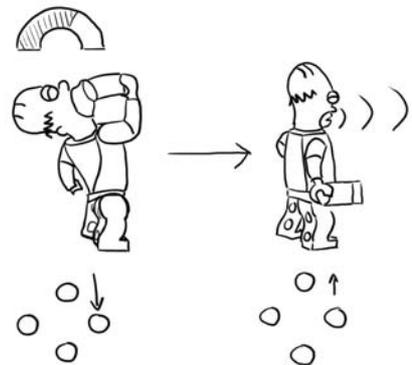
Left: Homer Simpson (Simpsons Minifigure Series 1) Right: Homer Simpson (Work) (Set 71006)(©LEGO)

Protagonist of The Simpsons and father of the family. With his love for food and beer Homer is lazy, overweight and ignorant. Despite his many flaws he is very caring, sometimes courageous and often shows love for his family.

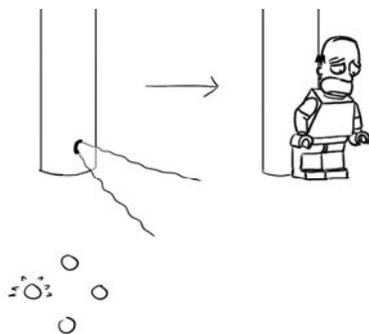
Key abilities

- Burp.

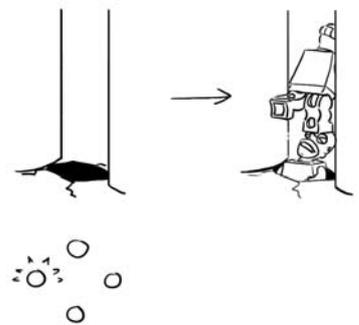
Short Range Attack. Hold [EAST] button to drink from a can of Buzz Cola, release to burp. The more drink, the stronger the burp, the stronger the attack. Similar gauge as Thor's electricity or Hulk's hyper jump from LEGO Marvel's Avengers. Similar attack as the Scare from LEGO Worlds. Similar animation as Homer's Glass LEGO attack from LEGO Dimensions. Could potentially also be used by other characters like Barney.



- Plug.



Due to Homer's size and durability, Homer can "plug" holes / doorways and bridge gaps in levels for various reasons. Be it stopping deadly gas out of pipes, enemies coming through a doorway or creating a bridge for the other characters to cross. This can be done by pressing [WEST] at specific locations in the game.



Could potentially be used by other "larger" characters like Chief Wiggum or Barney.

1.2. Marge Simpson



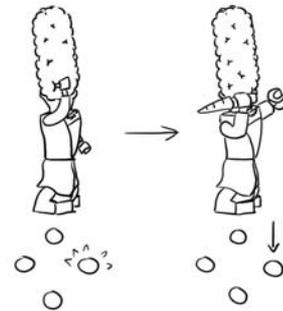
Left: Marge Simpson (Simpsons Minifigure Series 1) Right: Marge Simpson (Apron) (Set 71006) (©LEGO)

Homemaker and full time mother, Marge is usually placed as the foil to Homer as she tries to maintain order in the Simpson household.

Unique special abilities

- Funny weapons.

Range Attack. Press [EAST] button to pull something small and funny out of hair, press again to throw the item or hold to aim. These items are small and comical, and randomized. Animation should be fast, like a character equipping a weapon on LEGO SW:TFA. Could potentially be used by other characters like children pulling something out of their pockets.



- Clean.



Marge can clean places by holding [WEST] at specific locations in the game. This can either clear a way or make a floor slippery, leaving enemies to stumble / slip (similar to the cleaning Choose-it in Poe to the Rescue of LEGO SW:TFA) or give characters an extra speed boost to make it over large gaps.

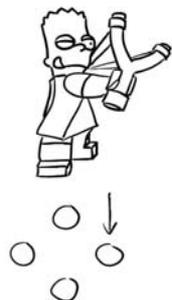
1.3. Bart Simpson



Left: Bart Simpson (Set 71006) Right: Bart Simpson (Bartman) (Simpsons Minifigure Series 2) (©LEGO)

The eldest child, Bart is mischievous, rebellious, and a regularly misunderstood character with a daredevil attitude and an aptitude for causing trouble.

Unique special abilities



- **Slingshot.** Range Attack. Hold [EAST] to aim and release to shoot. Can also tap [EAST] to auto aim. Could also be used to hit certain targets in game. Acts as a Range Weapon like in other LEGO titles. Could potentially be used by other characters like children.

- **Graffiti.** Hold [WEST] at certain locations in the game and graffiti places. This can distract enemies. Could also be used as a collectable by tagging an El Barto in each level in the game.



- **Skateboard.** Acts as a Vehicle / Ride On as in other LEGO games. Bart can ride a skateboard if he finds one in the game by pressing [WEST] when standing next to it. This can be used to reach otherwise unreachable places.

- **Small Access.** Can use Small Access as a smallfig.

1.4. Lisa Simpson



L: Lisa Simpson (Minifigures Series 1) R: Lisa Simpson (Sunday Best) (Minifigures Series 2) (©LEGO)

The middle child, Lisa is the moral centre of the family. Intelligent with geeky habits, Lisa is fond of jazz, playing her saxophone and is an outspoken vegetarian.

Unique special abilities

- **Saxophone.** Short Range Attack. Lisa can play her saxophone by holding [EAST] and attack enemies this way. Similar as the Saxophone in LEGO Worlds. Enemies could animate as if holding hands on ears before being defeated.

- **Small Access.** Can use Small Access as a smallfig.



1.5. Maggie Simpson

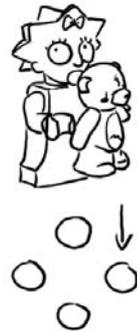


Maggie Simpson (Set 71006)(©LEGO)

The youngest child, Maggie is a baby who rarely speaks. She is usually sucking on her pacifier and she trips on her clothes when walks.

Unique special abilities

- **Bobo**. Shield. Maggie can use her bear Bobo as a shield by holding [EAST]. Animation should be fast, like a character equipping a weapon on LEGO SW:TFA. Can hold Bobo up and crawl forward, similar to Captain America's shield rush in LEGO Avengers Handheld.



- Instead of Melee attacks using hands, she'll use her pacifier bopping forward on her sucking as a **Short Range Attack** when pressing [WEST].

- **Small Access**. Can use Small Access as a smallfig.

- Can be **picked up** and "thrown" by others to reach higher areas.



1.6. Mr. Burns



Mr. Burns (Simpsons Minifigure Series 1) (@LEGO)

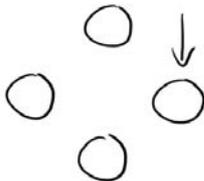
Mr. Burns is Homer's boss and owner and manager of the Springfield Nuclear Power Plant. He is the richest person in Springfield though he is very scrooge-like with his money. He is very elderly and physically frail, but uses relentless and ruthless tactics to get what he wants.

Unique special abilities



- **Radioactive Bar.** Range Attack. Hold [EAST] to aim and release to throw. Can also tap [EAST] to auto aim. Could also be used to hit certain targets in game. Acts as a Range Weapon like in other LEGO titles. Very powerful weapon, in return his standard melee attack is weak.

- **Hounds.** Can summon hounds by pressing [WEST] at specific locations in the game. These can fight enemies for him or cause a distraction.



- **Mr. Burns Switches.** Can activate trapdoors, hidden passages or open doors by pressing [WEST] at specific locations in the game (specifically at the nuclear power plant or his home).

1.7. Smithers



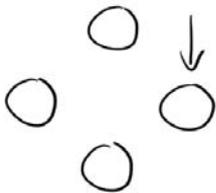
Smithers (Simpsons Minifigure Series 2) (©LEGO)

Mr. Burns' subservient personal assistant, Smithers bears an unrequited love for his employer who is oblivious to this affection. A loyally devoted executive, Smithers does whatever Mr. Burns demands.

Unique special abilities



- **Malibu Stacy Dolls.** Range Attack. Hold [EAST] to aim and release to throw a Malibu Stacy Doll (LEGO Statuette). Can also tap [EAST] to auto aim. Could also be used to hit certain targets in game. Acts as a Range Weapon like in other LEGO titles.



- **Stepladder.** Press [WEST] at certain locations in the game to act like a stepladder for other characters to reach higher places.



