Game Design Document

John Benge

Table of Contents

1. Overview 5
1.1 Focus 5
1.2 Genre 5
1.3 Unique Selling Points 5
1.4 Platform 6
1.5 Visual Stype 6
1.6 Target Audience 6
1.7 Marketplace 6
2. Setting 7
2.1 General 7
2.2 History 7
2.3 Geography 8
2.4 Map 9
2.5 Points of Interest 9
2.6 Weather 11
2.7 Resources 11
3. Characters 12
3.1 Inhabitants 12
3.2 Tribal Factions 12
3.3 Important Individuals 14
4. Structure & Narrative 16
4.1 General 16
4.2 Narrative Flow Chart 16
4.3 Act 1 18
4.3.1 Beginning 18
4.3.2 Tidewind 18
4.3.3 Maturin 18
4.3.4 Tangleroot 19

4.4 Act 2 21
4.4.1 Ebshore 21
4.4.2 Hullscrape 22
4.4.3 Antra 23
4.4.4 Hispaniola 26
4.5 Act 3 27
4.5.1 Reunion 27
4.5.2 Deep Falls 27
5. Game Mechanics 29
5.1 Modes 29
5.2 Goals and Winning Condition 29
5.3 Dying and Losing Condition 29
5.4 Player Actions 30
5.5 Boat Actions 30
5.5.1 Boating 30
5.5.2 Aiming/Looking Around 30
5.5.3 Boosting 31
5.5.4 Firing Weapons 31
5.5.5 Docking 33
5.6 Walking Actions 33
5.6.1 Movement 33
5.6.2 Looking Around 33
5.6.3 Interacting/Talking 33
5.7 Accessing Menus 34
5.7.1 Inventory Screen 34
5.7.2 Items 34
5.7.3 Trading 35
5.7.4 Trading Item Availability 35
5.7.5 Map Screen 35
5.8 Saving 36
5.9 Loading 36
5.10 Combat 36

5.10.1 Damage and Health 36
5.10.2 Minor Enemies 36
5.10.3 Bosses 38
5.10.3.1 Galmalok 38
5.10.3.2 Manja 41
5.10.3.3 The Hispaniola 43
5.10.3.4 Romandra 43
6. Interface 45
6.1 Main In Game Interface 45
6.2 Options Screen 46
6.3 Map Screen 47
6.4 Inventory Screen 49
6.5 Trading Screen 50
7. Controls 52
7.1 Boat Controls 52
7.2 Land Controls 53
8. Level Example: Tidewind 54
8.1 Description 54
8.2 Aesthetics 54
8.3 Tidewind Map 55
8.4 Points of Interest 56
8.5 Collectable Items 57
8.6 NPC Chatter 57
8.7 Asset List 57
8.8 First Quest: Acquire a Motor 58
9. Acknowledgements 62

1. Overview

Wave Trekker is an open world action adventure game where players explores a vast nautical world by taking the helm of their own boat and braving the open waters to seek out and destroy massive nautical beasts that threaten the entire population.

1.1 Focus

Wave Trekker is a boating adventure game with light RPG elements, and an open world to explore. The core gameplay involves progressing through the story by exploring a wide open, yet interesting and diverse ocean, conversing with compelling and unique characters and fighting off huge sea monsters using several different weapons with distinct advantages.

The open world presented to players gives them the freedom to explore, while clear objectives keep them progressing through the story and continually satisfied with new challenges.

Boss fights are the real highlight of the game. Players must learn to analyze each boss, figure out which weapon is most effective, devise a strategy that works, and carefully time their attacks while avoiding enemy attacks.

The freedom of open exploration, challenging encounters, diverse characters and unique setting will combine to immerse the player in a world that challenges, stimulates, and rewards them while also driving them forward to find and defeat the next boss.

1.2 Genre

Third person action-adventure boating

1.3 Unique Selling Points

- Open world adventure game that takes place on a boat
    - Boat upgrades are unlocked as the game progresses, including new weapons, better engines, and better protection.
    - Large scale encounters with giant bosses that fill the player with awe and fear
    - Strategic boat combat with a variety of weapons
- Islands and landmarks for the player to explore, with NPCs to interact and trade with
- Hidden items to explore, leading to extra upgrades and bonuses

1.4 Platform

Wii U (possible later ports XBOX 360, PS3, PC)

1.5 Visual Style

Wave Trekker will adopt a unique visual style that blends post-apocalyptic themes with tribal motifs and a nautical theme throughout. The visuals will be slightly stylized, and feature bright colors that set a tone of adventure and high spirits. Characters will have a somewhat stylized appearance and anatomy, similar to what has been seen in games such as *Fable*, or *The Legend of Zelda*.

1.6 Target Audience

Wave Trekker will most likely appeal to male consumers from the ages of 13 to 21. It will likely find an audience with fans of games such as *The Legend of Zelda, Fable, and Shadow of the Colossus* who are looking for a similar experience.

Expected ESRB Rating: T

1.7 Marketplace

The popularity and broad appeal of open world action/adventure games and RPGs can be seen throughout the past few years of the gaming industry. *Wave Trekker* will benefit from the growing popularity of this genre, as well as give owners of a Nintendo console an experience they car rarely get anywhere else.

Early adopters of the Wii U will be looking for this type of experience, as relatively few total games are likely to be available. This presents a golden opportunity to reach a market not yet oversaturated with big budget releases.

A game such as *Wave Trekker*, if released early in the Wii U's lifecycle and aggressively marketed could potentially sell close to 3 million copies throughout its shelf life. Possible digital distribution after that period could bring in even more sales.

2. Setting

2.1 General

The game takes place in the world of Aneptus. This world is an alternate version of our Earth that exists many years in the future. A catastrophic event has destroyed most of Earth's life and left the planet almost entirely covered with water. It is now inhabited by somewhat isolated groups of humans spending all or most of their time in boats or floating, coastal villages.

2.2 History

"We never know the worth of water till the well is dry." ~Thomas Fuller, Gnomologia, 1732

Sometime in the past, the Earth was struggling with overpopulation, choking pollution, and a lack of fresh drinking water. As tensions rose between struggling nations humanity teetered on the brink of a devastating war for resources on a global scale. Just as things couldn't get any darker, a glimmer of hope emerged as a UN backed research station in the Arctic was working on a method to convert the salted, polluted waters of the oceans to usable, clean drinking water. For months there was peace. Conflicts were forgotten as the world waited with baited breath on what would be there salvation. If humanity was to survive the devastation of its own carelessness, this project would have to succeed.

Months went by with steady progress until the remote Arctic station abruptly stopped reporting. The world erupted in panic and chaos. A UN team was sent to investigate the facility. Not much was known about this mission, except that on October 14th 2087 at 10:25 p.m. the team arrived at the facility, and 26 minutes after that the world ended. A massive explosion destroyed the facility. The explosion released a strain of bacteria that purified the oceans, melted the polar ice caps, and caused a massive tidal wave that quickly covered the Earth in crushing mountains of water. In less than a day, there was no more pollution, no more strife, no more hunger, no more sadness, no more fear, no more cities, no more wildlife, no more land, and no more humanity. Water it seems, the source of human life, after being polluted and fought over, was also the source of humanity's undoing. After decades where very little fresh water could be found on the planet, it was henceforth found in abundance.

* * *

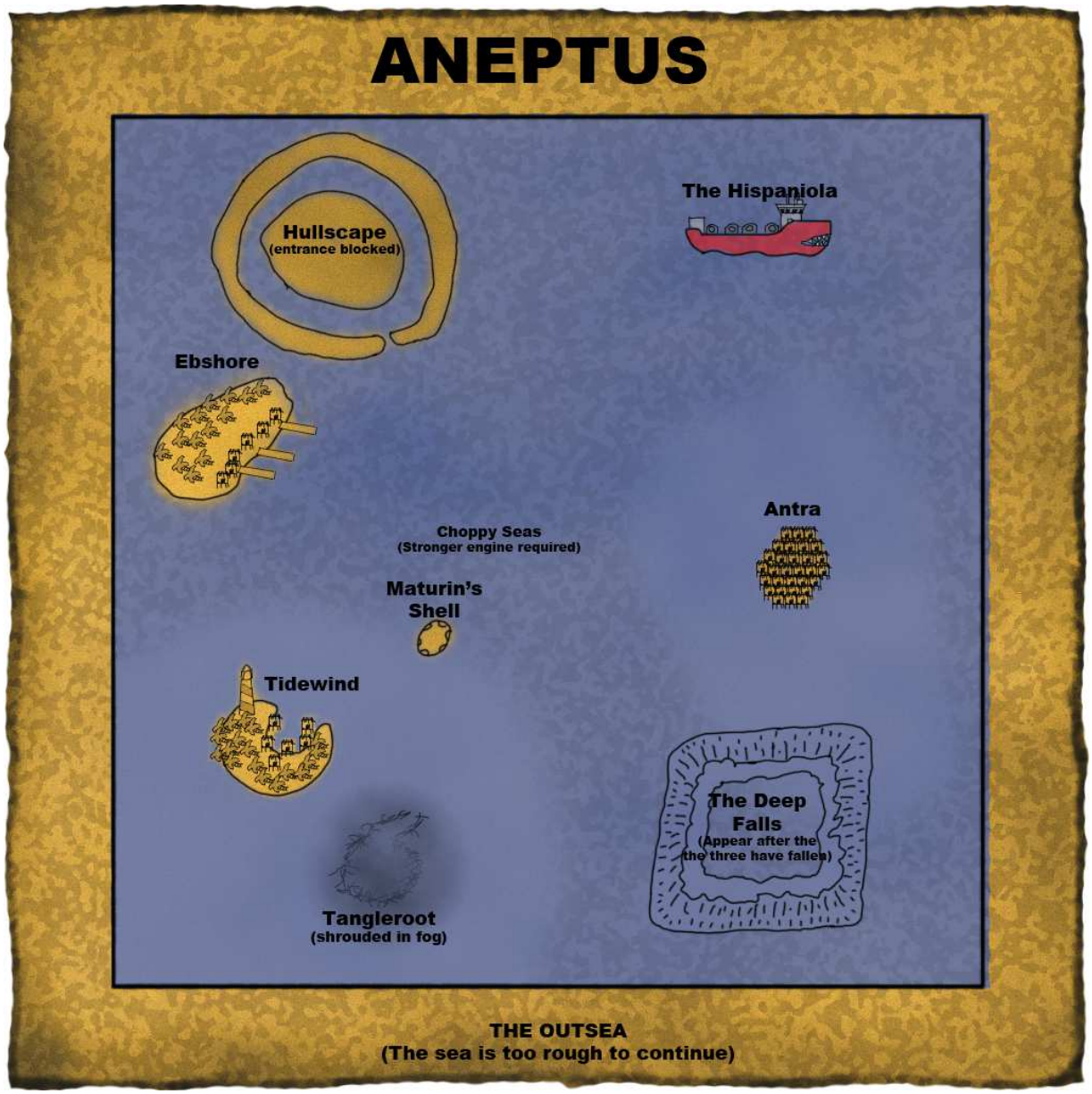
But when humans existed in the billions, wiping all of them out at once could never be as simple as the world ending. A handful of isolated individuals and groups survived the tidal wave and flooding. These humans managed to survive by quickly constructing rafts and boats, and scavenging what food and supplies they could.

Eight generations have passed since then. Humans have slowly developed into small tribes living isolated lives on small islands, boats, and floating villages. All forms of life now revolve around the ocean. Sea life, and even some small mammals and birds have begun to adapt and reappear in noticeable numbers. Several new species of fish have thrived to the point of being a major food source for humanity.

2.3 Geography

Aneptus is a world covered in a vast fresh water ocean. There is very little suitable land on which to live apart from a few small islands. The vast sea stretches on for miles punctuated by distinct landmarks such as ancient rock formations floating mangroves, and the massive remains of long deceased ships.

