



Star Wars: Clone Wars: Masters of the Force **Game Design Document**

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1.0 General

1.1 Product Specifications

Platform: Leapfrog Didj™ Handheld Game Device

Genre: 2D Scrolling Action / Platformer / Edutainment

Target Market: Males, aged 6-9

Production Timeline: July 2007 - April 2008

1.2 Product Aim

To “age up” the curricular learning experience by infusing the product with more action and pure gameplay opportunities than other Leapfrog products, which are aimed at a younger audience. Using the increased performance of the Leapfrog Didj™ in concert with the popular and rich brand license of the Star Wars universe, this product will be able to deliver a very compelling single player gameplay experience. While the goal is still to provide a learning curriculum to the players, it should be done in such a way that the player feels as if they have simply been playing a game. In short, cram as much action-packed fun into this edutainment title as possible.

1.3 Curricular Gadgets

As an edutainment title, this product will make use of concise, targeted teaching mini-games, called Curricular Gadgets. Curricular Gadgets will lead players through Math (fractions, place values and geometry) tasks, the mechanics of which will relate indirectly to the current state of the game and story. While the Gadgets will often take the form of a unique puzzle, which must be solved to advance the story and game, some Gadgets will be optional to the player and offer bonus abilities or other advantages in game.

1.4 Star Wars: Clone Wars™ Universe

This title will use the mythology found in the Star Wars universe. Specifically, the Star Wars: Clone Wars chapters of the Star Wars saga, which fall somewhere between Episodes II and III. In particular, this title will employ the style, characters and artwork found in the Star Wars: Clone Wars 3D animated television series, circa 2007. This particular style highlights elegant, elongated figures; stark, angular lines; deep, rich colors and quick, dashing movements in a stylized photo-realistic 3D environment. A comprehensive database for all things Star Wars, including the Clone Wars, can be found online at <http://www.starwars.com/databank/>

1.5 Game Overview

The single player takes on the role of two of the more popular characters in the Star Wars: Clone Wars™ universe, Obi-Wan Kenobi and Anakin Skywalker, as they struggle to save the Galactic Republic from a devastating new weapon. Players control these two characters in turn as they play the first two levels of the game. At the third level, the player can choose which player to control during a space battle. And at the fourth and final level, they are also able to choose which character they want to play as they approach the final boss battle. Along the way the player character is accompanied by a companion non-player character, either R2-D2 or R4-P17, based on which primary character they currently control. These companions offer nominal exposition and help in achieving level objectives, and they often also serve as facilitators of the Curriculum Gadgets. As the main characters, the players encounter platforming challenges, curricular puzzle problems, and active non-player enemies, mainly consisting of droids, which make up the bulk of the attack force against the Galactic Republic. Other non-players characters include Clone Troopers and Clone Trooper Fighters, which serve both as nominal help and as goals (to escort or protect) in the level objectives.

The player's goal is to advance through all four levels, reach the final boss battle against the Ultra Droideka prototype and defeat it in order to destroy the Ultra Droideka factory and save the Galactic Republic.

1.6 Story Synopsis

The fierce battles of the Clone Wars have spread to the furthest reaches of the galaxy. The Separatist Army continues to challenge the Republic on all fronts. Countless lives are affected.

News of a secret droid facility has reached Republic headquarters with rumors of a new elite droid weapon. Unleashing deadly hordes of an all-powerful Ultra Droideka could tip the balance of the war to the Separatists.

Jedi Knights Anakin Skywalker and Obi-Wan Kenobi lead a desperate mission to locate the hidden factory and stop the evil Separatist plans.

1.7 Camera Behavior

In game, the camera behaves as a traditional 2D side-scrolling camera would, but with layered parallax to give more of a three-dimensional look and feel. (See Metrics: Game Metrics, Display Layers) During Curricular Gadgets, the camera is locked off in a full-screen view of the subject, where sometimes the Gadget is presented as if from the player character's POV. During cut scenes, the display is letterboxed and simple over the shoulder medium shots present two or more characters speaking in still frames with text box overlays. Various wipes (typical of all Star Wars films) are used in transitions to and from Cut Scenes, some Curricular Gadgets and Levels.