1.8. Ned Flanders



Left: Ned Flanders (Simpsons Minifigure Series 1) Right: Ned Flanders (Set 71006) (©LEGO)

Ned Flanders is The Simpsons extremely religious next-door neighbour. He is a genuinely well-meaning, good-natured person who brings his faith into everything he does.

Unique special abilities

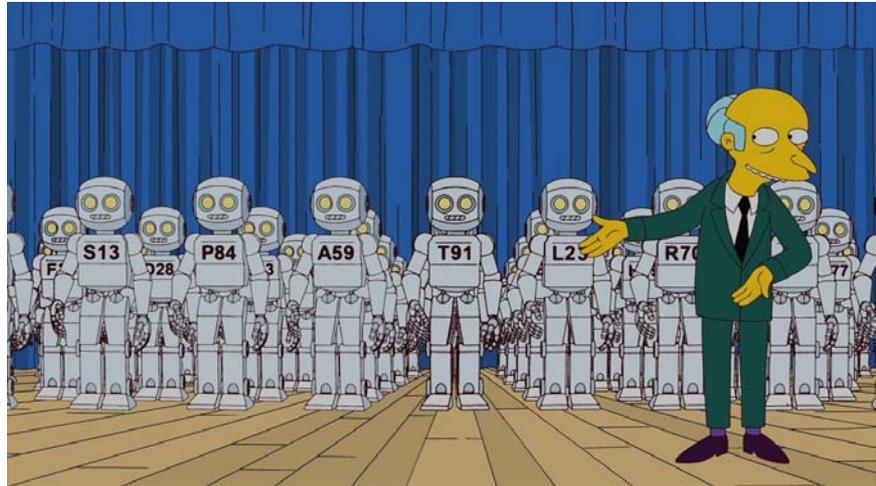
- **Stupid Sexy Flanders.** Hold [EAST] button to "transform". Ned will take off his sweater and shirt and his good physique will appear. During this Ned will be stronger and can one-punch enemies. A small timer is displayed above him, similar to Gizmo's transformation in LEGO Dimensions.

- **Strength Handles.** Hold [WEST] button at Strength Handles to use and open new areas or break props.



1.9. Robots

Robots are NPCs / Goons in the level designed for this test. I've based them on the Robots of "Them, Robot", Episode 17 of Season 23 of the Simpsons. They'll look like standard minifigures with decal to look like the robots, similar to the Ultron Sentry of LEGO Marvel's Avengers.



Left: Ultron Sentry (Set 76029)(©LEGO)

Right: The Robots from S23 E17 (© The Simpsons)

A rough concept:



1.10. Abilities

On the next page are tables of the above playable characters' abilities.

Note that other characters could be added, as well as Ride-ons.

I've also purposely avoided the standard Gold / Silver / Glass / Black LEGO mechanics, however these could easily be implemented in the game.

2. Level Mechanics - Build with LEGO

Similar idea as a Build-it, except instead of an animation, the player actually places the LEGO bricks themselves. This also allows for more creativity and imagination and is less linear.

The idea is that there is no right or wrong way of building. What the model looks like is not important, but the meaning attached to it is what makes it valuable. The LEGO bricks are a tool and means to an end.

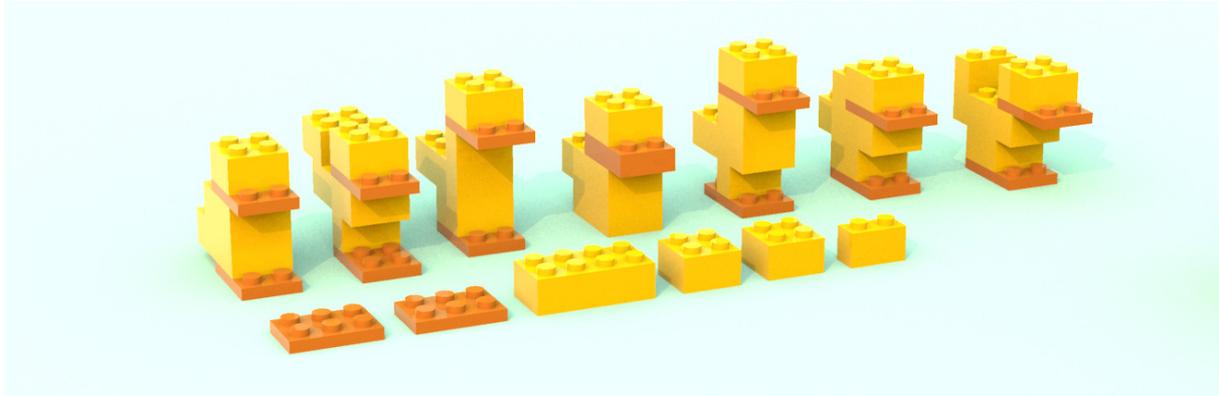
To make this work in a video game concept there are a couple of rules to adhere to;

- Use the most basic bricks. This makes it easier to program (no SNOT techniques) but limitation also opens up creativity. Basic bricks enables the user to think in metaphors. Think like small LEGO Classic builds.
- No matter what is build, it should work. For example, if you need to build something to cross water, no matter what is build, code will make it float. It doesn't have to adhere to a specific shape or form.
- The LEGO bricks used for this mechanic are always climbable (similar to LEGO Worlds). A character can always interact with it.
- Give the player a goal. If you can just build anything there is no meaning to it. Ask the player to build something specific, but it's up to them how well they adhere to it or what it looks like.

To build, a character can pick up a piece, carry it and place the piece. Animation could be similar to how Quest Givers hold Gold Bricks in LEGO Worlds, and pick up, carry and drop code could be similar to picking/dropping/carrying a valve in LEGO SW:TFA. An outline on the floor/bricks will show where the brick will be placed.

Alternatively, the player gets dropped in a different "mode" and places "floating" bricks as in LEGO Worlds.

For example; the player comes across some water they can't cross (a river, lake etc.). There is a prop nearby of 6 basic bricks that can be broken. Once broken, the revealed loose 6 bricks can now be used to create something else. Player is instructed to build a duck ("How do we cross this water? I wish Stewart Duck was here...").



Out of the 6 bricks many Ducks can be formed. They don't even have to look like a duck if the player doesn't care. Once the player is finished, their build will float on the water (maybe make quack noises too). This can also cause some humorous situations if the build doesn't look like a duck. The player can now ride their "duck" to the other side.

Play testing would be required to see what works best in terms of amount of bricks used, which bricks are used, how to build, etc.

For progression, more or different bricks could be used, or Brick Pieces have to be re-used multiple times (like a Choose-it).

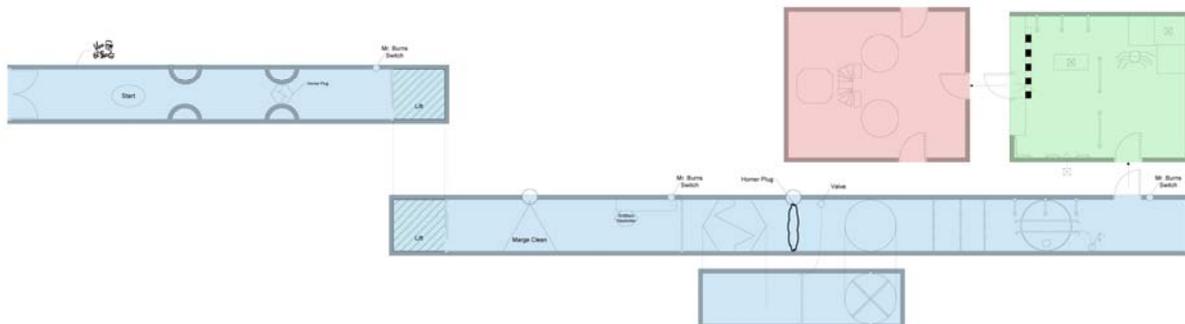
3. Level Design

The description on the right given seems like the plot of "Them, Robot", Episode 17 of Season 23 of the Simpsons. However, the requirements of the Design Test (escaping the Nuclear Power Plant and having a Boss Battle), aren't in the episode (Homer goes to Mr. Burn's house and the unemployed people save the day). So it seems this is merely to use as a starting point and not to follow the episode exactly (like in LEGO Dimensions). I have however used the same robots in mind and also drawn inspiration from the movie "I, Robot", that the Simpsons episode was parodying, to stay in tune with the IP.