2.4 Map



2.5 Points of Interest

Tidewind

Tidewind is the home island of the Mayana tribe. This is where the player starts his adventure. The crescent shaped island centers around a shallow lagoon. The island's only village consists of wooden buildings resting on stilts jutting up from the lagoon or the surrounding beaches. The

remainder of the island is covered in a thick jungle that provides the island's inhabitants with much needed wood. The only structure on the island apart from those in the village is a large ancient lighthouse that has recently been reactivated to guide ships back to the island.

Tangleroot

Tangleroot is a floating patch of thick mangrove that can prove tough for boats to navigate. A thick, rolling fog swirls around the area, shrouding Tangleroot in mystery. It can be nearly impossible to see through the fog at times. An eel like creature named Garmalok has recently made this place its home.

Maturin's Shell

A large, floating, hollow turtle shell that the hermit Maturin resides in. The shell floats around in an area of calm seas near the island of Tidewind. Most traveling ships avoid the shell, as Maturin is commonly thought mad.

Ebshore

Ebshore is the home island of the Trido. The seas around Ebshore are more turbulent than other areas of Aneptus, thus Ebshore's village of thatched roof huts was constructed farther from the water than Tidewind's. Ebshore is approximately the same size as Tidewind, though it does not feature a lagoon or any other inlets to allow easy access for boats. Long wooden docks stretch into the sea to provide mooring for boats. These structures are subject to the waves of the sea, and periodically have to be rebuilt.

Hullscrape

Hullscrape is a massive rock formation that juts up above the sea. The formation forms a torus shape, with a central portion and an outer ring separated by a channel that runs all the way around the center. The rock structures of Hullscrape are completely barren. They offer no resources of note, but the channel running through Hullscrape is home to an abundance of fish that local fisherman rely on. Recently, a strange massive fish called Manja has taken up residence in this channel, scaring off local fisherman. The entrance to this formation has since been blocked by a grouping of fallen rocks. This has prevented the creature from causing harm, but the Trido are beginning to feel the strains of having lost a valuable source of food.

Antra

Antra is a floating village that serves as the home for the Oflora. It drifts around the calmer, eastern seas of Aneptus. The city consists of buildings and structures connected by wooden decking. The calm seas around Antra allow for the city to float peacefully without the need for high protective walls, though a small railing runs around the outside of the city for splash protection. Due to increased piracy in the area, the Oflora have placed several ships on constant patrol around the area.

The Hispaniola

Beached on a perpetual sandbar in the northeastern seas, the Hispaniola is a massive ancient icebreaker ship. Little is known about the ship, but most of the structure seems to be intact. The ship has become a hot spot for pirates and other degenerates, who have made the ship their base of operations. The high ranking pirates have organized efforts to reactivate the ship, and free it from its sandbar, but so far all attempts have been unsuccessful.

The Deep Falls

After the first three monsters have been felled, the seas open up and form a massive ring of waterfalls surrounding a deep recess in the middle of the ocean that seems to defy the very laws of nature. At the bottom of these waterfalls, a massive creature from the darkest depths of the sea awaits.

2.6 Weather

Aneptus hosts a warmer climate than our Earth. The vast majority of the world experiences a tropical climate, with temperate zones toward the poles. Aneptus often experiences adverse weather, including violent storms, heavy winds, maelstroms and typhoons. These conditions stir up the seas, and can make transportation treacherous.

2.7 Resources

Most resources available to the inhabitants of Aneptus come from the sea. The only major resource they collect form land is wood, which comes from trees that cover the small islands they inhabit. Most food is caught from the sea, and the fresh sea water is safely drinkable. Boat pieces and components are salvaged from beached shipwrecks, recovered from sunken wrecks in shallow regions of the ocean, or constructed from wood.

3. Characters

3.1 Inhabitants

The inhabitants of Aneptus are referred to as Neptins. They are people who live on or very near the sea. Neptins either live in seaside or floating villages, or travel the seas in boats that have been scrapped together from salvaged parts, and what other little resources that can be scrounged together. The vast oceans that cover Aneptus ensure that groups of Neptins remain slightly isolated from one another, only making contact through chance encounters on the seas, limited trading expeditions, and occasional gatherings.

Most Netpins live in tribes centered on small islands where they have lived for generations. They reside in coastal villages located either on the shores of these islands, or floating along the coastline. Other Neptins have left their tribes of origin and become pirates that roam the seas raiding merchant ships and helpless travelers. Still others choose to live as drifters, wandering the open seas in search of a better existence.

3.2 Tribes/Factions

Though the various tribes are somewhat isolated, they do maintain some contact, and sometimes engage in limited diplomacy and trading. They have all come to adopt the same language and religion. The tribes all worship a deity of the ocean. Though the deity's name varies slightly from tribe to tribe, the beliefs remain more or less the same.

Mayana

The Mayana are the inhabitants of the island of Tidewind. They inhabit a village constructed partially on the beaches of Tidewind, and partially jutting up from the island's lagoon. This allows the Mayana easy access to the sea. Like the other tribes, the Mayana gather all their food from the sea, thus being able to send and receive boats quickly and efficiently is a must. The Mayana tend to be a fairly bold tribe, and are more prone to exploring far off seas than the Trido, but do not have the naval presence of the Oflora. They are a purely democratic tribe. This ensures individual freedoms and representation, but can sometimes cause a divide amung the citizens. The recent decision to activate the ancient lighthouse that sits atop the island's high bluff was a controversial recent decision. The Mayana refer to the sea deity as Myr, and prey to her for safe travel across the seas.

Trido

The Trido inhabit the northern region, on the island of Ebshore. This region is prone to more violent storms than other areas. This has caused their village to be built mostly on the shores of

the island, with docks jutting out into the ocean for boats to moor. Due to rougher seas, the Trido are less prone to sea travel, and almost never embark on long sea voyages. The farthest their boats can be found is usually Hullscrape, where they gather a large percentage of their fish supply. The Trido are a very spiritual tribe, and most of their important decisions are made by their High Priestess. The Trido refer to the sea deity as Myhn, and prey to her for a bountiful harvest from the sea.

Oflora

The Oflora inhabit the eastern region of Aneptus, in the freely floating village of Antra. Since the village is not anchored to any mass of land, Antra drifts around, making it hard to locate in certain parts of the year. The eastern seas are relatively calm, which ensures Antra's safety as it drifts. Not having an island to call their own, the Oflora have developed a strong naval presence, with a fleet of ships patrolling the nearby seas. The Oflora are generally very open to trading with other tribes, but increased piracy in the region has made them question this policy, and they are becoming increasingly suspicious of foreign ships. The Oflora are governed by a council of three leaders whose opinions tend to vary on certain issues and can take a long time to reach a consensus. The council enforces a strict law, instilling a strong sense of justice in the tribe. The Oflora version of Myr is referred to as Mysh, and they warship her for her righteousness and guidance.

Pirates

The pirates of Aneptus have a somewhat stable alliance under one banner. They tend to roam around the northern area, with their base of operations centering on a massive ancient beached icebreaker ship known as the Hispaniola. They often prey on merchant ships traveling the open seas. They tend to leave smaller ships alone unless threatened or given orders by their superiors. The pirate armada was once ruled by a ruthless and fearsome pirate known as Picar. He kept the pirates orderly by enforcing a strict code. Several years ago, Picar mysteriously disappeared, leaving the legion of pirates with no strong leader. There government is still in effect, but it now holds far less power over individual groups of pirates. Picar was said to have left a massive treasure hidden somewhere in Aneptus, with clues scattered around the world. This legendary treasure has been come to be called Picar's Legacy.

The Brine

Very recently, sightings have been reported of very strange ships appearing throughout the seas and quickly disappearing. The most detailed account of one of these ships tells of a strange ship manned by men in mysterious, cult like hooded jackets. Locals can only speculate as to the origin of these ships. Rumors have been circulating of a dangerous cult that has abandoned the common faith in favor of a mysterious new deity known only as "The Deep." This rumored cult has come to be referred to as "The Brine."

3.3 Important Individuals

Player

The player takes the role of a nameless youth from the Mayana tribe approximately 17 years old. The player's character remains nameless throughout the game, never being addressed by name throughout the game. He serves mostly as an avatar for the player, never speaking or emoting, though his backstory is brought up through conversations with NPCs.

Though the player's character grew up on the island of Tidewind as a member of the Mayana tribe, he was not born there. The boy's father brought him to the island when he was very young. Though the Mayana tribe have come to accept both of them as valued members, the player has never quite felt at home on Tidewind, remaining a quit and secluded child.

Just before the beginning of the game, the player's father ventured out to sea and did not return. A returning mariner has informed the player's characters that the wreckage of a ship matching his father's was found in the southeastern seas. There were no survivors. This news, along with a growing sense of restlessness and years of not quite fitting in lead the player's character to the decision to leave Tidewind in search of answers. Having nearly completed fixing up a small boat, the youth is nearly ready to leave. This is where the player joins his story.

Maturin

Maturin is a hermit, living inside of an empty turtle shell. Most tribesmen regard him as mad, and steer clear of him. He fits into the archetypal role of the mentor, helping the player by providing useful information about where he should go next.

Maturin now appears as an aging man, somewhat lean, having to rely on intermittent fishing from his floating turtle shell as few merchants are willing to venture near the thing. In spite of this current solitary life, he was once a highly feared and legendary pirate known as Picar, though this is not directly revealed tot the player.

Ramshell:

Ramshell is the resident boat mechanic and handyman for the island village of Tidewind. He aids the player as he progresses through the game by modifying the player's boat as new components are acquired.

Ramshell appears as a burly, middle aged ma. He is quite skilled at all manner of repairs. Ramshell is never seen without a tool belt around his waist, and is often found with his head buried in the innards of a broken down boat. He is an outspoken member of the Mayana, and is looked to as a leader among the tribe. Early on, he expresses his disapproval of the player's decision to leave Tidewind, being both concerned for the player's safety and not wanting to lose a member of his tribe.

Pluthe:

Pluthe is a traveling merchant. He drifts around on his boat the Tradewind and sells wares to fellow mariners. Encountering Pluthe is a rare occurrence, but he tends to offer rare goods. Some consider him a bit of a crook, as many of his items are overpriced. Still, some of the items he finds are truly one of a kind.

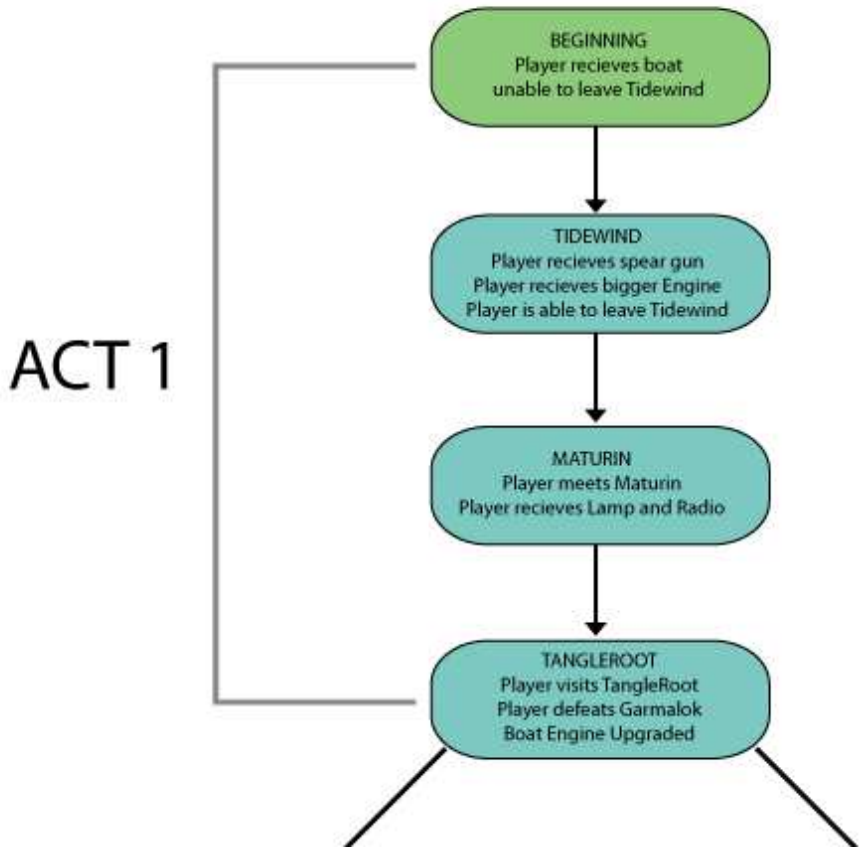
Pluthe is a thin man with a long, unkempt beard. His unkempt appearance and somewhat off-putting demeanor no doubt stem from spending years drifting at sea. His boat the Tradewind is slightly larger than the player's, serving as Pluthe's home and shop. All sorts of useless items are scattered about in unorganized piles.