During normal gameplay, the camera keeps the player character centered within a 96 pixel horizontal range. If the camera has reached a Level edge, the camera will hold at the edge and allow the player character to reach the screen edge. If the player character travels above the top 1/5 of the screen height, the screen will follow the player character's vertical movement. If the player character falls below the bottom 1/3 of the screen height, the camera will follow the player character's vertical movement until it shows the lowest ground altitude where it will keep the player character at the bottom 1/8 of the screen height.

At points during normal gameplay, the camera will shake to reflect the power of the game dynamics. The camera will shake when a character is hit. In some cases, an extra large shake is called for, such as a "Super" attack or the footfall of the UltraDroid.

Punctuation of particular events during gameplay will be expressed via a full screen flash. A Pain Flash will be displayed when the player character receives a Hit. A Force Flash will be displayed when the player performs a "Super" attack.

1.8 Transitions between Gameplay and Curriculum

In this title, the transitions between normal game flow and the Curricular Gadget devices are nearly seamless. The curriculum will be offered as part of the on-going adventure and storyline in the main game loop. During a minimal pause in the gameplay, a simple audio and visual device will be used to signal to the player that a Curricular Gadget is about to begin. Once the Gadget is completed, a similar pause and audio/visual queue is given to signal that normal gameplay is about to resume. This is set up to allow the pace of the gameplay to remain high throughout the title.

2.0 Asset Definitions

2.1 Player Characters

- Anakin Skywalker



General Anakin Skywalker is a powerful Jedi Knight and former Padawan learner of Obi-Wan Kenobi. His style is brazen and flashy, which is somewhat at odds with the Jedi way. Still, his skill with a lightsaber and strength with the Force makes him a formidable fighter against the Separatist forces.

- Obi-Wan Kenobi



General Obi-Wan Kenobi is an established Jedi Knight and mentor to Anakin Skywalker. Obi-Wan has seen the downside of brash and aggressive behavior and thus conducts himself in a more subdued manner than Anakin. The force is strong with him and he has become an important figure in the Jedi Order.

2.2 Companion Non-Player Characters

- R2-D2



R2-D2 is a starship maintenance droid (a.k.a. Astromech) who's seen a lot in his long life.

- R4-P17



R4-P17 is a starship maintenance droid (a.k.a. Astromech).

2.3 Ally Non-Player Characters

- Clone Troopers



The clone trooper is a highly skilled, highly capable infantry fighter with complete loyalty and devotion to the Republic. The “blueprint” for these clones was a successful and crafty bounty hunter by the name of Jengo Fett.

- Clone Trooper Pilots

Clone Trooper Pilots are clone troopers with starship flight and space combat training.

2.4 Enemy Non-Player Characters

- Probe Droid



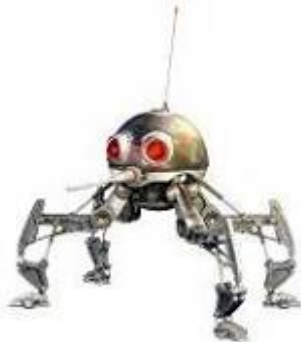
The Probe Droid is designed for covert reconnaissance and simple courier duties.

- Crab Droid



The Crab Droid is an all-terrain anti-personnel combat droid. Its design allows for agile mobility, even up near vertical terrain, despite its heavy armor plating.

- Dwarf Spider Droid



centrally mounted laser cannon is more than enough against infantry.

The Dwarf Spider Droid is a smaller version of the heavy assault Spider Droid, and designed mainly for anti-infantry combat. Its quadruped design allows for all terrain mobility, even on vertical or inverted surfaces. Its powerful

- Droid Starfighter (a.k.a. Vulture Droid)



in their ability to maneuver in high-speed turns and other flying acrobatics that would literally crush any organic pilot.