Mr. Burns replaces all of his employees with robots. Homer is the only human employee left and is the robot's supervisor. The robots malfunction and turn on Homer. Homer, along with at least 2 other playable party members, must escape the Nuclear Power Plant.

Due to the requirements of a Boss Battle and having all mechanics in the level, I also assume this level would be midway to end in game, and that the mechanics have already been established and learned by the player.

The overall Level looks like this;



The level exists out of 3 areas, namely, The Chase (blue), Sector 7-B (green) and The Boss Battle (red).

Do note that the maps and sketches are not in scale and things can be slightly moved around to better accommodate the game play. This is the mere foundation of the level, and things can easily be added like props and set design, as well as Freeplay elements should that be needed.

Also note that the doors between the 3 areas do not literally have to connect the rooms, there could be a small cutscene between them where they walk through a hallway for example. They simply show the entrance and exit of an area.

3.1. The Chase

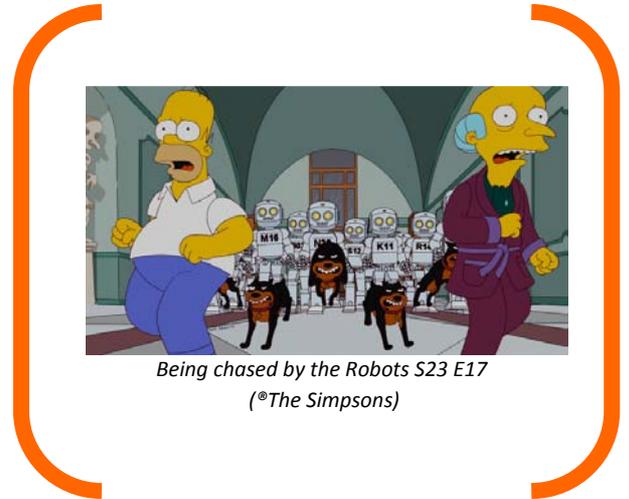
Homer and Marge (who was being shown by Homer the Robots at work) discover the Robots have turned against them and run to Mr. Burns for help. Robots are already there in the office and Smithers is fighting them off Mr. Burns. They even took over the escape pods and are in the trap door! The four manage to run out the office and head towards the lift but are being chased by the Robots. The level starts here.

The setup is similar to the Hulk chasing Black Widow in LEGO Marvel's Avengers Handheld. The player is not stuck on a rail and can move freely, including backwards. However the army of Robots is in hot pursuit and will push the player forward. The player will have to solve puzzles quickly to be able to keep moving forward and stay out of the hands from the Robots. The party will have to split up and help each other along the way.

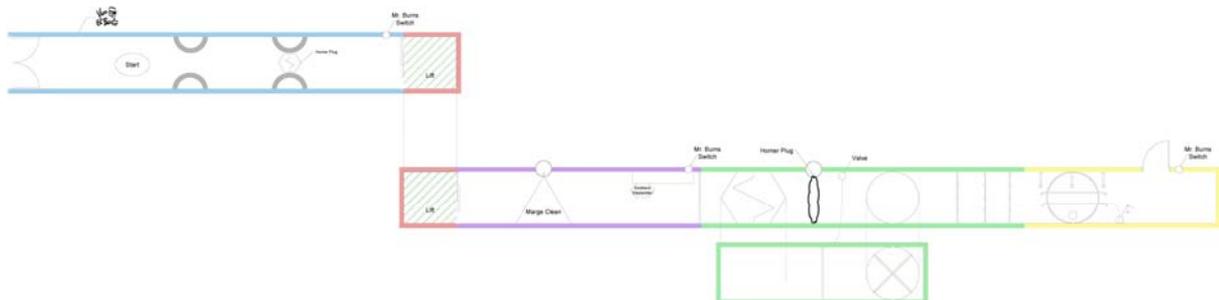
This level section is more about co-op and time pressure, the puzzles are short and quick to understand. Studs can help guide the player.

As a little Easter Egg, this level area has signs hidden that combined spell "If the plant yee wish to flee, go to sector 7-B", referring to Episode 16 of Season 4 of the Simpsons, where Homer ducks out of work to go on a tour of the Duff Brewery.

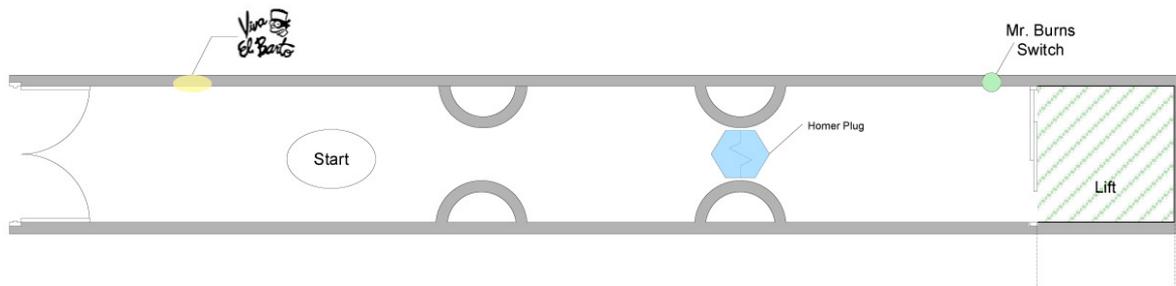
I've divided the area in sections to better explain the mechanics and flow of the level. The main map of The Chase is below.



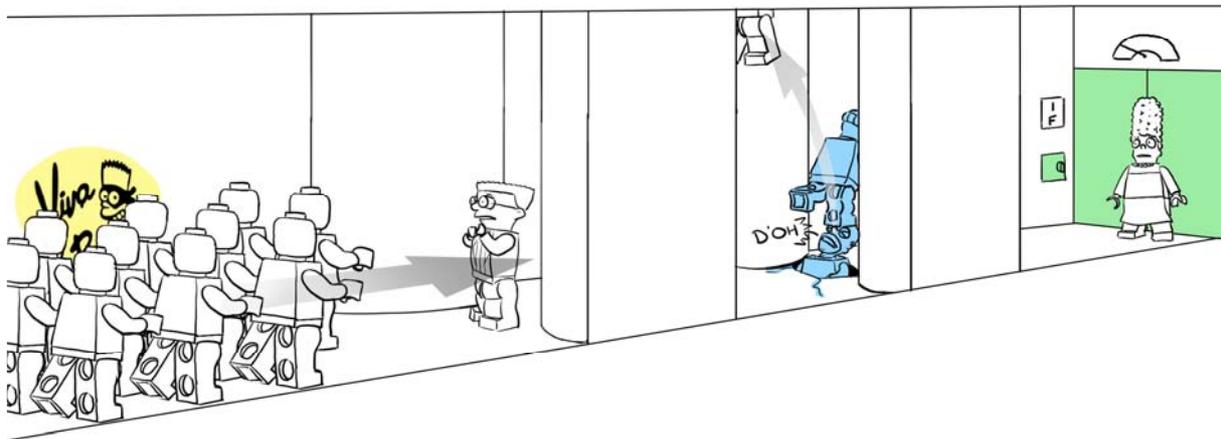
Being chased by the Robots S23 E17
(©The Simpsons)



3.1.1. First Area; Hallway



The first area (blue on main map) is just outside Mr. Burns and Smithers' offices. The area is nice, with carpet on the floor and pillars along the walls. It's a slim, long hallway that leads to the lift at the end.



The player starts a bit away from the door. Out of the door comes the robot army that walks forward, pushing the player towards the lift.

An "El Barto" tag (yellow) is in front of the door. In Freeplay, the player would have to use Bart Simpson for this, and is required to walk towards the robot army. They have to be fast once the level starts to get this one.

The player runs forward passed the pillars. The first one is safe, but when reaching the second pair a robot bursts through the floor. Unfortunately for the robot, it jumped too high and gets stuck in the ceiling, its legs dangling out. The party is safe, but now there is a hole in the floor, with no way around it. Characters can jump over it, but Mr. Burns can't. The player has to use Homer's Plug mechanic (blue) to plug the hole so that Mr. Burns can walk over it.

After this they reach the lift. The player has to use Mr. Burns Switch mechanic (green) to open the door.