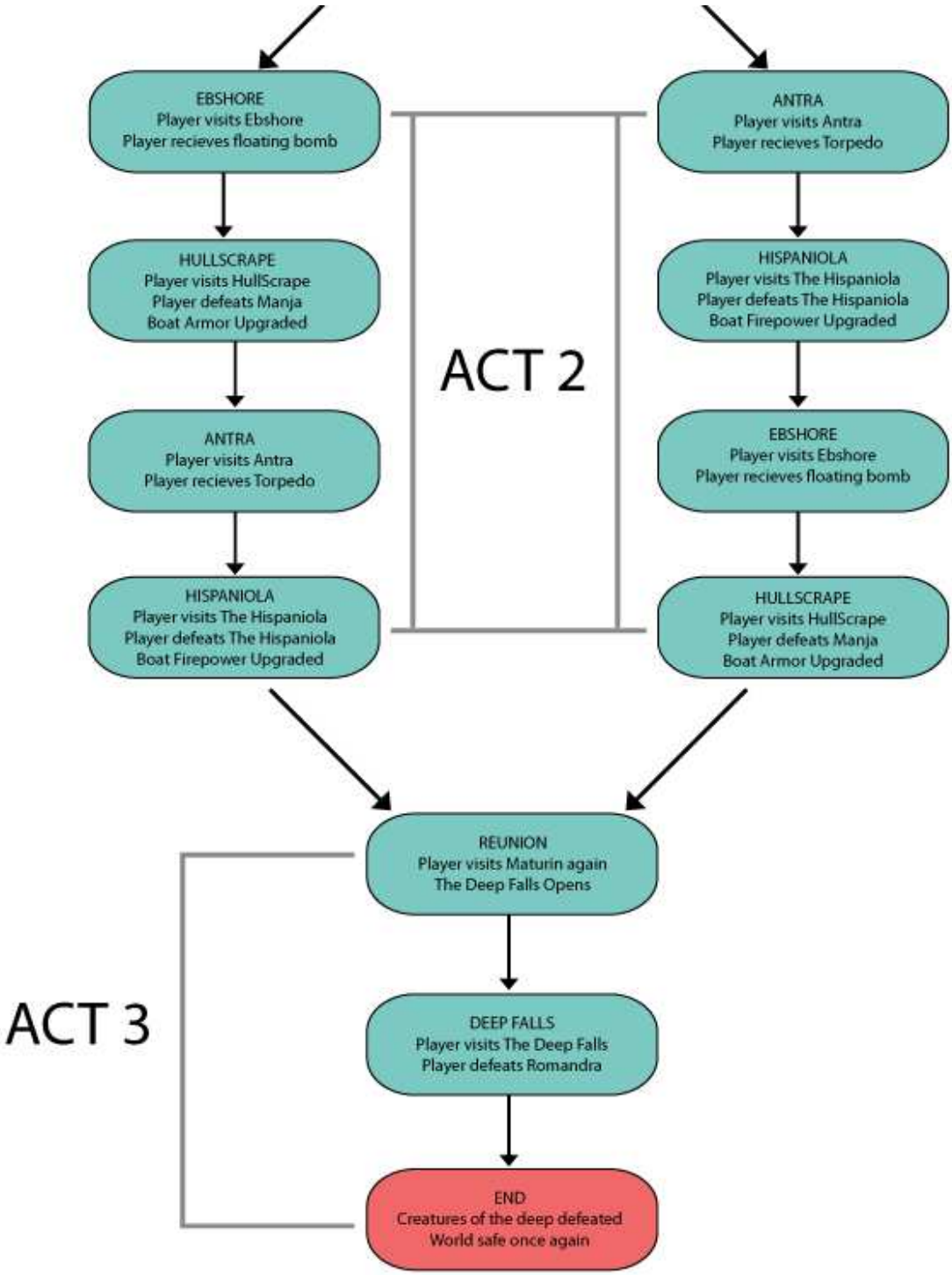
4. Structure & Narrative

4.1 General

The main story of *Wave Trekker* is, for the most part, not influenced by the player. Though the player may choose to do certain elements in a different order, these choices will not affect the overarching storyline. *Wave Trekker* presents the player with an open world to explore, but linear objectives and goals to follow within that world.

4.2 Narrative Flow Chart




EBSHORE
Player visits Ebshore
Player recieves floating bomb
HULLSCRAPE
Player visits HullScrape
Player defeats Manja
Boat Armor Upgraded
ANTRA
Player visits Antra
Player recieves Torpedo
HISPANIOLA
Player visits The Hispaniola
Player defeats The Hispaniola
Boat Firepower Upgraded
ACT 2
ANTRA
Player visits Antra
Player recieves Torpedo
HISPANIOLA
Player visits The Hispaniola
Player defeats The Hispaniola
Boat Firepower Upgraded
EBSHORE
Player visits Ebshore
Player recieves floating bomb
HULLSCRAPE
Player visits HullScrape
Player defeats Manja
Boat Armor Upgraded
REUNION
Player visits Maturin again
The Deep Falls Opens
ACT 3
DEEP FALLS
Player visits The Deep Falls
Player defeats Romandra
END
Creatures of the deep defeated
World safe once again

4.3 ACT 1

4.3.1 Beginning

The player begins the game on the island of Tidewind. The opening scene features the nameless main character prepping a decrepit looking boat. He finishes patching a hole in the rusty hull, and warily stands up shifting his weight back and forth, testing the integrity of his patchwork.

4.3.2 Tidewind

(Tidewind and the section of the game that takes place there are described in detail farther below in section 8, Example Level: Tidewind, complete with dialogue and specific location information.)

The player is then able to take control of the character and board his boat. The boat is engineless at this point, instead the main character paddles his way along as the player explores the beginning village. He is confined to Tidewind's small lagoon, and unable to access the open sea. If the player tries to leave the lagoon for open waters, his boat is kicked back by the rough waves. The player is able to dock at several locations, allowing him to walk around the village and talk with NPCs.

The player is led, through the suggestion of several NPCs to the workshop of Ramshell. He engages the player in conversation, hinting at the recent, mysterious death of the main character's father, something also hinted at in the dialogue of lesser NPCs, and expressing his disapproval at the main character's decision to leave the island in search of answers. He informs the player that the engine he has been constructing is almost ready, but, in an effort to ensure the main character is ready to face the open sea, insists on having proof that the youth can handle himself with a weapon. He gives the player the spear gun, and, if the player can spear four fish and bring them as proof, he will hand over the completed boat engine.

This also serves to orient the player to the concept of steering a boat and aiming a weapon at the same time. He must return to his boat and paddle around spearing fish. After three fish have been speared, he returns to Ramshell's workshop and is given the boat engine.

The player can now leave Tidewind.

4.3.3 Maturin

On the open sea, the player finds himself able to explore a relatively small portion of the map, with the rest being blocked by stronger currents. If the player tries to travel somewhere he can't his boat is tossed back, preventing further advancement. After some exploration in a general northeast direction, the player comes upon Maturin's Shell. This hallowed out shell serves as the home of the hermit Maturin. The player can dock here and enter the shell to meet Maturin for the first time. Maturin is at

first mistrusting of the player, then comes to realize his young visitor means no harm, and informs him that he knows something about the mysterious cultists that have been appearing of late. He says he saw one of their ships headed in the direction of Tangleroot. He suggests the player search there, and gives him a light that will help him see through Tangleroot's thick fog and murky waters. He also gives him a radio for communication. The player can then contact Maturin if he needs advice on where to go or how to defeat an enemy.

Conversation with Maturin (first meeting)

Maturin: Who are you? What do you want?

Player: ……..

Maturin: Your father? Sorry to hear that.

Player: ……..

Maturin: Cultists huh? Come to think of it, I did see this weird ship headed southeast, towards Tangleroot. I'd check there if I were you. Be careful though. Tangleroot's a dangerous place. No telling what you'll find there. If you're going though, take this lamp. The place is covered in thick fog, and the waters are cloudy. This'll help you see a bit better. Go ahead, take it. I have three others.

Maturin: Take this too. Use it to contact me if you get lost or need help. Can't say I'll come to your rescue though. I'm at the mercy of Mynh here. Engine blew out years ago. Merchants don't come around much. No visitors in almost a year now, save for you of course. No good engines from traveling merchants anyway. Turtle shells require a lot of thrust you know. Hard to steer too. Anyway, good luck.

The player is then able to enter Tangleroot.

4.3.4 Tangleroot

The payer enters Tangleroot, and after working his way through a brief, twisting channel through the mangrove, he arrives at an open area. When the player reaches the center of this clearing the giant eel Garmalok surfaces and attacks the player.

(Fight with Galmalok)

After defeating Galmalok, the dying eel regurgitates part of a swallowed engine. The player picks this up and saves it. He then uses the radio to contact Maturin.

Conversation with Maturin (over radio)

Maturin: So let me get this straight, a giant eel attacked you, then coughed up part of a boat engine? Well then, that's gross, but maybe someone can salvage some of the pieces. I would head back to Tidewind and see if that old thing's worth something. Don't bother bringing it here, I have enough smelly old things lying around.

The player then heads to Tidewind and presents the old engine to Ramshell, who says he can use the parts to upgrade the player's engine, allowing him to travel through rougher waters and allowing him to use the boost ability.

Conversation with Ramshell

Ramshell: Your back. Glad to see the open waters haven't done you in yet. What do you have there?

Player: ……

Ramshell: A giant eel coughed this thing up? I wish you told me that before handing it to me. Let's see here. Yeah this could work. I can salvage some stuff from this and beef up your engine a bit. Should allow you to traverse some choppier waters. Yeah, and this thing'll probably let you go a lot faster too. Bring your boat around and give me like an hour.

The screen fades to black. When the picture fades back in, the player is talking with Ramshell an hour later.

Ramshell: alright it's all set to go. Runs better than ever now. Surprising considering these parts were eaten by a giant eel.

The player is then contacted by Maturin, telling him he can either travel northwest to Ebshore, or northeast to Antra.

Conversation with Maturin (over radio)

Maturin: Well now. Seems like you can brave some rougher waters now. Well I would suggest either heading northwest to the island of Ebshore, or going northeast to the floating village of Antra. Either one of those places might have more information about these cultist guys. Good luck. Try not to get eaten.

4.4 ACT 2

At this point, the player can now choose to travel to Ebshore and Hullscrape, and defeat the giant fish Manja, or he can go to Antra, and defeat the massive icebreaker ship inhabited by pirates, The Hispaniola.

4.4.1 Ebshore

As the player arrives at the island of Ebshore, he is able to make his way to see the high priestess of the Trido tribe. She informs him that a local fisherman has reported seeing a mysterious ship near the rock formation Hullscrape, and that he also encountered a massive fish, and had to seal the entrance to Hullscrape in order to prevent the monster from leaving, and becoming a threat to local boats. She suggests he go speak with the fisherman.

Conversation with Trido High Priestess:

High Priestess: Who are you?