The Droid Starfighter is the standard space-fighting force deployed by the Separatists. They are capable of articulating their wings in a quadruped design for slow terrestrial mobility. But their strength is

- Bodyguard Droid



The Bodyguard Droid is designed for personnel protection as well as infantry support. Their programming features an utter disregard for personal preservation, which allows them to carry out any attack order without hesitation. Their humanoid design is augmented by the ability to persevere

even without limbs or head. Their standard weapon is an electrostaff, a powerful melee weapon capable of delivering a powerful shock or block even a lightsaber.

- Battle Droid



The Battle Droid is the standard infantry force deployed by the Separatists. These are multi-purpose light infantry droids capable of simple tactics and basic weapon use. Their light duty is cost effective, but their lack of sophisticated AI programming can sometimes lead to confusion or even incompetence. Still, when deployed in numbers, a battalion of Battle Droids can be an imposing adversarial force.

- Super Battle Droid



The Super Battle Droid is an advanced design over the standard Battle Droid. It features a stronger, heavier frame and a double laser cannon mounted on each manipulator arm.

- Droideka



The Droideka is the premiere design for heavy anti-personnel combat deployed by the Separatists. Its design allows it to curl up in a tight disc, protecting its components with a reinforced armor plating and allowing it to roll at high speeds into the combat area. Once on site, the Droideka uncurls to stand on three legs, engages a personal deflector shield and uses twin blasters capable of a

high rate of fire.

- Asajj Ventress (boss)



- Asajj Ventress is a refugee from a desolate world who's inherent connection to the force has given her rise in rank among the Separatists as well as

the Sith. Although not formally trained by either the Jedi or the Sith, she employs tactics and skills incorporating both disciplines. She is a versatile and aggressive combatant,

using two lightsabers at once and sometimes connecting the two into a modified dual lightsaber. Count Dooku is her mentor.

- General Grievous (boss)



General Grievous is a cyborg who has left behind the vulnerability of an organic body in favor of a hardened killing machine. His body protects what few organic components remain in a pressurized and protective metal skull and chest. Count Dooku briefly trained General Grievous in the Jedi arts. In close combat, he can split his two arms and wield four lightsabers at once, even rotating

his hands at high speed to produce a whirling display of brilliant death. But as high commander of the Separatist military forces, he avoids direct combat and keeps Bodyguard Droids by his side at all times.

- Count Dooku (boss)



Count Dooku was once a Padawan learner of Jedi Master Yoda, but differences in their ideology proved too much for Count Dooku to take and he began the Separatist movement while allying himself with the Sith and the dark side of the Force. Count Dooku is a master at close combat, able to wield two lightsabers at once. His training in the dark side

of the force also gives him the ability to fire electricity from his hand. He is the high political leader of the Separatist movement.

- Ultra Droideka (boss)



The Ultra Droideka is a highly advanced prototype based on the smaller Droideka models, but designed for heavy ground assault. It stands several times the height of a standard Droideka design, with heavy armor plating, four ion cannon arms and a powerful deflector shield generator. Like its smaller cousin, the Ultra Droideka is capable of curling up into a tight, well-protected disc that can roll into the combat area at a great speed for such a large assault device. This

design represents a grave threat to the Republic, as there are few weapons that can match its mobility and firepower, let alone penetrate both the increased deflector shield and the heavy armor plating.