Once all characters are in the lift the lift door closes.

3.1.1.1. Setup

- Location

The first section takes place in a long, slim hallway. The area is nice looking, with red carpet on the floor, marble pillars along the walls and nice decorations adorn the area. The marble pillars make the hallway slimmer, and make it impossible for Mr. Burns to walk around the hole created by the Robot.

- Camera

The camera is set up high and at the same place where the Robots starts. The player looks into the hallway towards the lift. The camera scrolls along with the player, keeping the robots in the bottom of the screen while the player moves towards the top where the lift is.

- Doors

There are 2 doors in this area. 1 is completely at the left of the area. Through here the robot army marches in. The player can't enter this door. The other is the lift completely at the right of the area. This is initially closed, and Mr. Burns Switch (green) will open this door. The player can then enter through this door into the next section.

- Playable area

The player can move in the entire hallway, although the playable area gets smaller as the Robots march in.

- Goons

A marching army of Robots that follow the player towards the lift.

- Mechanics

* El Barto Tag (yellow) [Collectable]

A blank area on the wall that allows the player to spray El Barto on the wall.

* Mr Burns Switch (green)

A small button press switch to open the Lift Door.

* Homer's plug (blue)

An area in the floor between two pillars and an area in the ceiling where a Robot crashes through is needed. The robot will fly upwards and then crashes in the ceiling above it, leaving the feet dangling. This would require a unique animation.

The hole in the floor can be interacted with by Homer, who then "plugs" the hole by sitting in it. The hole needs to be deep enough for this.

Homer can then be interacted with by all characters, who step on Homer's face to get to the other side. Homer himself can get out.

- Props

* A decal depicting "I F" near the lift, to look like a first floor sign.

* Various fancy looking props to break for studs.

3.1.2. Second Area; Lift



The second area (red on main map) is the lift. The player is temporarily stuck in this small room. They think they are safe for a moment, but then Robots crash in through the ceiling. The player will have to brawl. After a certain time the lift reaches the bottom and the player can exit the lift. If the player defeats all Robots before then, they are awarded with a Collectable.

3.1.2.1. Setup

- Location

The lift is a small, square room. It's bland looking, like a typical lift. Outside the lift an animation can play of moving walls, to simulate the lift going down.

- Camera

The camera is fixed on the front, over viewing the entire area. It does not move.

- Doors

There are 2 doors in this area. 1 is on the left, through which the player entered. 1 is on the right, through which the player will exit. The door on the right will open automatically after a small period.

- Playable area

The player can move in the entire lift.

- Goons

Robots enter the area through the ceiling, accompanied by noise as if breaking through the lift. Only a set amount of goons will occupy the lift. A new one can spawn in once one is defeated.

- Collectable

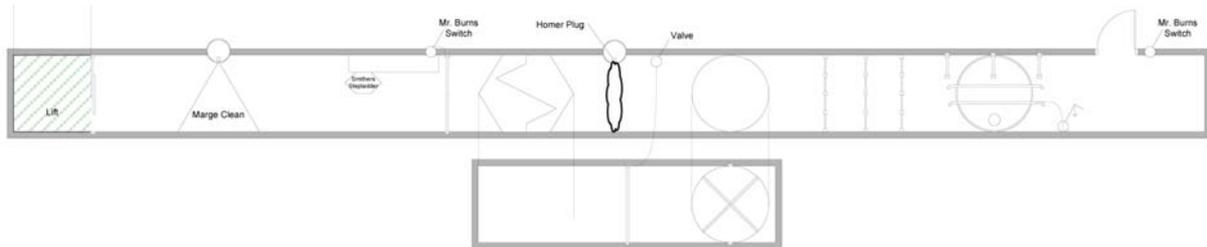
A tally should appear when Robots are defeated. When they are all defeated a Collectable is awarded.

- Props

A decal on the wall depicting lift buttons with T.H.E. above it looking like a lift company logo.

3.1.3. Third Area; Nuclear Power Plant Hall

The third, fourth and fifth section of this level area are in the Nuclear Power Plant Hall. It's a messy, broken area as Mr. Burns doesn't like to spend money on the plant. In here you'll find leaking pipes, open vents, radiation etc.



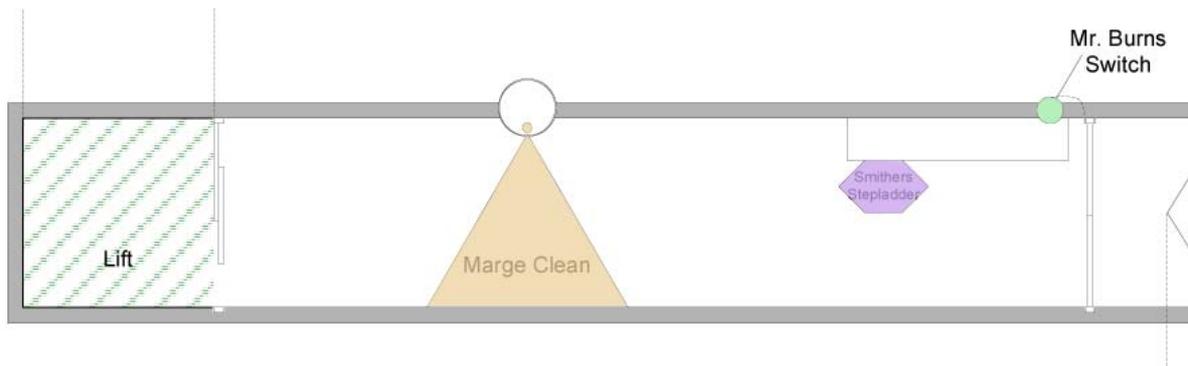
Note that despite seeing a "wall" on the map, this doesn't literally have to mean a wall, and can be open like in Meltdown at Sector 7-G in LEGO Dimensions. It is simply the playable area that's depicted.

I've broken up the Nuclear Power Plant Hall in 3 sections to walk through the mechanics of this area of the level.

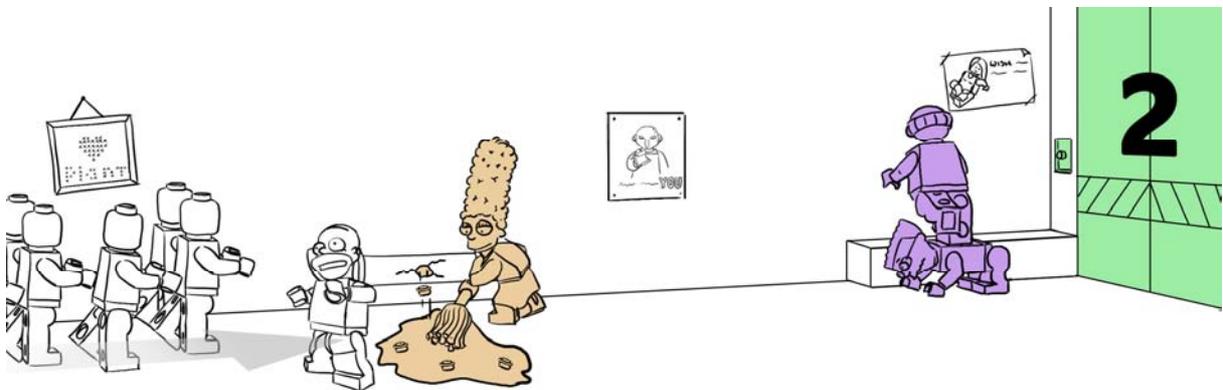


Meltdown at Sector 7-G (©LEGO Dimensions)