Player ……

High Priestess: You seek strange ships? Mynh brings us many strange ships. She brought us yours yes? Curious, a strange ship seeks strange ships.

Player .....

High Priestess: Hmm...You have the look of someone on an important quest. Very well, I will goad you no longer. A local fisherman, Darma he is called, he saw not only such a ship, but a dangerous fish too. In Hullscrape it was. He had to seal the entrance lest the beast escape. My people rely on Hullscrape for fish and other bounties of Mynh. You are not of my people, but if you know how to vanquish this monster and make Hullscrape safe for us, I would be greatly indebted to you. Speak with Darma for more guidance. I wish you well stranger. Mynh guide you. These are indeed strange times. Do you feel the tide turning as I do?

The player then speaks with Darma, who informs him of how he narrowly escaped the fish's attack, and had to bomb the entrance to Hullscrape in order to seal the fish inside. He gives the player the Floating Charges so that he can clear the entrance, and face the monster Manja.

Conversation with Darma:

Darma: Eh?

Player: .....

Darma: Right, the fish thing. Yeah, was fishing near Hullscrape, and I saw this strange boat enter the place. Downright creepy it was. So I pulled up my lines and followed it. When I got there, it was gone, and instead I had a run in with this giant fish thing. I tried spearin it, didn't even flinch. Scales were tough as the rocks of Hullscrape itself. Sharp teeth too. I got out of there quick as I could, and blew the entrance shut without a look back. Shame, great fishing there.

Player: ……

Darma: You wanna go there? Look fella, I dunno whether you heard me about the giant fish just now or not, but I guess that's your call. But if you're going there, then you'd better take this. It's a charge launcher I was working on. It'll let you launch charges that float in the water for a bit, then explode. You can launch em in front of you, or drop em behind. They're the same charges I used to seal that beastie inside Hullscrape, and they should be enough to blast it open again. Might even work if you give that fish face a taste or two. Careful though, they can do a real number on your own hull if you're not careful. Almost did myself in once or twice. I still think you're crazy for wanting to go there, but if you can kill that thing, well, then I won't have to. So good luck I guess. Bye now.

The player can now enter Hullscrape.

4.4.2 Hullscrape

After acquiring the floating charge launcher, the player travels to Hullscrape, where he is able to clear the blocked entrance. After entering the rock formation, he finds a circular central rock surrounded by an outer wall, forming a circular canal. After traveling to the far side of the canal, half way around the circle, a dark shadow begins to follow the player's boat, and soon Manja charges through the surface and begins chasing the boat.

(fight with Manja)

After defeating Manja, the player notices several portions of its scales that look like they could be grafted to the bow and sides of the player's boat. The player collects these before leaving Hullscrape. As he exits Hullscrape, a conversation with Maturin is initiated over the radio.

Conversation with Maturin: (over the radio)

Maturin: A large fish? Well I've seen many of those.

Player: ……..

Maturin: A really large, armored fish? Well now, that does seem interesting.

Player: ……..

Maturin: You want to graft it's scales to your boat for protection? Well, I suppose it could work. I'd see your friend Ramshell about that, though if you're looking for some real protection, try living in a turtle shell. Nothing gets through this baby, quite fashionable too.

(if player has not visited Antra and the Hispaniola)

> **Maturin:** When you're done with that, why not head over to Antra?

(if player has defeated the Hispaniola)

> **Maturin:** When you're done with that, come visit me. I have something I should show you.

4.4.3 Antra

Upon arriving in Antra, the player is accused of being a part of the increased piracy in the area. He is captured, and placed on trial, where he must choose his responses to questions and prove his innocence; though all dialogue branches lead to his being proven innocent. He receives the Torpedo Launcher, and heads toward the pirate fleet gathered around the Hispaniola to inquire about any cultist activity

The player arrives in Antra, and is met by armed ships that force him to dock and is escorted to see the Oflora High Council. There, the three council members, Amri, Barra, and Faron, accuse the player of being involved with increased piracy in the area, and he must defend himself, choosing answers to a series of questions.

The Trial:

Barra: Stranger, you stand before us against possible charges of piracy. What say you on this matter?

Player: ……

Faron: Looking for ships? There are plenty of ships in the sea. What sort of ships are you looking for?

(The player has three options)

A. Dangerous ships (neutral)
B. Big ships (negative)
C. Strange ships (positive)

(If player answers A)

> **Barra:** Hmm…Pirate ships are pretty dangerous. Could you be looking to meet up with your pirate cohorts?

(if player answers B)

Amri: Ah-ha. Looking for big ships full of loot huh?

(If player answers C)

Feron: Strange ships huh? Most people, even pirates don't go looking for trouble like that. Mayhap there's more to you.

Amri: Tell us, where are you from stranger?

A. The Mayana tribe on the island of Tidewind (positive)
B. I come from the sea (negative)
C. My past is my own business (neutral)

(If player answers A)

Amri: I see quite a long way from home you are. I can't imagine you coming this far just to prey on our ships.

(If player answers B)

Barra: Ha. You say you're no pirate, but you share much in common with them.

(If player answers C)

Faron: I see. I can understand your reticence, but remember your place. You face charges of piracy in front of the Oflora High Council. You would do well to divulge all to us.

Barra: Now then, tell us, if you're not a pirate, than what are you?

A. I am a wanderer (positive)
B. I am a boatman (negative)
C. I am a traveler (neutral)

(If player answers A)

Barra: I see. You do have the look of a wanderer about you. One searching for something even he doesn't know of. Very interesting.

(If player answers B)

Feron: Hmph A boatman eh? I know of plenty of pirates who would identify themselves as boatman. Might you be one of them?

(If player answers C)

Amri: Aren't we all travelers on Mysh's tide?

The player is then rated on how well he does in the trial. A positive answer rewards them with one point, a negative takes a point away, and a neutral answer does not add or take away any points. If the player ends the trial with a positive 2 or above, he is rewarded with the positive outcome. If he ends with a negative 1, a zero, or a positive 1, the player is given the neutral outcome. If he ends with a negative 2 or below, he is given the negative outcome.

(positive outcome)

> **Amri:** You have done well stranger. We have determined that you are most certainly not a pirate. If you are serious about seeking strange ships, go north and visit the Hispaniola. It is a massive ancient ship beached on a sandbar. Be careful however, there are known pirates in the area. You should take some extra protection. We will outfit your ship with our best torpedo launcher. As soon as that is ready, you are free to go. Mysh guide you.
>
> (The player is given the Advanced Torpedo Launcher, which can launch up to four torpedoes before it must reload.)

(neutral ending)

> **Faron:** We have determined that significant evidence exists to be sure that you are not a pirate, but you remain an enigma. We will however aid you in your quest so long as you do not cause any trouble. You should head north and investigate the Hispaniola. Be cautious however, as we know the area to be home to several bands of pirates. We will outfit you with a decent torpedo launcher in order to aid you. When it's ready, you may head out. We wish you well, farewell stranger.
>
> (The player is given the Standard Torpedo Launcher, which can launch up to three torpedoes before it must reload.)

(negative outcome)

> **Barra:** Well stranger, it seems that there is not enough evidence to prove you are not a pirate, but there is it seems, not enough to prove that you are either. We say you should visit the Hispaniola up north. We will give you a modest torpedo launcher in case you run into pirates, and request that you leave once it is installed.
>
> (The player is given the Basic Torpedo Launcher, which can launch up to two torpedoes before it must reload.)
>
> If the player receives the Basic Torpedo Launcher or Standard Torpedo Launcher, the Advanced Torpedo Launcher will be made available for purchase at the Antra Trading Post once the player has defeated The Hispaniola.

4.4.4 Hispaniola

The player arrives at the Hispaniola, and after some dialogue with the pirate leader, the Hispaniola turns on the player and he must fight it off while also fending off Pirate Ships.

Conversation with Pirate Leader: (speaking through megaphone on the highest deck of the Hispaniola)

Pirate Leader: What business have you with the Scourge of the Flowing Tide?

Player: …….

Pirate Leader: We know of these strange ships you speak of. They offer us lucrative opportunities, including full control of this ancient goliath of a ship. You shall be the first to witness the terrible power of the legendary Hispaniola.

The sandbar then disperses underneath the ship, and its ancient massive engines and newly fitted cannons spring to life.

(fight with The Hispaniola)

After defeating The Hispaniola the sandbar is now gone and the ship slowly sinks to the depths of the sea. The player notices one of the main turrets has broken off of the ship, and remains afloat, mostly intact. He salvages some useful parts from it. After visiting Ramshell, the parts allow all the player's weapons to operate at a faster rate of fire.

Conversation with Maturin (over the radio)

Maturin: So, the Hispaniola was resurrected with the help of pirates and those weird cultist guys? Well now, that's quite remarkable. And the fact that you were able to sink that thing… Your friend Ramshell might be able to do something with those weapon parts you've found.

(if the player has not previously completed Ebshore and Hullscrape)

> **Maturin:** Once you've gotten that installed, you should head west to Ebshore.

(If the player has previously completed Ebshore and Hullscrape)

> **Maturin:** When you're done with that, come visit me. I have something I should show you.

4.5 ACT 3

4.5.1 Reunion

The strange cultist ships now appear in frequent random encounters throughout the sea. They will attack the player on sight. Once the player has visited Ramshell and installed his most recent upgrade, he heads back to Maturin's shell.

Conversation with Maturin:

Maturin: There you are. I'm glad you're here. There is something you need to see. Have a look through here

Maturin indicates for the player to look through a spyglass to the southeastern horizon. There he sees dark clouds forming, and a far off disturbance in the ocean.

Maturin: This has been forming for several days now. I have also seen several of those ships in the area. Something big is happening over there.

Maturin: You've done a great deal already, but I fear that if this disturbance is not investigated soon, something terrible might happen.

As the player continues to look through the spyglass, a massive shift in the water can be seen, as a massive sinkhole opens up in the distance, where the clouds seem to be centered around. Maturin takes a look through the spyglass then speaks

Maturin: Oh Mynh, that does not look good.

The player turns to rush off to his boat

Maturin: Wait, if you're going, know that this looks like a most dire situation. You might not be able to make it back from where you end up. Be Ready. May the tides aid you.

4.5.2 Deep Falls

The player willingly allows his boat to fall into the sinkhole, where he is engaged by the massive nautilus like creature Romandra

(fight with Romandra)

After defeating Romandra, the player is violently ejected from the sinkhole. His boat flies into the air as the sinkhole dissipates. The boat lands heavily in the water and breaks apart. The player emerges from

the water and manages to cling onto a piece of the boat's shattered hull. There he floats helpless in the water.

End

5. Game Mechanics

5.1 Modes

Wave Trekker is a single player game. As such, the player does not have the option of selecting between different game modes. Upon game start up, the player is presented with a title screen where he can select to either start a new game, or, if a save file is detected, pick a save file to continue from. The single player consists of the main story mode. There are no alternative modes to the game.

5.2 Goals and Winning Condition

The game follows a largely linear progression as the player follows the nameless main character's story. The overarching goal of the player is to defeat each of the four boss characters he encounters throughout the game. The player achieves victory when each of the bosses have been defeated, thus completing the story and the game.

Winning Condition: All four boss creatures are defeated

5.3 Dying and Losing Condition

When the player has taken more damage than he can withstand, he dies. This results in the player being prompted with the option to either load a save file of his choosing, or to restart the encounter that did him in.

Losing Condition: The player takes more damage than he can withstand and his boat is destroyed

5.4 Player Actions

The actions the player can perform are determined by whether or not he is onboard his boat, or walking around a village area. The vast majority of the game takes place on the player's boat, and as such, he can perform far more actions on the boat than he can on land. On his boat the player can drive around, look around and aim, fire any of his weapons, and boost. On land, the player can only walk around, converse with NPCs, activate items, and initiate a trade.