2.5 Weapons

- **Blaster**
This is the standard ranged weapon firing a projectile of concentrated light-based energy called a blaster bolt, effective against most targets.
- **Lightsaber**
The lightsaber is the weapon of a Jedi, a glowing sword-like melee weapon that can be wielded like a rapier, a katana or a two-handed sword. One variation is the dual lightsaber, with shafts protruding from both ends of the handle and resembling a staff. The lightsaber is capable of penetrating flesh, bone and even light metal with no resistance.
- **Electrostaff**
This is a magnetically sealed metal quarterstaff powered to deliver lethal jolts of electrical energy from either end. This weapon can block direct attacks from a lightsaber.
- **Force Throw**
From the hands of a skilled Jedi and with the guidance of the Force, a lightsaber can be thrown a short distance and retrieved. Although less accurate than a hand-wielded lightsaber, it can still cause considerable damage.
- **Force Push**
Through the use of the Force, a Jedi can propel enemies through the air. This tactic is less effective against heavier, more massive enemies.

2.6 Vehicles

- **Jedi Starfighter**



The Jedi Starfighter is a highly maneuverable spacecraft used exclusively by the Jedi. The controls and stabilizers are designed to suit the super-human reflexes of the Jedi pilots. A truncated astromech is hard-wired to the chassis. A separate booster craft is employed to provide long distance hyperspace jumps.

- **Y-Wing Starfighter**



The Y-Wing Starfighter is used by the Clone Trooper Pilots in their missions against the Separatist forces and in support of their Jedi Generals. Weapons mounted on this vehicle include twin laser cannons in front and in back, as well as Proton Torpedoes.

- **General Grievous' Starfighter**



General Grievous pilots an overpowered starfighter equipped with two groups of three laser cannons. It is highly maneuverable, fast and boasts a powerful deflector shield.

2.7 Miscellaneous Dynamic Game Objects

- **Blaster Bolt**
This is the light-based high-energy projectile fired from a blaster weapon. It can be deflected off magnetically sealed metal surfaces, deflector shields or a well-timed lightsaber block.
- **Blast Door**
This is a standard element of indoor artificial settings. The blast door offers protection both from the elements and from attack. Often blast doors are closed off and sealed to prevent passage back through routes in a Level.
- **Control Panel**
The control panel is a pervasive fixture in this title. It serves as both a Save Point, a point at which a dead player character can respawn, and as a portal to the Curricular Gadgets. Some control panels will need to be interacted with directly, determined by the Gadget type as in Gadget #3, but others will simply mark the point in the Level at which a Gadget exists.
- **Deflector Shield**
This is a protective energy field usually directed in a particular arc or location, especially if emitted from smaller shield generators. This shield can deflect blaster bolts and other hazardous objects, but is less effective against slow-moving objects. Deflector shields are mostly transparent, but sometimes can reflect highlights and display a light blue hue.
- **Deflector Shield Generator**
This is a device capable of turning standard power into a tactile mass, a deflector shield. The generator can be directed to create a small shield covering an arc or portion of an object, such as one droid or a flank of a starship, or a large shield covering an entire area or large craft, depending on the size of the generator and available power supply.
- **Asteroid**
This is an inorganic mass of space rock and metal floating in loose groups within a gravity well. They vary from the size of a fist to the size of a small moon.
- **Ambient Level Effects** (flashing light, smoke, dust, water, etc)
- **Special Level Effects** (destructable, explosion, spark, camera shake, etc)
- **Special Level Objects** (See also Special Level Object Definitions)
- **Power-Up**
- **Collectable**

2.8 Power-Ups

- **Medical Kit**
This is an item offering a quick recharge of health. It replenishes 33% of a player character's Health immediately upon collection.
- **Force Bits**
This is an item giving an immediate 1% replenishment of the player character's store of Force up to the maximum of 100%. These items are spawned during gameplay and automatically attract to the player character.