3.1.3.1. Part 1



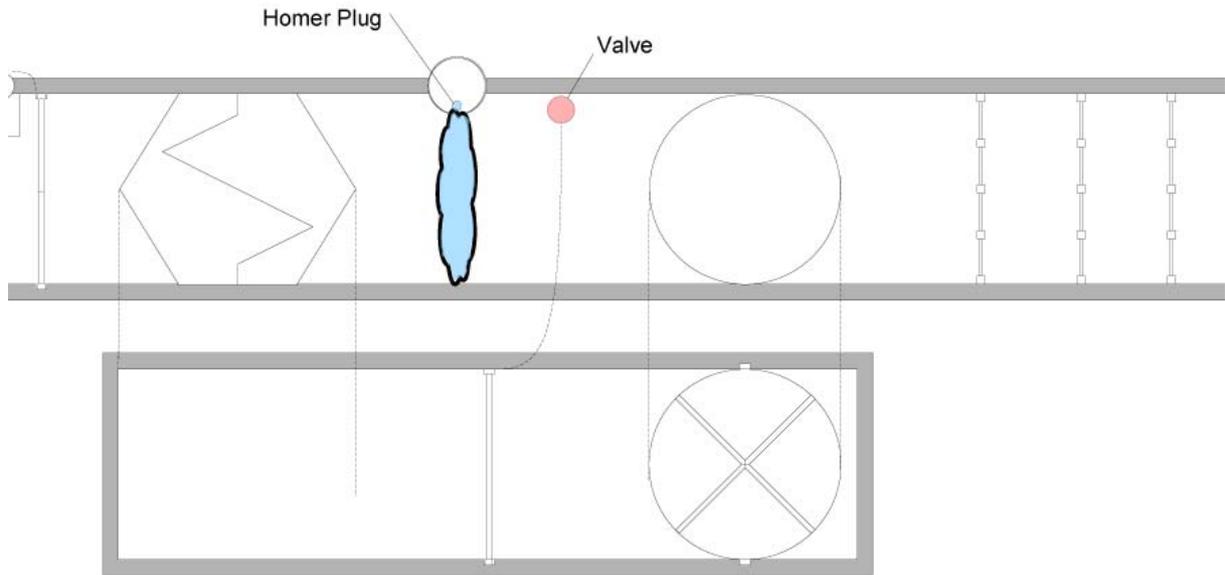
This is the third section (purple on the main map) and the party runs out the lift. They can't get too far as there is some green goo leaking out of a pipe. The Robots start emerging from the lift forcing the player to move forward.



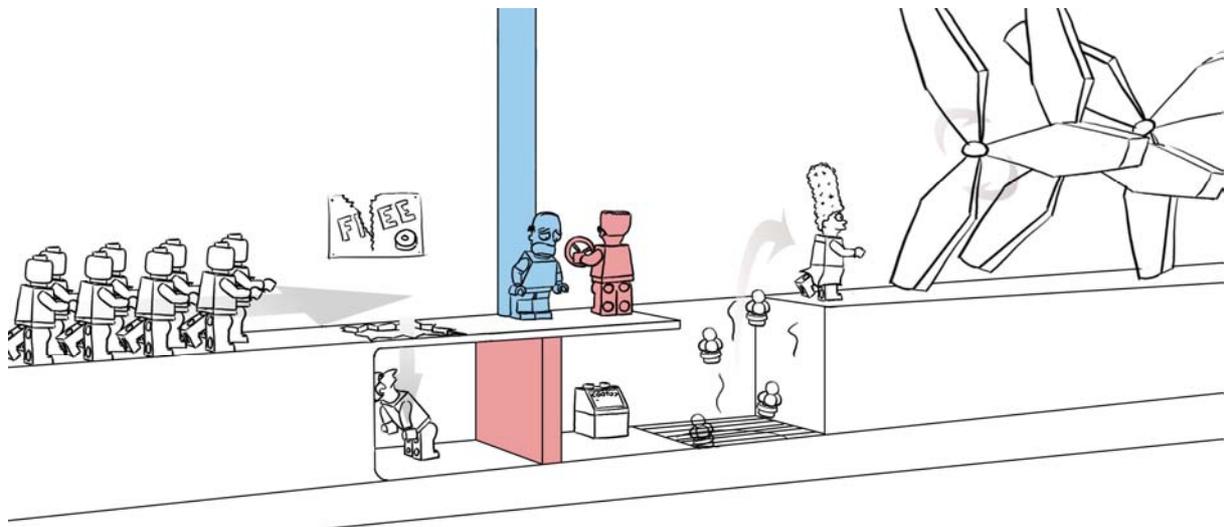
The player has to use Marge's Clean mechanic (orange) to mop up the goo and clear the area so it's safe for the party to cross.

The player then encounters another door. It's a safety door that's been shut due to the Robot's attack. There is a Mr. Burns Switch (green) on a higher level that can open the door, but Mr. Burns can't jump up the higher platform. The player has to use Smithers' Stepladder mechanic (purple) to lift Mr. Burns up. Then they can use Mr. Burns to press the switch and open the door.

3.1.3.2. Part 2



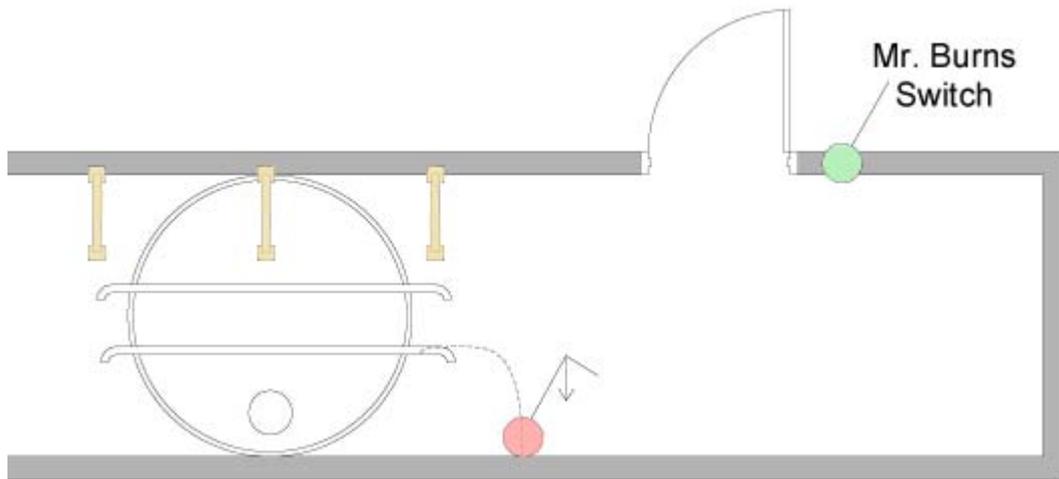
The party can move forward (green section in the main map) but when they do the floor breaks (due to lack of maintenance in the area) dropping them below. Homer, Marge and Smithers can jump out, but Mr. Burns can't. There is a locked door in the lower area.



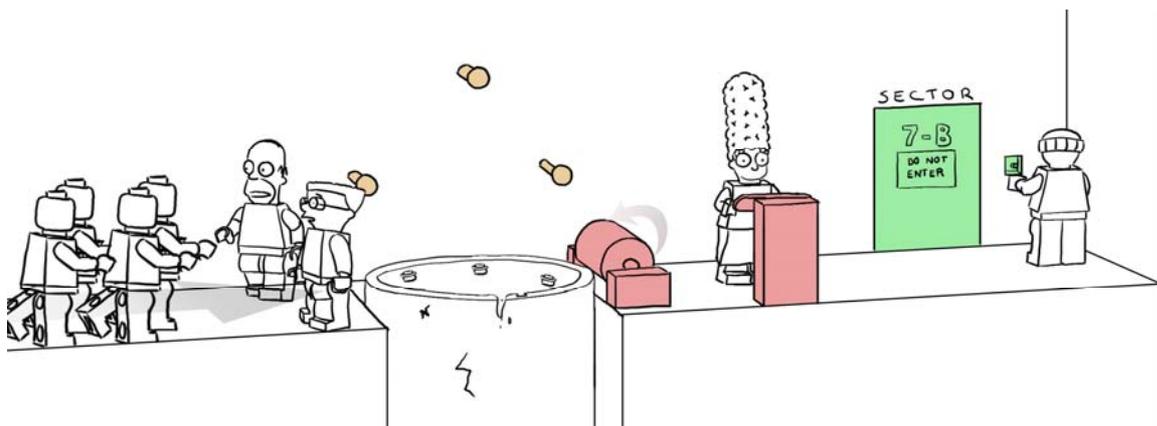
In the upper area is a leaking pipe that omits deadly, green gas. The player has to use Homer's Plug mechanic (blue) to seal it. Now Marge and Smithers can move on and use the Valve (red) to open the door for Mr. Burns.

On the other side of the door is a large fan. This blows the characters up to the upper area again. The next area consists out of 3 large propeller fans, that the player has to navigate the party through.