5.5 Boat Actions

5.5.1 Boating

The primary action the payer performs while on the boat. Driving the boat is the very core mechanic that every other action is centered around and built upon. The player controls the boat much like he would when driving a real boat. The A button serves as the gas, and the player holds the button down to be propelled in the direction his boat is currently facing. The player controls which direction he is facing via the left Slide Pad. Holding the Slide Pad forward and holding the gas will propel him straight ahead, directly away from the camera, or if the boat is facing a different direction than the camera, holding the Slide Pad straight forward and holding the gas button will gradually turn the boat towards its natural position facing straight away from the camera. Moving the Slide Pad to either side will turn the player's boat in that direction. Leaving the Slide Pad in a neutral position while pushing the gas will keep the boat on its current forward vector, regardless of which way the camera is facing. Additionally, the player can press and hold the B button to travel in reverse. This works much the same way as moving forward, except the back of the boat behaves as the front. The boat behaves much like a boat would in the real world, bouncing off of waves, drifting, and bobbing about. Maneuvering a boat is not as exact as a vehicle like a car, and controlling the boat reflects this. Unlike driving a real boat however, in *Wave Trekker,* fuel is not consumed by driving the boat around. Fuel is a resource in *Wave Trekker,* however driving the boat at normal speed does not consume fuel, only boosting consumes fuel. This is so that the player is never stranded with no way of reaching their destination.

5.5.2 Aiming/Looking Around

To fire most of the weapons effectively, the player must aim them at the enemies he hopes to damage. This is accomplished in one of two ways. The player can orbit the camera around his boat by moving the right Slide Pad around. Moving the Slide Pad to the right orbits the camera clockwise, as if the player was looking to his right and the camera is following his line of sight. Similarly, left orbits the camera counterclockwise as if he was looking to the left. Moving camera up and down behaves in a similar manner, with tilting the Slide Pad up orbiting the camera counterclockwise around the X axis, essentially looking up, while tilting down orbits clockwise around the X axis, essentially looking down. This mode, henceforth referred to as "free looking," is the primary means of looking around the world, and orienting the boat.

Weapons can only be fired in a range 145 degrees from straight ahead in either direction. If the player fires a weapon while looking behind him, the weapon will fire at the closest friable angle. The player is allowed to toggle between inverting either the X or Y axis for free look mode.

The second method of aiming is initiated when the player holds down the L button on the Wii U tablet. This orients the camera around the closest targetable object or enemy. The boat then orbits around the

enemy, with steering left and right moving the boat along the arch of a circle with the center being the enemy. This mode is called Auto Targeting. This method frees up the player from manually aiming, but his maneuverability becomes somewhat limited in this mode. Also, not all weapons function the same way when fired in this mode. Releasing the L button exits this mode. Additionally, the player is given the option to change the behavior of this mode from "hold" to "toggle." Changing to "Toggle" mode means that the player will remain in Auto Target mode after releasing the L button. In this mode, pressing the button again exits the mode instead of releasing it.

5.5.3 Boosting

Once the player has gotten the Lvl 2 Boat Engine, he is able to use the L button to put the engine in high gear, and travel at a significantly faster speed. This can be effective for getting around quickly, avoiding enemies, or ramming straight into them, but it consumes fuel. Once the player has consumed all of his fuel, he is not able to use the boost again until he has found more.

Boosting consumes fuel the entire time the button is held down. As soon as the button is pressed, 5 fuel units are consumed. After that, fuel is consumed at a constant rate for as long as the button is held down.

Fuel Consumption equation: Fuel used = 5 + (10*time of boost(in seconds))

After receiving the Lvl. 2 Engine, the player can hold up to 100 units of boost. This means that if he presses and holds the boost button, it will take 9.5 seconds for him to run out of fuel.

Not all enemies are vulnerable to being boosted into, but ones that are take damage from it. If the player has the Advanced Booster Module, his boost speed and damage are higher.

Boost Speed: 2x normal speed(base), 3x normal speed(Advanced Boost Module)
Boost Damage Equation: damage output = 10(boost speed)

5.5.4 Firing Weapons

After driving the boat and looking around, utilizing and firing weapons is the second most practiced action the player takes. Firing weapons is his only way of defeating enemies. There are a number of different weapons the player acquires throughout the game. Though they all work slightly differently, most of them revolve around the same aiming mechanic.

Spear Gun: This is the first weapon the player receives. It fires spears at high velocity in the direction the player is looking. The spear gun is effective against weaker enemies, but less effective against tough, armored opponents. The spears lose velocity as they travel through the air, meaning that the damage they deal decreases the greater the distance they travel. Spears also lose altitude the farther they travel, meaning the spear gun has a maximum range of approximately 100 meters.

Spear Gun Damage Equation: damage output = 10 – (0.001*distance^2)

Spear Gun Max Distance: 100 meters

Spear Gun Rate of Fire: 1.0 per second

The spear gun fires a single spear, and then takes approximately a second to reload another spear. The Spear Gun can be fired from either one of the free look or Auto Target modes, though aiming is much more effective in Auto Target mode. Firing the Spear Gun is done in either aiming mode by pressing the ZR trigger.

Floating Charge: The floating charges can be either the second or third weapon the player obtains. Floating Charges sit in the water for approximately 3 seconds until they explode. They cause damage in a spherical radius in all directions, with a blast radius of approximately 5 meters.

Floating Charge Damage Equation: damage output = 20 - (4*distanceFromCenter)

Floating Charge Fuse Time: 3.0 Seconds

Floating Charge Lob Distance: 15 meters

Floating Charge Rate of Fire: 0.75 per second

Floating charges can be either launched in front of the ship, or dropped behind the ship. These different deployment methods are relative to the aiming method the player is using when they deploy the bomb. If the player is in free look mode, and presses the X button, a Floating Charge is dropped behind the ship. If the player is in Auto Target mode and presses the X button, a Floating Charge is lobbed in the direction of the targeted enemy. The max distance the player can lob a charge is approximately 15 meters.

Torpedo Launcher: As with the Floating Charge, the Torpedo Launcher can either be the second or the third weapon the player acquires depending on which locations they visit first. In either aiming mode, if the player presses the R button, the Torpedo Launcher launches a torpedo like missile in the direction the player is looking. If the player fires a torpedo in free look mode, the torpedo travels straight through the water until it makes contact with something and explodes. If the player fires a torpedo in Auto Target mode and continues to hold the L button, he will be brought out of that made, and the camera will follow the torpedo he fired. When the camera is following the torpedo in this manor, he can use the left slide pad to steer the torpedo left or right, allowing him to guide the torpedo to its target. While in this mode, the player can press the R button again to manually detonate a guided torpedo. Torpedo damage does not decrease with the distance they travel, but the ability to guide a torpedo has a maximum range of 50 meters. Torpedoes do high damage in a small, 2 meter area.

Torpedo Damage Equation: Damage output = 25 – (12.5*distance from impact point)

Torpedo Rate of Fire – Free Look mode: 4 per second

Torpedo Rate of Fire – Auto Target mode: 1 Torpedo at a Time

Torpedo Capacity: 2(Lvl. 1), 3(Lvl. 2), 4(Lvl. 3)

Depending on the player's choices when he is accused of being a pirate by the Oflora High Council, the torpedo gun's rate of fire varies. If he does well in the trial, he can fire four torpedoes in free aim mode before a 4 second reload. If he did a passable job in the trial, he can fire up to three torpedoes in free aim mode before reloading. If he did poorly, he may only fire 2 torpedoes in free aim mode before having to reload. This works differently in Guided mode in that the player can only fire one guided torpedo at a time. Trying to fire another torpedo by pressing the R button while a torpedo is being guided will cause that current torpedo to detonate. The number of torpedoes fired before having to reload the launcher is the same in free aim mode and guided mode.

5.5.5 Docking

The player can dock his ship at descript locations, allowing him to walk around certain locations such as villages. The player can activate these locations by boating close to them and pressing Y to disembark, or, if on land, walking close to them and pressing either the Y button or the A button to board his ship.

5.6 Walking Actions

As the vast majority of the game takes place on a boat, the player's actions are extremely limited when walking on land. The player cannot die on land.

5.6.1 Movement

Moving around on land works much the same way as moving on the boat, with the exception that there are no gas or reverse buttons. Instead, tilting the Slide Pad in a direction simply moves the player that way. As with boating, the forward direction is determined by the direction the camera is facing.

5.6.2 Looking Around

Looking around on land involves the same free look scheme as on the boat. The player may not enter Auto Target mode while on land.

5.6.3 Interacting/Talking

The only real action the player can do while walking about on land is interacting with people or the environment. This involves walking close to something or someone that can be interacted with and pressing the A button. When an object or person can be interacted with, an icon will appear on the screen to let the user know he can initiate an interaction. In instances where the player engages in conversation, the spoken text will appear on the tablet screen. The player can either tap the text area

on the screen, or press the A button to advance the text or end the interaction if the character is done talking. Minor characters with only one line to say will simply speak their line when the player initiates a conversation, with no text appearing. In instances where the player must select his response from a list of possible choices, these responses will be listed on the tablet screen, and the player can tap the choice he wants to go with, or, if he prefers, he may use the Slide Pad or directional pad to manipulate a selection square, and press the A button to select that option. Interacting with non NPCs such as parts of the environment will work much the same way, with the same icon appearing on screen, and the A button used to initiate and advance the interactions.

5.7 Accessing Menus

5.7.1 Inventory Screen

The inventory screen can be accessed by the player either on the boat or on land. It can be displayed by tapping an icon on the tablet screen. This brings up a grid of the items the player has. He can tap them to bring up a popup menu for more information.

5.7.2 Items

ITEM	Usage	Location
Repair Kit	Restores 75 health points	Purchased, found, Pirate common drop
Fuel Reserve Tank	Restores 75 fuel	Purchased, found, Pirate rare drop
Sailfish	loot	Sailfish drop
Chomper Scales	loot	Chomper common drop
Chomper Fin	loot	Chomper rare drop
Sawray Teeth	loot	Sawray common drop
Sawray Gel	loot	sawray rare drop
Salt	loot	Brine common drop
Nautilus Shell	loot	Brine rare drop
Engine Parts	Allow Player to access rougher areas, Allow player to boost	Galmalok Drop
Advanced Hull Armor	Increase health to 150	Manja Drop
Advanced Ammo Loader	decrease all reload/cool down times to 0.8 of their original value	Hispaniola Drop
Fuel Tank Expansion	increases Fuel to 150	Purchased at Ebshore trader
Advanced Torpedo Launcher	Increases Torpedo capacity to 4	Received from Oflora High Council, Purchased at Anra trader
Advanced Booster Module	Increases Boost Speed to 3.0, Increases Boost Damage to 15	Purchased from Pluthe

5.7.3 Trading

The player will be able to barter with certain NPCs he encounters throughout the world. When a player goes to activate an NPC capable of trading with, the trading screen will appear. Here the player can choose which items he wants to trade for. The trading screen is similar to the standard dialogue screen, except that it is split in two, allowing the player to see the NPC's items as well as his own. As with the inventory screen, the trading screen is displayed on the tablet controller. The player can thus select items by tapping on them. This works for selling his own items, or buying the NPC's items. Certain items are only available from certain traders. Additionally, many loot items dropped by enemies cannot be purchased, only sold.

5.7.4 Trading Item Availability

ITEM	Buy Value (scales)	Sell value	Offered Locations
Repair Kit	100	60	Tidewind, Ebshore, Antra, Pluthe
Fuel Reserve Tank	120	75	Tidewind, Ebshore, Antra, Pluthe
Sailfish	- - -	10	- - -
Chomper Scales	- - -	20	- - -
Chomper Fin	- - -	40	- - -
Sawray Teeth	- - -	30	- - -
Sawray Gel	- - -	50	- - -
Salt	- - -	20	- - -
Nautilus Shell	- - -	70	- - -
Fuel Tank Expansion	400	- - -	Ebshore
Advanced Torpedo Launcher	700	- - -	Antra
Advanced Booster Module	800	- - -	Pluthe

5.7.5 Map Screen

The map screen operates much the same way on and off the boat. The map screen always appears on the tablet screen, with touch buttons to switch between the world map and a local map. The map shows various points of interest, including the player's current position and direction and the locations of important cities and NPCs. The three villages, Tidewind, Ebshore, and Antra, as well as Maturin's Shell can all be tapped on the map screen to instantly travel to these locations. Additionally, the player can place his own custom waypoint on the map. Placing a waypoint on the map screen will create a beacon on the main screen that the player can follow to his destination. Both the marker on the map screen and the waypoint on the main screen disappear when the player reaches his destination.