2.9 Collectables

- **Lightsaber Crystals**
This is a special crystal used to focus the light energy in a lightsaber handle to form the powerful shaft of the blade. In this title, the player character is encouraged to collect these crystals, scattered throughout the game, in order to receive an alternate achievement to the main objectives. Each lightsaber crystal collected gives the player character a 50% boost of their Force store, up to a maximum of 100%. If 10 Lightsaber Crystals are collected in a single game, the player receives a bonus of one extra life, added to their Life Count. The player can also receive an extra Badge bonus if all lightsaber crystals are collected. (See also Badges and Didj Bitz)

2.10 Badges and Bitz

- **Overview**
Badges and Bitz are part of the overall Didj reward system of acknowledging and rewarding a player's game skills and curricular achievements. An achievement is called the Badge while the relative value or degree of achievement is measured in Bitz. Badges are given out to enhance and supplement the existing inherent reward system of a game, not as the primary reward system. A list of the player's potential and completed Badges and their cumulative Bitz score are displayed in the Achievement Screen, accessed via the Options Menu. All of a player's Badges and Bitz are stored and displayed on the LeapFrog PC application, as components of the player's gamer profile. Bitz are spent, like currency, at the LeapFrog website in order to either unlock or download content upgrades for various titles, including this one. (See also Customizable Game Components)
- **Badge Achievement Display**
A simple HUD overlay icon is displayed with an accompanying sound queue. A simple description of the Badge event is displayed alongside the icon. This display will travel in from off screen left and disappear off screen left after three seconds.
- **Badge Achievement Awards**

Badge Achievement Event	Bitz Value
Defeat all Droids in a Level (1 st attempt per Levels 1, 2 & 4)	10
Complete a Level without being hit (1 st attempt per Levels 1, 2 & 4)	10
Collect all Lightsaber Crystals in the game	50
Level One Boss Defeated	20
Level Two Boss Defeated	25
Level Three Boss Defeated	40
Level Four Boss Defeated	50
Complete every Curricular Gadget in a Level (1 st attempt per Levels 1, 2 & 4)	10
Correctly answer 5 Curricular Gadget questions in a row (1 st attempt)	50
Correctly answer 10 Curricular Gadget questions in a row (1 st attempt)	75
Complete every Curricular Gadget in the game	100
Total	500

2.11 Customizable Game Components (a.k.a. Micromods)

Micromod components can be activated by spending achieved Bitz points. Once activated, the player can choose to enable or disable each component individually.

(See also 18.0 Micromod Component List)

2.12 Cut Scene Overview

- **Game Introduction**
 - In classic Star Wars style, the Star Wars yellow logo recedes a star field provides a backdrop for angled scrolling yellow text, describing the time and scope of this adventure and setting up the initial location, the wookie planet of Kashyyyk.
- **Level One**
 - **Introduction**
 - Jedi Master Yoda contacts Anakin Skywalker on the wookie planet of Kashyyyk and explains that a partial distress signal was the only indication that a battle had taken place here. Anakin vows to investigate this abandoned wookie village and search for more clues to the Separatist plans.
 - **Boss Entrance**
 - Anakin is confronted by Asajj Ventress and a lightsaber duel commences.
- **Level Two**
 - **Introduction**
 - Anakin contacts Obi-Wan Kenobi, who is commanding a battle between a Banking Clan ship and Clone Trooper pilots. Anakin explains that the secret Separatist weapon is a massive ground assault droid called the Ultra Droideka. Obi-Wan believes that more information may be found on the bridge of the Banking Clan ship.
 - **Boss Entrance**
 - Obi-Wan is confronted by Count Dooku and his Bodyguard Droids on the bridge of the Banking Clan ship and a battle commences.
- **Level Three**
 - **Introduction**
 - The player character (either Obi-Wan or Anakin) confirms to the other Jedi Knight that they now have the location of the Ultra Droideka factory and will race to destroy the factory and recover the plans for its design. The droid factory location is defended by Separatist forces as well as an asteroid field.
 - **Boss Entrance**
 - The player character is confronted by General Grievous in his modified starfighter just above the droid factory world and a battle commences.
- **Level Four**
 - **Introduction**
 - The player character has landed at the droid factory entrance, and although it appears deserted, the factory's defense systems are found to be online and deadly.
 - **Boss Entrance**
 - At the heavy manufacturing hangar, and just as the player character locates the design plans for the Ultra Droideka, he is confronted by a fully functional prototype of the gigantic droid and a battle commences.
- **Game Conclusion**
 - The droid factory is destroyed and the player character escapes with the design plans. The two Jedi Knights meet and Yoda acknowledges how their cooperation and skill made the difference in this mission to save the Republic.