3.1.3.3. Part 3



Behind the propeller fans is a large metal barrel filled with radioactive stuff (yellow in the main map).



There are 3 twirl poles (orange) above it that the player has to use with Marge to get to the other side.

Here they'll find a lever switch (red) that Marge can use. This activates a bridge that rolls out over the massive barrel. The characters can now all safely cross.

At the end of the way is a door that reads "7-B DO NOT ENTER". There is a Mr. Burns Switch (green) next to it. The player can open the door using the switch with Mr. Burns.

Once the player enters the door this level area ends. The door closes behind them.

The Robots look confused in the area around the door. The door says 'do not enter' so the Robots believe they have not gone that way, nor that they can enter.

3.1.3.4. Setup

- Location

The rest of this level area takes place in the Nuclear Power Plant Hall. The walls are predominately blue/purple/grey and are adorned with pipes, vents, cracks, dials and other factory looking props. The place looks messy and dangerous. There is a ledge in front of the door to create a higher area with a Mr. Burns Switch. There is a lower area in which Mr. Burns gets trapped in. There is a large barrel with green, radioactive goo to temporarily stop the characters from progressing. In the front is some sort of collision to stop the player's from leaving the area. This can be walls, pipes, a railing, etc.

- Camera

The camera is on the front and follows the player from left to right. It gives the player a good overview.

- Doors

There are 4 doors in this area. 1 is on the left, the lift, at the start where the player entered. The next one is a little bit from the start that the player needs to open with a Mr. Burns Switch to progress. The next one is in the lower area that needs to be opened with a valve for the player to progress. The last door is the exit door.

- Playable area

The player can move in the entire area depicted on the map, although the playable area gets smaller as the Robots march in.

- Goons

A marching army of Robots that follow the player towards the exit.

- Mechanics

* Marge Clean (Part 1 orange)

A leaking pipe on the wall. Drips of green studs falling from the leaking pipe. Green goo on the floor (similar to the oil on the flight deck of the Helicarrier in LEGO Marvel's Avengers), that can be cleaned by Marge.

* Smithers Stepladder (Part 1 purple)

An interactive spot for Smithers to be a stepladder.

* Mr. Burns Switch (Part 1 green)

A switch that when pressed opens the door.

* A large area in the floor that breaks when stepped on. This traps Mr. Burns in the lower area.

* Homer Plug (Part 2 blue)

A pipe that omits green gas (similar to the green gas outside Starkiller Base in LEGO SW:TFA). Homer can interact with it and "plug" the hole.

* A valve (Part 2 red) that when turned opens the door in the lower area.

* A large fan

When stepped on blows the character upwards.

* Large propeller fans

An obstacle that the player has to navigate through.

* Twirlpoles (Part 3 orange)

Twirlpoles above the barrel of radioactive goo to cross it.

- * Lever Switch (Part 3 red)

A lever switch that, when switched, rolls out a bridge over the barrel of radioactive goo.

- * Mr. Burns Switch (Part 3 green)

A switch that when pressed opens the exit door.

- Props

- * A decal depicting a crosshatch frame with a heart and the text "plant" near the lift.

- * A decal of a poster with Mr. Burns pointing (parodying the Uncle Sam poster) with "YOU".

- * A decal of a poster of a LEGO-fied version of the wish-you-were-her postcard of Episode 17 of Season 10 of the Simpsons, with "Wish" clearly visible.

- * A decal of the number 2 on the door that needs to be opened with the Mr. Burns Switch.

- * A decal of a poster that read "FREE" with round tiles of donuts, but the poster is ripped in such a way it now spells "FLEE".

- * A computer prop with the text <go to> on screen.

- * A sign with the word "sector" on it above the exit door.

- * A decal on the exit door that reads "7 - B".

- * Various factory looking props to break for studs, like barrels, pipes, etc.

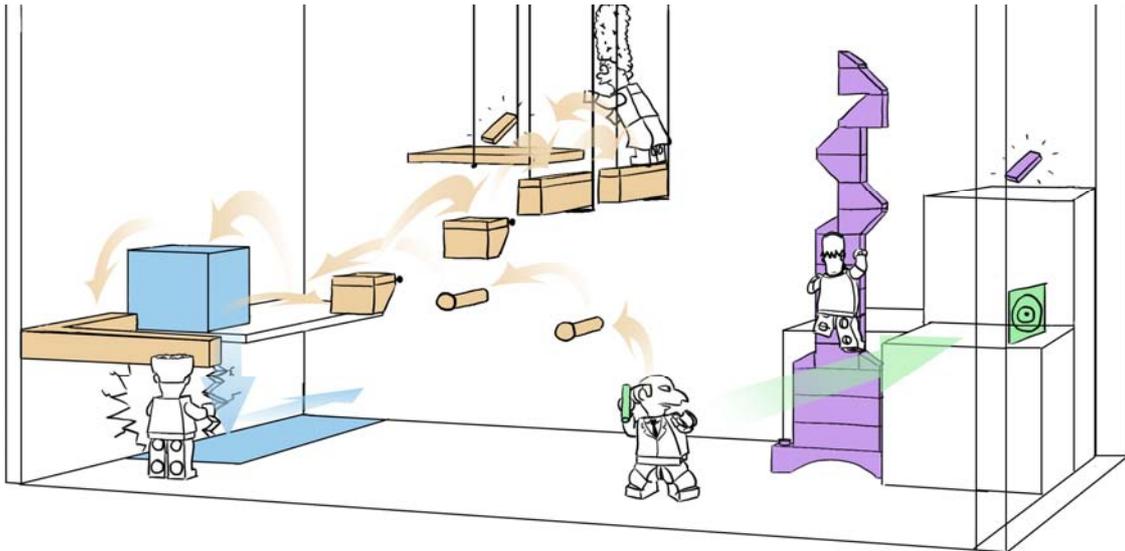
3.1.4. Things to consider

- The level could be expanded on by adding more puzzles in between. The idea behind the puzzles is that they stop the player from progressing temporarily and puts them under (time) pressure as the Robot army is getting closer.

- A lot of mechanics are used in conjunction with each other, as the assumption was made this is a late game level, and the mechanics are fully established.

- More Freeplay / Collectables could easily be added by adding Parkour elements, strength handles or secret rooms in the area.

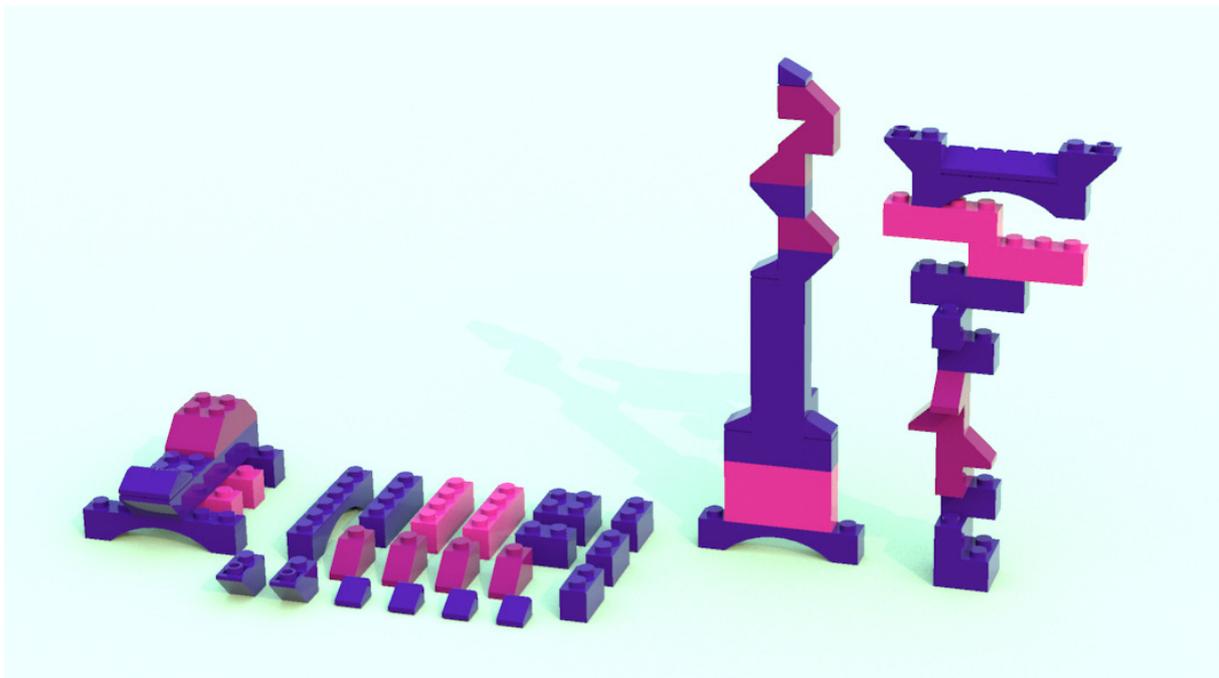
- If the player gets caught by the Robot army there are a couple of fails that could be considered. They either have to restart the level completely, go back to the last section / puzzle, or get temporarily grabbed by the robots and dragged backwards (other characters could even help to "free" the caught character).