5.8 Saving

Saving the game can be done at any time via a button that can be tapped on the map screen. The player's progress will be saved. The game also auto saves each time the player defeats a boss or installs a new boat upgrade. This feature can be turned on or off via the options menu.

5.9 Loading

Loading can also be done at any time. As with saving, this is done by tapping a button on the map screen, then selecting a file to load. When the player loads a game, he will start out at the last island or save landmark he left.

5.10 Combat

5.10.1 Damage and Health

When engaged in combat the player will inevitably take damage. Different enemy attacks do different amounts of damage. Damage taken takes away points from the player's health. Once the player's health reaches zero or below, he dies. The player's max health is determined by whether or not he has the Advanced Hull Armor.

Player's Max Health: 100(base), 150(Advanced Hull Armor)

5.10.2 Minor Enemies

Several enemies appear throughout the sea that the player will encounter as they travel around. These enemies are less of a focus than the four boss characters, and as such are easier to defeat. These enemies drop items when they are defeated..

Sailfish: Health 5

Sailfish are fish that inhabit most areas of Aneptus. They are peaceful fish, and are the most common fish consumed by Neptins. They are very easy to kill; in fact, one hit with any weapon will kill them. Sailfish do not attack the player.

Sailfish Common Item Drop: Sailfish

Chomper : Health: 14

Chompers are large, aggressive fish with huge mouths. They can appear anywhere on the map. When encountered, they circle around the player's boat, eyeing up their target, then leap out of the water and lunge at the player.

The best strategy for the player is to hit the fish with his spear gun. It takes roughly two hits with the spear gun at close to medium range. Hitting a Chomnper with either the floating charge or a torpedo will usually kill it in one hit, but hitting it with either of those can be tough. Boosting into the fish is another option. The player will have to wait for the fish to surface or leap out of the water. If the boat is aligned correctly, the player can initiate a boost, and ram the fish.

Chomper Damage Potential: 10 per hit
Common Item Drop: Chomper Scales (60%)
Rare Item Drop: Chomper Fin (20%)

Sawray: Health 25

Sawrays are large manta ray like creatures with long, sharp, sword like protrusions from their snouts that they use to pierce enemies with. They have the ability to emerge from the water and swim through the air for limited periods. They can be encountered anywhere in the sea.

Sawrays attack the player by first emerging from the water and circling the player in the ar. They then dive at the player hoping to gore his boat with their snouts. The player will have to shoot them out of the air to defeat them.

The most effective weapon against Sawrays is the Spear Gun. They are intended to be defeated after two or three spear hits.

Sawray Damage Potential: 15 per hit
Common Item Drop: Sawray teeth (60%)
Rare Item Drop: Sawray gel (20%)

Pirate Ship: Health 35

Pirate Ships are ruthless ships that will attack the player with numerous cannons. They are encountered in the eastern region of the map near Antra and the Hispaniola.

Pirate Ships attack via their array of two cannons on either side. They will turn their side to the player and fire all their cannons in an attempt to hit him. This poses a threat, but leaves the ships open to attack. The player can attack the ship at any point to damage it.

Pirate Ships are intended to be defeated with three or four hits from the player's various weapons.

Pirate Ship Damage Potential: 15 per hit
Common Item Drop: Repair Kit (60%)

Rare Item Drop: Fuel Tank (20%)

The Brine Ships: Health 45

The mysterious cultist ships of The Brine are increasingly encountered throughout the game. They are first encountered after the player defeats Galmalok. At that point encounters are so rare that the player will most likely only encounter one or two before defeating the next boss. After that the encounter rate is much more. He may encounter four or five before facing Romandra. Once they start appearing, they can spawn anywhere on the map.

Brine ships fire homing missiles that follow the player's ship. The player must shoot them out of the air in order to avoid being hit. As with Pirate Ships, the player can attack the ship anywhere.

Brine ships are intended to be defeated with four or five hits from the Spear Gun, three or four hits from Floating Charges, two or three hits with torpedos, or any combination thereof.

Common Item Drop: Salt (60%)
Rare Item Drop: Nautilus Shell (20%)

5.10.3 Bosses

There are four boss characters the player must complete to finish the game. These boss fights are the main focus of the game. For the first three bosses, the player must utilize the weapon he has been given during the previous section of the game. The player must defeat the first boss, Galmalok before any other bosses, but the next two, Manja and The Hispaniola, can be defeated in either order. The final boss Romandra of course, must be defeated last to finish the game.

5.10.3.1 Galmalok

Health 65

Galmalok is the first boss the player will encounter. It is a massive eel like creature that inhabits the floating mangrove Tagnleroot. Galmalok uses the murky waters and thick fog of Tangleroot to its advantage. It swims through the waters undetected until it breaks the surface to attack.

Galmalok has three major attack patterns that it cycles through, hiding deep below the surface between each one.

Pattern 1: Galmalok emerges from the water roughly thirty meters away from the player at a random angle along an arch from -90 degrees and 90 degrees relative to the front of the player's boat. It charges towards the player, snaking above and below the surface until it rams the player's boat. The player will have the opportunity to take a shot at Galmalok as it approaches his boat. If the player hits

Galmalok with a spear, it dives back below, breaking off its charge. If the player does not hit Galmalok, it will plow into him and damage the player.

Potential Damage: 20 damage

Pattern 2: Galmalok hides in the water somewhere aro und the player. Slight rippling can be seen above the area where it is hiding. The player must find Galmalok and hit it with a spear. If Galmalok senses that it is being aimed at, it will immediately swim rapidly towards the player's boat and ram it. To successfully hit Galmalok, the player must quickly aim and fire his spear after spotting the creature. If the player fails to spot Galmalok within a certain amount of time, it will cease hiding and initiate another attack.

Potential Damage – 10 damage

Pattern 3: Galmalok emerges from the water for a second, taking in the position of the player, and then quickly dives back down. A few seconds later, it charges straight up to the surface where it last spotted the player's boat before diving. The player must quickly move his boat in the time between Galmalok's dive and its upward charge or he will be hit. If Galmalok does not hit the player as it charges upward, it will stay above the water for several seconds, looking for the player, confused that it did not hit them. The skilled player can hit Galmalok as it is looking around before it dives, or wait for it to emerge, and hit it with a spear while it is still puzzled.

Potential Damage – 25 damage

At this point, the only weapon the player has against Galmalok is his spear gun. Galmalok is intended to be defeated after seven or eight spear hits.

Item Drop: Engine Parts

Galmalok Concept contributed by Shawn DiCriscio

5.10.3.2 Manja

Health: 100

Manja is a large, armored fish with a huge mouth. He inhabits the river like channel created by the giant rocks of Hullscrape.

Manja chases the player through Hullscrape, bobbing above and below the water. The only effective strategy for the player is to use his Floating Charges. When Manja starts chasing the player, the camera pulls back a bit, allowing the player to see the fish behind him. Manja has several different attack patterns.

Pattern 1: Manja follows the player for a bit, skimming the surface of the water. He dives down below for a split second, then bursts through the water and charges the player. This is the player's best chance to hit Manja with a Floating Charge. He must predict where the fish will emerge, drop a charge, and boost or maneuver away from the beast's reach.

Potential Damage: - 15 damage

Pattern 2: Manja dives below the surface and quickly swims ahead of the player. The payer must slow down or boost ahead to avoid being hit as Manja tries to leap out of the water underneath the player's boat.

Potential Damage – 25 damage

Pattern 3: Manja's final attack pattern is to emerge from the surface alongside the player. It swims parallel to him on either the left or the right and tries to run him into the opposite wall of Hullscrape. The player must either boost or slow down to avoid being rammed.

Potential Damage – 10 damage

Manja is intended to be defeated after five to six hits with Floating Charges.

Item Drop: Advanced Hull Armor

Manja Concept contributed by Shawn DiCriscio

5.10.3.3 The Hispaniola

Health 125

The Hispaniola is an icebreaker ship that has been outfitted with an array of cannons. The player must fight the ship while also fending off smaller Pirate Skimmers. Because the ship is in open water with no boundaries, the ship's AI will make sure it stays within a certain distance of its initial position. The ship's massive size makes it somewhat difficult to maneuver, so the player will be able to out maneuver it fairly easily. To damage the ship, the player must guide a torpedo into a vulnerable, visibly damaged section of the ship. The supporting Pirate Skimmers act much the same as the regular variety the player will encounter throughout the game world. The Hispaniola has several attack patterns.

Pattern 1: The Hispaniola positions itself for a broadside. It turns one of its sides toward the player and unleashes a four cannon barrage on him. If the player can predict the broadside coming, he will have an opportunity to guide a torpedo to the ships weak spot while it is still turning. Once the Hispaniola's cannons are firing, the player will have to focus on dodging cannon fire or he will most likely be hit.

Potential Damage – 10 damage per cannon hit

Pattern 2: The Hispaniola launches a homing missile through the air. The player must shoot this down with a spear before it hits his boat.

Potential Damage – 20 damage

Pattern 3: The Hispaniola charges full speed ahead at the player. The best strategy for the player is to boost out of the way and take advantage of the Hispaniola's vulnerable position to launch a torpedo at its weak spot.

Potential Damage - 30 damage

The Hispaniola is intended to be defeated after five torpedo hits to its weak spot. Its large mass makes ramming it ineffective.

Item Drop: Advanced Ammo Loader

Hispaniola Concept contributed by Shawn DiCriscio

5.10.3.4 Romandra

Health 200

Romandra is a giant nautilus like creature that resides in a massive sinkhole in the middle of the sea. It uses a variety of tactics against the player, and he in turn must mix up his attack strategy.

Pattern 1: Ramandra extends its tendrils and spins rapidly, causing a maelstrom like effect. The player must fight to not be pulled into a collision with the monster. He might be able to avoid a collision without boosting if he can anticipate the attack and get far enough away beforehand, otherwise he will have to boost away to avoid being hit. If the player has excellent timing, and releases a Floating Charge at the right time, it could be pulled into Romandra's unarmored section and inflict damage.

Potential Damage – 30 damage

Pattern 2: Romandra shoots a spray of high pressured fluid at the player. If it it's the player it will inflict damage. It can continually cause damage until the player moves free of the spray. Once Romandra has finished spewing fluid, it spreads its tendrils, exposing a weak spot that the player can hit with a shot from his Spear Gun.

Potential Damage - 15 damage * seconds the player is hit by fluid

Pattern 3: Romandra retreats completely inside of its shell. From inside its shell, three Chompers come swimming out and attack the player. If the player can defeat them quickly enough, he will have time to guide a torpedo into Romandra's shell and hit it before it has time to reemerge.

Potential Damage – Chompers can hit the player for 10 damage each

Romadnra is intended to be defeated after roughly ten hits from the player's various weapons. Boosting and ramming the player's boat into Romandra is ineffective.

Romandra Concept contributed by Shawn DiCriscio

6. Interface

Due to *Wave Trekker*'s use of the Wii U Tablet, much of the interface can be displayed on the tablet, freeing up the main screen from becoming cluttered with HUD elements. Additionally, if desired, the game will make use of the Wii U's ability to play games entirely on the tablet screen, without using the TV screen.

6.1 Main in Game Interface

Main Screen: The interface displayed on the main screen is very simple and minimalist. This gives the game a cinematic feel as the majority of the screen simply displays the player's view. There are only two elements that are displayed on the main screen all the time. These are a health meter and a fuel meter. Because these are important elements that the user needs to know immediately, they are always displayed on the main screen where they can be observed without the player having to take his eyes off of the screen and look down in the middle of the action. The only other elements that appear on the main screen at different times are lines of text explaining how to control the boat or use a new item, an indicator to indicate something the player is currently locking on to, or a marker in the distance indicating a player's destination.

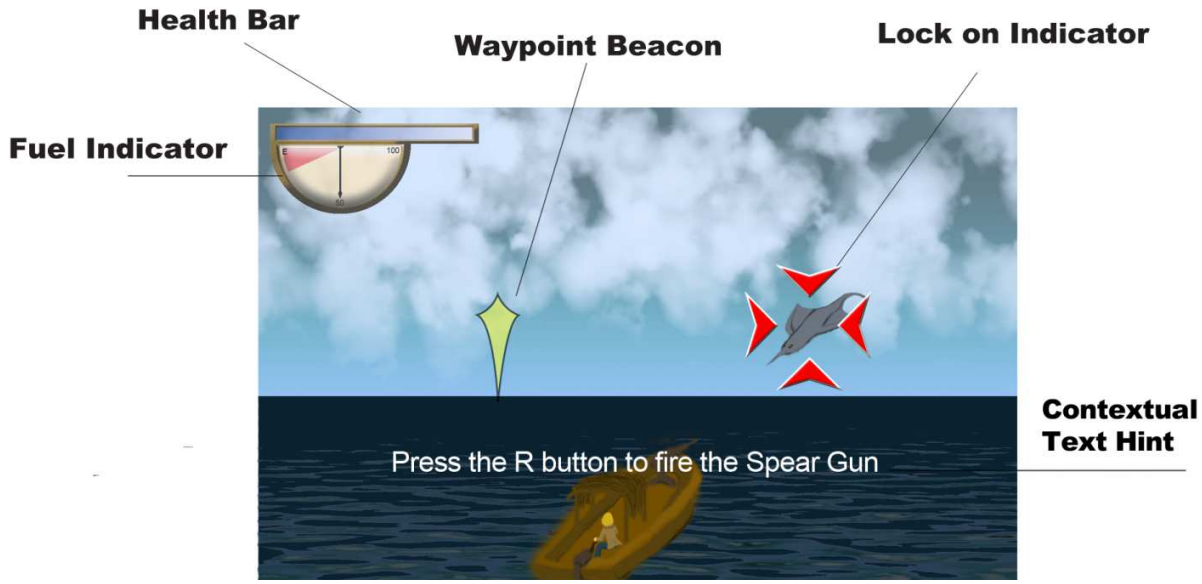


FIG 4.1 Mock-up main screen interface

Fig 4.1 Shows every possible HUD element that could appear on the main screen.

Health Bar: The health bar displays how much life the player has remaining. If the meter is completely empty, the player has no more health, and dies.

Fuel Indicator: This gauge indicates how much fuel the player has left. If the gauge reaches "Empty," the player is out of fuel.

Waypoint Beacon: This is a beacon the player can place. Once the player places a waypoint on the map screen, it appears on the main screen. As soon as the player reaches the waypoint it disappears.

Lock on Indicator: This indicator appears if the player is locked on to an enemy or part of an enemy. It appears once he uses the Auto Target mode, and disappears when he disables the Auto Target or defeats the enemy.

Helpful Text: Freely floating text sometimes appears on the screen to display a message to the player. This is usually used to tell the player how to control the boat, or use a new weapon or upgrade. These messages are contextual, and come and go as needed.

6.2 Options Screen

The options screen allows the player to change various settings that affect the game.

Changeable Options:

Difficulty Setting: The difficulty can be set to easy, medium, or hard. This setting effects how often the enemies attack and how fast they move. The difficulty can be changed at any time during the game. The default difficulty is medium.

Invert Camera Control: This controls whether the Y axis of the free looking camera is inverted or not. The default is not inverted.

Toggle Auto Target: This controls whether the Auto Target mode requires the player to hold the L trigger or he can release it and remain locked on. The default is set to "Hold," meaning the player will cease targeting an enemy as soon as he releases the button.

Auto-Save: This option allows the player to turn the game's auto-save feature on or off. The game auto-saves each time the player defeats a boss character or acquires a new boat upgrade. The default setting for auto save is 'On.'

Tablet Only Mode: This setting allows the game to be played completely on the Wii U tablet, without using the TV screen. The main screen is then displayed on the tablet, and the map screen must be brought up by pushing the Plus button. The default setting is 'Off.'

6.3 Map Screen

The map screen appears on the Wii U tablet screen during most of the game. It is the default screen displayed on the tablet while the user is playing the game. It displays useful information such as the player's position, other relevant areas, and any waypoints that he has set. If the player is playing the game in Tablet Only mode, the map screen must be brought up manually by pressing the Plus button. This pauses the game in Tablet Only mode.

FIG 4.2 Mock-up Map Screen (original image from Infendo.com)

Fig 4.2 shows a mock up of the map screen interface that will be displayed on the Wii U tablet.

Map Display: The map shows areas of interest around the map as well as the player's position. The player can tap a spot on the map to place a marker that will show him where to go by way of a waypoint on the main screen. He can tap the same area to remove the marker. The player can only place one marker at a time.

Pause Game Button: The pause game button can be used to pause or un-pause the game unless it is in Tablet Only mode, in which case the game will always be paused if the map screen or inventory screens are displayed.

Save Game Button: The save game button can be used to quickly save the game. This prompts a dialogue box asking if the player wants to save, to which he can answer “Yes” or “No.” If he answers “Yes” the game will be saved.

Options Button: This button will pause the game and bring up the options menu. There the player can change any number of settings.

Use Repair Kit Button: The player can tap this button at any time to use a repair kit if he has any. The number represents how many repair kits the player has in his inventory.

Use Fuel Reserve Button: The player can tap this button to use a fuel reserve tank. The number of tanks the player has is listed on the button.

Call Maturin Button: This button can be used once the player receives the radio from Maturin to call him for advice. He will tell the player where he should go next, or, if the player is fighting an enemy, Maturin will offer advice on how to defeat that enemy.

Open Inventory Button: This button opens the inventory screen. The player can tap this to see what items he has in his inventory.

6.4 Inventory Screen

The Inventory Screen can be opened by tapping the “Open Inventory” button on the Map Screen. Opening the Inventory Screen pauses the game and allows the player to browse the items he currently has in his inventory.

FIG

4.3 Mock-up Inventory Screen (original image from Infendo.com)

Fig 4.3 shows a mock up of the Inventory Screen. It displays the items the player currently has as well as information about them.

Item Panels: The item panels on the screen allow the player to see his items. He can navigate through them by either tapping them, or using the left slide pad or directional pad to select a panel. Panels also display how many of a certain item the player has.

Information Box: This box displays relevant information about the current item selected.

Return to Map Button: This button allows the player to close the Inventory Screen and return to the Map Screen. This also un-pauses the action on screen unless the game is in Tablet Only Mode.

6.5 Trading Screen

The trading screen is similar to the inventory screen. It can only be accessed when standing in front of an NPC capable of trading. Pressing 'A' to activate a trading NPC pauses the game and opens the Trading Screen. From this screen, the player can sell his items, and buy new ones.

FIG 4.4 Mock-up Trading Screen (original image from Infendo.com)

Fig 4.4 shows a mock up of the Trading Screen. It allows the player to buy and sell from NPCs.

Item Panels: The item panels on this screen are very similar to the ones in the Inventory Screen. The player can still tap them to select them. The main difference is that the screen is divided into the player's inventory and the trader's inventory. The player can select multiple items from his inventory and items from the trader's inventory simultaneously. By doing this he can trade multiple items at once for a net gain or loss.

Information Boxes: These boxes display relevant information about the current items selected. They display the name of the item, its value for either selling or buying, and allow the player to choose the quantity he wants to buy or sell.

Cost Breakdown: This displays the value of the current items selected from the player's inventory and the value of the current items from the trader's inventory as well as the net gain or loss of the proposed transaction. This way the player can instantly tell how much he will spend or gain if he accepts the trade.

Accept Button: This simple button accepts the trade if it is tapped.

Cancel Button: This button cancels the current trade and closes the window when tapped.

7. Controls

The controls are dependent on whether or not the player is in his boat.

7.1 Boat Controls

FIG 5.1 Boat Button Layout (original image from NintendoWorldReport.com)

FIG 5.2 Boat Button Layout Back (original image from NintendoWorldReport.com)

Fig 5.1 and 5.2 show the control layout when the player is in the boat.

7.2 Land Controls

FIG 5.3 Walking Button Layout(original image from NintendoWorldReport.com)

Fig 5.3 shows the control layout when the player is walking outside of his boat.

8. Level Example: Tidewind

Tidewind is the area the player starts out in. It serves as a self contained area that gets the player acquainted with the mechanics of the game. Though it is the essentially the tutorial area, the player must return to this area several times before the game is over.

8.1 Description

Tidewind is a coastal village that relies on the sea for most of its livelihood. Fishing and boating are integral parts to Tidewind's economy, livelihood, and culture. As such the village is lain out to provide their boats with easy access to the sea. The main village consists of huts suspended above the water on wooden stilts. Minus a small beach, and a trail leading to a lighthouse, most of the island is covered with dense foliage, and steep rocky bluffs.