3.2.1 Item 1 (purple)

In the area the party finds a large purple spider in the corner. However, on closer inspection it seems to be not moving and looks dead (Homer has taken it out before in Episode 16 of Season 4). The player can destroy it with a melee attack and Brick Pieces are revealed. The spider sat in front of a pyramid of boxes. The player is tasked to build a tower they can climb to get to the top of the boxes where they will find their Item.

Example:



3.2.2 Item 2 (green)

High on the wall the party finds a target that can be hit with a range attack. When Marge, Smithers or Mr. Burns hit it with their range attack a box drops down. When this box is destroyed they find their Item.

3.2.3 Item 3(orange)

Along the walls are various parkour mechanics creating a route climbing up to the top of the room where lots of overhanging pipes and vents decorate the ceiling. Marge has to use her parkour manoeuvres to get to the top and get the Item. It starts with 2 twirl poles on the back wall that lead the player up a higher platform. They have to jump over a box and move towards the ledge in the corner. At the end of the ledge walk they can jump to a grab handle and another one, elevating the player more towards the ceiling. Here two balance beams hang from the ceiling (pipes or lights). Once the player has reached the end of these the player can jump to the final platform where the item will be.

3.2.4 Exit door (blue)

Once all Items are gathered and Smithers explains they need use it directly on the central A.I. computer, a few Robots burst into the room through the wall. This causes the upper area to collapse and covers the hole they just created by placing a push block in front of it. The player can brawl with these Robots. When the push block is moved it reveals the exit.

3.2.5. Setup

- Location

The room is located in Sector 7-B of the Nuclear Power Plant. It's an old area where no one goes, and the room is filled with cobwebs, skeletons, old boxes, open pipes, moss etc. The walls look unfinished, with bare mortar and cracks in the wall. There is a high area in a corner near the purple spider. There is a higher platform with a pushblock on it above a blank wall that will break down. There is a high platform hanging from the ceiling.

-Camera

The camera is free range and follows the player through the room. The camera can be turned around.

- Doors

There are 2 doors in the area. One is where the player entered the room. The player can not go through this door. The other is at first a plain wall. Robot goons crash through this, then this opening becomes the exit.

- Playable Area

The entire room is the playable area.



Sector 7-B (©The Simpsons)

- Goons

Robots crash through the wall once all 3 Items are gathered and create an exit. They can brawl with the player. If needed, goons could pop up from time to time in the room.

- Mechanics

* Target

A target that can be hit with a range attack. This opens up a box / moves stuff so an Item falls out for the player to collect.

* Build with LEGO

A purple spider build out of simple LEGO Bricks that can be destroyed. Once destroyed, the LEGO pieces can be interacted with to build. Player is instructed to build a Tower. It doesn't matter what the Tower looks like, as long as it has the necessary height to gain the Item in the top corner.

Assuming this is an end-game level, there can be a greater amount of pieces or more complicated pieces in this build.

* 2 twiripoles

2 twiripoles are needed on the wall that leads the character up to the upper platform.

* Pushblock

Pushblock rests on the upper platform at first and can't be interacted with. After the Robots burst into the room the area collapses and the pushblock is now on the floor and can be interacted with. Needs to be moved away from the opening / exit.

* Wall ledge

A wall ledge is in the corner to have the player move around the corner.

* 2 grab bricks

2 grab bricks are on the wall that leads the player closer to the ceiling.

* 2 balance beams

2 balance beams hang on the ceiling for the player to cross.

- Props

* Various old and broken factory looking props to break for studs.

3.2.6. Things to consider

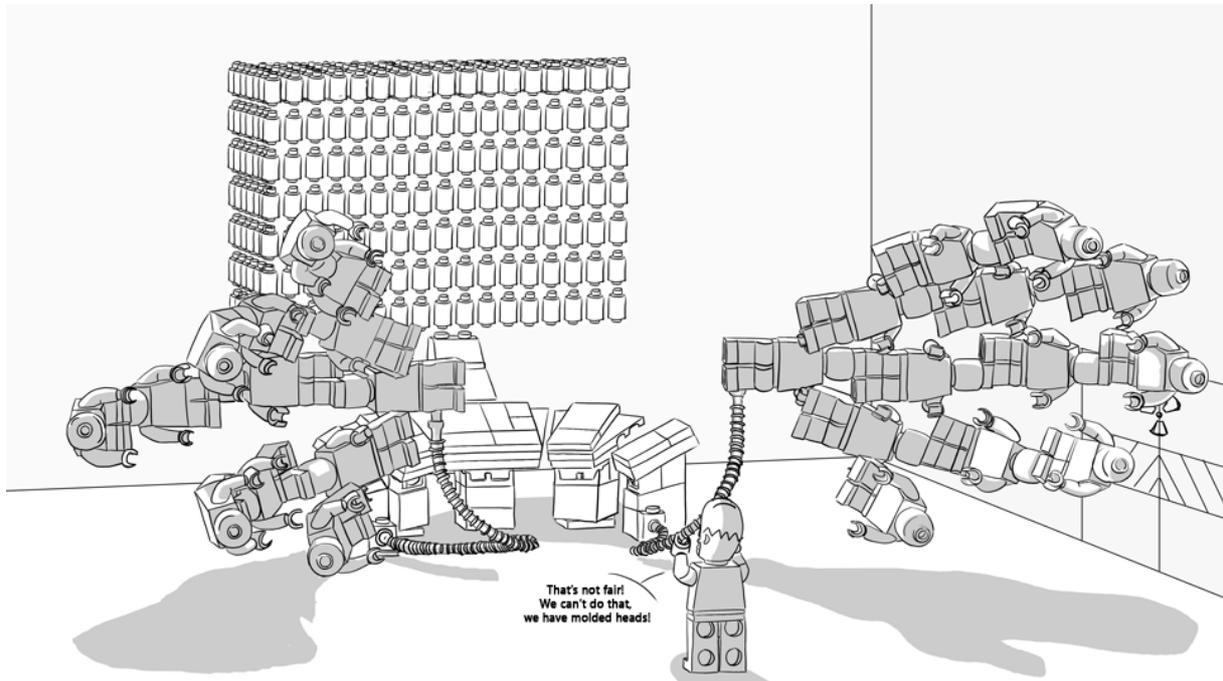
- Different parkour elements could be used, as long as the start of the route starts with twirl poles, as Marge is the only character that can use these.

- The area should be littered with props, as this is probably the best part in the level for the player to gain studs.

- Elements have to be placed in such a way no exploits can happen. For example, the upper platform that holds Item #3 should be far enough away so that Marge can't jump from there straight to Item #1.

- More Freeplay / Collectables could easily be added with more mechanics such as strength handles or secret rooms in the area.

3.3. The Boss Battle



The party makes it in the room that contains the central A.I. computer. The A.I. comes to life as a large hologram. It realises the party is here to stop it. The A.I. gets angry and calls for its Robot army. The Robots that burst into the room click together to form giant hands, controlled by the A.I. The boss battle begins here.

The player's goal is to get the Items gathered in Sector 7-B into the control panel. However, the 2 large Robot hands are defending it. The Player has to beat up the hands first until it falls apart in Robot minifigures again. Once the hands are beaten up, the A.I. takes time to recover. The player can now gain access to the control panel and beat up the goons as normal. Once the player reaches the control panel they now have to break the top layer by smashing the prop. They can then insert the Item. There are 3 of these. After 1 Item has been inserted the A.I. will recover. More Robot goons will walk in and hands will be formed again. The player has to repeat this until all 3 Items have been inserted. Then the A.I. is defeated, the Robots stop working and the Simpsons' characters are saved. This is the end of the level.

3.3.1. Setup

- Location

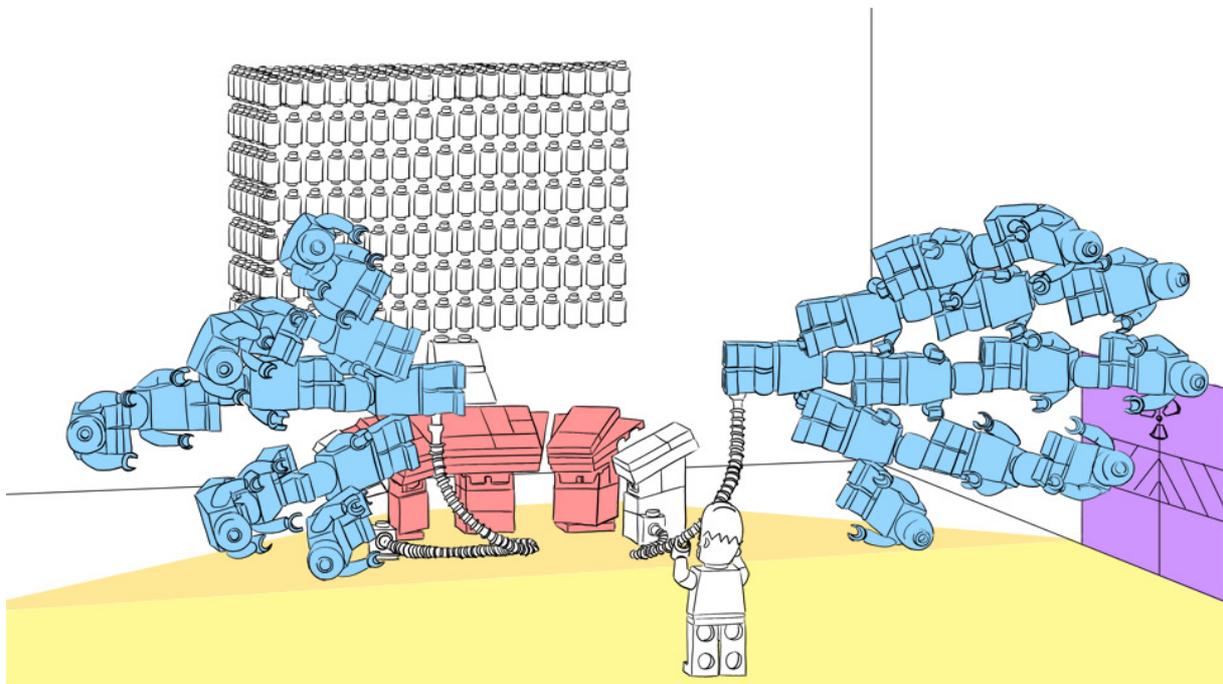
The Boss Battle takes place in 1 room and looks similar to section 7-G (Homer's office), except it's a lot larger to accommodate the party and goons. The walls are made of a blue-greyish metal and various lights, vents, pipes and similar elements decorate the room.

- Camera

The camera is mostly static and behind the player, looking directly at the central A.I. computer. It can pan along with the player for a little bit to the left and right. The camera can shake when the robot hands smash the ground / walls / player.



Homer's Office, section 7-G (©The Simpsons)



- Doors

There are 3 doors entering the room (purple in image above). One is behind the player, this is where the player enters the room. This door is, once entered, out of sight and behind the camera. The other doors are left and right (pictured) in the wall. This is where the goons (robots) come in the room to form robot hands. The player can't enter any of these doors.

- Playable area

The player can move initially in the yellow area. Once the hands are defeated they can move in the orange area as well and reach the control panels (red).

- Props

* A.I. Hologram

The Hologram exists out of a cube of 1x1 round bricks, with a transparent colour. A face is made in this cube by using different colours, similar to VIKI from I, Robot or the way Batman looks back in the Phantom Zone in the LEGO Batman movie. The face will be animated to show the state of the A.I., like angry when it is attacking, dizzy when it is recovering, serious when it builds hands and glitchy when the player inserts the Items as feedback to the player.



VIKI (©, Robot) & Batman's memories in the Phantom Zone (©LEGO)

* Control Panels

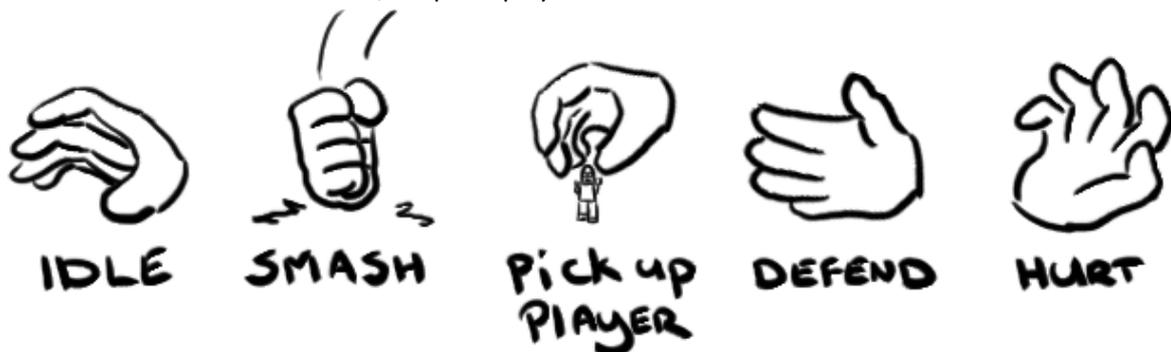
The Central A.I. Computer is based on a T-437 Safety Console, the console Homer works at. It has a similar semi-circular shape, existing out of one large angular section, 2 smaller angular sections on each side and 2 smaller, straight sections on the outer sides. These are covered by various tiles with mechanical looking decals. The 3 angular sections in the middle (red in the above image) can be melee attacked so the tiles break off, and an Item can then be inserted.

* Cables

There are 2 cables running from the Central A.I. Computer to the Robot Hands. This is how the A.I. controls the Robot Hands. When the Robot hands fall apart, these cables flail around. This makes the A.I. look panicked.

* Robot Hands / Goons

The Robot Hands (blue in image above) are made up of various goons / Robots who click together by having their feet on others' heads or hands. They form fingers whereby each Robot is a phalanx (I've used 13 Robots per hand in the image above, whereby the pinky has, like the thumb, only 2 to make it appear smaller). The hands animate by bending the legs of the individual goons. The hands have several attacks or moves to hurt / stop the player.



Above are a few examples. Smash could create a camera shake effect and crush or stun the player, when a character has been grabbed it can't be used temporarily (it could potentially also be thrown away then taking lots of damage), the flat hand blocks players from going to the Central A.I. Computer, and the Hurt animation can be played right before a hand falls apart in goons. The 2 hands can operate independently from each other.

Once a hand is defeated they fall apart in their separate goon parts. The player can ignore these or beat them up like normal. Once the player has an Item inserted in a control panel, or has stalled too long, the A.I. "summons" more goons in to fill up the slots (in this example up to 26 goons) to create new hand(s). These goons walk in through the doors on the left and right.

3.3.2. Things to consider

- The Boss Battle has no "special" or "character unique" mechanics as I thought it would be better and more fun if every character could defeat it and leave Freeplay as an option. Although, some characters might be better suited than others. However, it would be easy to implement those. For example, instead of simply melee attacking the 3 control panels, a mechanic to open it could be used instead, like a range attack.
- This Boss Battle is different from previous LEGO titles in that you're not waiting for a "window of opportunity" but have to create one yourself. This gives the battle more action and interactivity as the player can always do damage to the enemy and doesn't have to wait for the enemy to go through a series of moves before it's your turn. How much health the hands should have or how long the A.I. takes to recover would have to be play tested to fine tune.
- Collision needs to be correctly placed and hands' A.I. needs to respond correctly to make sure the player doesn't tech hang or exploit the Boss Battle. For example, the player should not be able to go through the doors as goons enter the room as this could Tech Hang with the Player being stuck outside the room, or the player should not be able to get behind the hands as this could potentially be an exploit where the hands can't attack the player but the player can attack the hands.