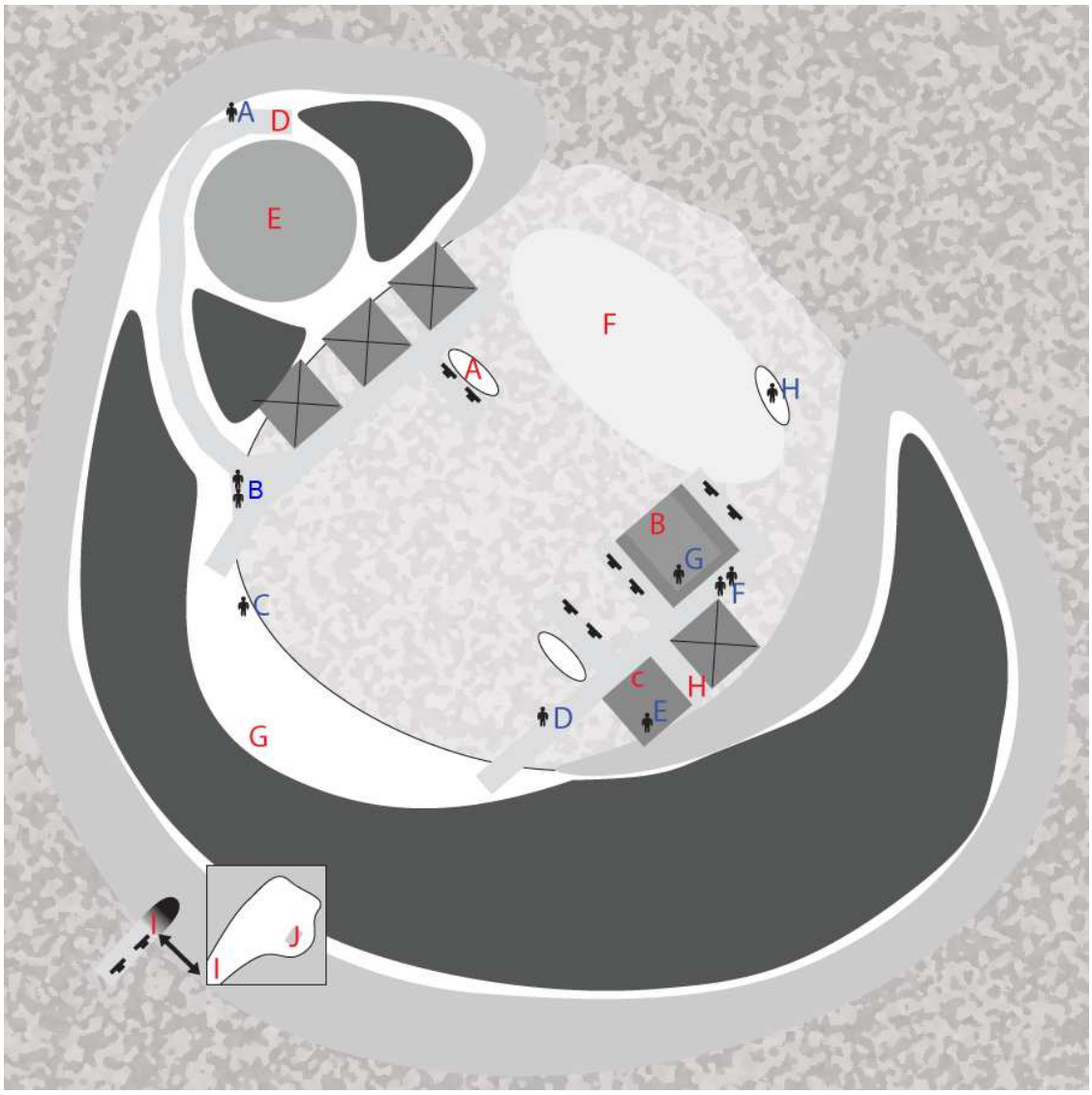
8.2 Aesthetics

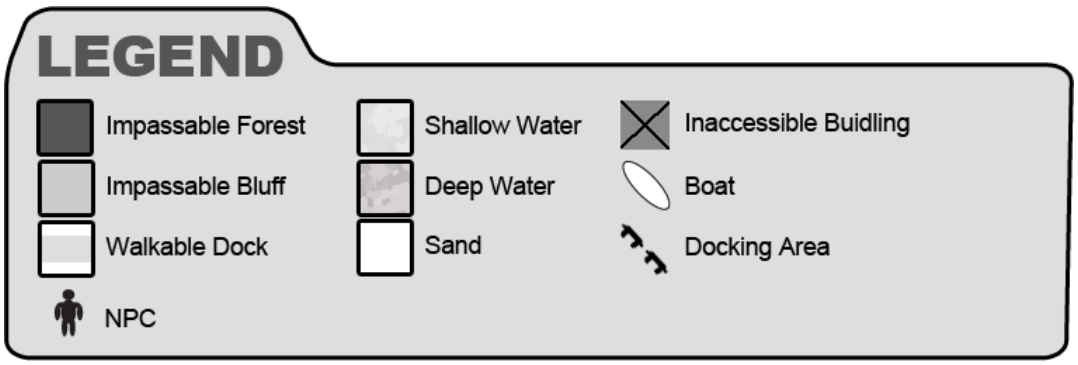
Tidewind's look takes influence from floating villages in Malaysia. Wooden structures sit in or near the water on stilts, separated by wooden boardwalks. Because the game takes place in a post-apocalyptic ocean covered world, the remnants of the world's technological past can be seen throughout the village in various stages of functionality. Large fuel or steam powered motors or generators appear outside of some buildings. Because it is an outdoor village, the lighting varies from bright and sunny or overcast and diffuse in the daytime, and much darker at night.

Tone Words: tropical, makeshift, backwater

Floating Village in Malaysia (original image from worldculturepictorial.com)

8.3 Tidewind Map





8.4 Points of Interest

A: **Player's Boat**: The player starts the game here, next to his boat. He can enter his boat here, and dock or board it at any of the points marked as docking areas.

B: **Ramshell's Boat Shop:** This boat shop is where the player encounters Ramshell who can outfit the player's boat with new components. After a new component is installed on the player's boat, the player is automatically placed in his boat at the Boat Shop's indoor/outdoor maintenance dock. As one of only two buildings the player may enter on Tidewind, Ramshell's Boat Shop will be clearly marked, and will feature an open door, telling the player that this building can be entered.

C: **Trading Post:** This is the only other building on Tidewind the player can enter. It houses the local trader, who will buy and sell wares with the player. Like Ramshell's Boat Shop, the Trading Post will be clearly marked with a sign and an open door, letting the player know that he may enter this building.

For a list of items available from this trader, refer to the Trading Section above.

D: **Lighthouse Trail item:** This area is the end of a trail leading around the lighthouse. This point offers a scenic view of the sea, and the player can find a Repair Kit in a container at the end of the path. There is also a nearby NPC that will converse with the player if activated.

E: **Tidewind Lighthouse:** This lighthouse, left over from before the world was covered in an endless ocean, has recently been made operational again, and shines its beacon far out into the sea. Its guiding light serves to help the player find his way back to the island. The player may not enter this building itself.

F: **Spear Fishing Area:** This area is heavily populated with sailfish that the player must spear in order to be given his engine by Ramshell. At any given time, there will be approximately 15-18 sailfish swimming about this area. As the player spears a fish, another will be spawned off screen to replace the speared one.

G: **Stretch of Beach:** This small stretch of beach connects the two sets of docks that make up the village of Tidewind. Buried under a suspicious looking rock, the player can find a hidden stash of scales that the player can collect.

H: **Alleyway Dock:** This stretch of dock between the Trading Post and a neighboring house holds a barrel with a Repair Kit inside for the player to collect.

I: **Hidden Cave:** This dock allows the player access to a small hidden cave, where he will find a clue to the whereabouts of Picar's Legacy.

I: **Picar's Legacy Clue 1:** Hand etched on a flat stone slab in the hidden cave is the first clue to the location of Picar's Legacy. The clue reads "Face the rising sun." Once the player has read this clue, it will become readable at any time in the clues section of the map screen.

The player may not travel into areas blocked by trees or bluffs. When on land he is confined to the docks, a small stretch of beach and the lighthouse path. Additionally, until the player receives his engine, his boat is confined to the island's shallow water lagoon. If he attempts to travel into deeper waters, a wave will toss his boat back into the shallows.

8.5 Collectable Items

1. Repair Kit – found in a container at the end of the lighthouse path (D).
2. Bag of Scales (150) – hidden under a suspicious rock on the beach is a bag of silver scales for the player to collect (G).
3. Repair Kit – In a barrel at the end of a stretch of dock between the Trading Post, and a neighboring hut (H).
4. Picar's Legacy Clue 1 – This clue can be found and read inside the hidden cave, which the player can access via the dock on the southwest bank of the island. The clue reads "Face the rising sun." (J).

8.6 NPC Chatter

(overheard from villagers engaged in conversations with each other (B))

Villager 1: Poor kid's father was killed. They found his boat wrecked a few leagues east.

Villager 2: Oh man. Aweful. You think it has to do with those cultist guys I've heard about?

Villager 1: Don't know. Could have just been pirates.

8.7 Asset List

1. Island Terrain Geometry
2. Trees and foliage
3. Docks
4. Hut buildings
5. Crates
6. Barrels
7. Fishing nets
8. Coiled rope
9. Generators

10. Small fishing boats
11. Paddles
12. Mooring cleats
13. Lighthouse
14. Villager NPCs
15. Fisherman NPCs
16. Ramshell NPC
17. Trader NPC
18. Remshell's Boat Shop building
19. Trading Post building
20. Sailfish
21. Small rocks
22. Small shells
23. Cave interior walls
24. Stone slab

8.8 First Quest: Acquire a Motor

Quest 1 Part 1 – Speak With Ramshell

The player starts out the game standing on the dock next to his boat (A). A message will appear on the main screen informing the player how to enter and exit his boat, and explaining that mooring cleats designate areas where this is possible.

On Screen Message:

"Stand next to your boat and press the 'Y' button to enter it. Once onboard, you can exit your boat by docking it at any area with mooring cleats. Maneuver next to a mooring cleat and press the 'Y' button to disembark."

At this point, it is assumed that the player will enter his boat and boat around the available area. He may also choose to explore the docks and island on foot however. Should he choose to enter his boat, the first time he enters it, a message will appear on screen describing how to control the boat. Although at this point the player's boat does not have an engine, the player still controls it the same way, with the player's character rowing the boat with a paddle instead of using an engine.

On Screen Message:

"Press and hold the 'A' button to move forward, and 'B' to reverse. Use the Left Slide Pad to control your direction, and the Right Slide Pad to control the camera. Forward will always be away from the camera."

Because the open sea is too rough for the player to travel to, he is confined to a relatively small area he can explore with the boat. This limitation will eventually lead him to dock the boat and explore the village on foot. He will come across several NPCs in the village, many of which will inform him that the mechanic Ramshell wishes to speak with him. As the player moves close to an NPC for the first time, a message will appear on screen telling him how to communicate with NPCs.

On Screen Message:

> "Move close to an NPC and press 'A' to converse with him or her."

NPC Diologue:

A. "Oh…Hello…Ramshell said he was looking for you. He's at his boat shop."
C. "How you holding up? I think Ramshell's looking for you."
D. "You doing ok? I think Ramshell wanted to talk to you about something."
E. "Did you speak with Ramshell yet?"

The player will inevitably make his way to Ramshell's Boat Shop (B). Here he will meet Ramshell (G) for the first time.

Quest 1 Part 2 – Spearing Sailfish

In the conversation with Ramshell, the player will learn that he must spear three sailfish in order to receive his engine and be able to leave the island of Tidewind.

Conversation with Ramshell (G)

Ramshell: Here about the engine huh?

(player character nods)

Ramshell: Look lad, I know you miss him. Maybe you think you'll find some answers out there, maybe you think you've got something to prove, but the open sea is not a forgiving place. Think about what you're doing before you throw your life away. And if these rumors are true about these cultist wackos out there, well you can add that to the list of things that will kill you, along with pirates and sea monsters. I know it's not my place to say what you can or can't do, but just know what you're in for. Now your engine's ready, but I'll be damned if I'm going to let you loose on the sea without a means to defend yourself. Take this spear gun. Learn to shoot it, and come back here with some dead fish. Then the engine is yours. Come back here with no less than three fish and you can have it, but I'd practice as much as possible if I were you.

When the conversation ends, the screen fades to black and the player appears inside his boat parked at the indoor/outdoor dock at Ramshell's Boat Shop (B). The Spear Gun has been attached to the player's boat, and a message appears explaining how to use the gun.

On Screen Message:

"Press the ZR trigger to fire the Spear Gun. You may press and hold the L button to lock on to an enemy and use this to assist with aiming, or freely fire the gun without targeting.**"**

At this point the player is once again free to explore in his boat or on foot. To advance however, he must boat his way to the Spear Fishing Area (F) and use his spear gun to spear three Sailfish to bring back to Ramshell (G).

Quest 1 Part 3 – Returning to Ramshell

After spearing three Sailfish at the Spear Fishing Area (F), he must return to Ramshell's Boat Shop (B) and again speak to Ramshell (G). He then gives the player the boat engine. If the player returns with more than three speared fish, Ramshell will pay him 50 scales for each additional fish.

Conversation with Ramshell (G)

(if the player returns with only three fish)

Ramshell: Hmph. That one's a little small, but I guess you did it. Like I said, here's your engine. Be careful lad. Myr's bounty.

(if the player returns with more than three fish)

Ramshell: Well, looks like you learned how to handle yourself with that thing. There's a few extra here. Tell you what. I'll pay you for each additional one. Saves me the trouble of finding dinner. Well, like I said, here's your engine. Be careful lad. Myr's bounty.

After the conversation, the screen fades to black and the player is again placed inside his boat at the indoor/outdoor dock at Ramshell's Boat Shop (B). A message appears on the screen telling the player how to use the engine.

On Screen Message:

"With the engine installed you may now venture out into the sea beyond Tidewind. The engine operates much the same way as paddling your boat. 'A' moves you forward, and 'B' moves you in reverse."

At this point, the player is free to leave Tidewind and travel the calm seas that make up the area around the island.

Quest 1 Complete
Reward: Lvl 1 engine

9. Acknowledgements

Written By: John Benge

Galmalok and Manja Concept Art: Shawn DiCriscio

Critiques and Feedback: Students and Professor of ITGM 706 Section 02