3.0 Metrics

3.1 Game Metrics

- **Level Sizes**
The size of each Level can vary in length and height. The suggested size a Level can fit into is 240 square tiles at 128x128 pixels each.
- **Approximate Game Play Time per Level**
Players can expect to play 8-12 minutes per Stage, but gameplay will vary based on Level size, difficulty level, number and difficulty of Curricular Gadgets, etc.
- **Display Layers**
The game display will consist of several Display Layers, which scroll independently to represent parallax and a greater feeling of depth. Layers representing the farther background elements move more slowly as a ratio of the game level layer. Foreground layers will move more quickly. Display Layer image sizes will vary depending on the movement ratio.
- **Normal Gravity**
If falling, objects will vertically accelerate at a rate of X pixels / second / second, unless in space where there is no gravity. Maximum falling speed is X pixels / second.

3.2 Player Metrics

- **Lives**
This player is given three lives at the start of the game. They lose one life when hit by hazards, projectiles or enemies and their Health drops below 1%. (See also Player Metrics: Combat, Death)
- **Force**
The player is able to perform uncommon maneuvers by using the Force. Their personal store of Force is measured in the HUD as a Force Meter. (See also HUD Components) If their Force is depleted, they are still able to perform Force Deflect, but only via precise button timing of attacks. Force is restored automatically in-game at a rate of 1% per second (only if the character is idle), by 25% at once via Lightsaber Crystal collection or by 1% at once via collection of a Force Bit Power-Up. Force levels are fully replenished between levels. Personal stores of Force cannot rise above 100%.
- **Dimensions**
 - **Visual**
Depending on the animation displayed, the player characters are roughly 64 pixels high and 64 pixels wide. (On the Didj's 320x240 screen, this represents 20-25% of both the height and width relative to the screen size.)
 - **Collision**
The player character's collision bounds are roughly equivalent to their visual dimensions, as their collision layer will be painted based upon the animation frames' visibility.

- Movement
 - Run

Player characters run at a horizontal velocity of X pixels / second. This rate is unaffected by slopes, ramps or other surface qualities.
 - Duck

Players can only duck while stationary and idle. While ducked, their collision height is $\frac{1}{2}$ normal.
 - Jump

Players jump with an initial vertical velocity of X pixels / second and carry over their horizontal velocity from the moment the jump began. While in-air, players adjust their horizontal velocity at an acceleration rate of X pixels / second / second.
 - Force Jump

Players using Force Jump can jump at 2x the normal initial vertical velocity. They are also able to control in-air horizontal velocity at 2x the normal acceleration rate. The Force cost to Force Jump is 33%.
 - Hang

Player characters will hang and travel with the object they hang from.
- Combat
 - Health

Players start at a Health of 100% and loose Health if hit by hazards or enemies. Health can be restored in-game by 33% via collection of a Medical Kit Power-Up. Health is fully restored between Levels. Health cannot rise above 100%.
 - Hit

Players who collide with any hazard are considered hit. Health is reduced based on the colliding object attributes. The player character is thrown back from the colliding object at an upward 45 degree angle and a velocity of X pixels / second; as if jumped. Once hit, player characters enter a Safe State, unless their Health is reduced below zero, in which case they go to a Death state.
 - Safe State

Player characters that have been hit then enter a temporary Safe State, where their collision is turned off for any hazards or enemies. While in this state their visibility is turned on and off (blinking) to visually indicate they are temporarily safe from harm. After three seconds, they return to the default state.
 - Death

Player characters that have their Health reduced below 1% are considered Dead (Fail State) and the player's Life Count is reduced by one. The character will stay in place (playing a Death animation) for three seconds. If the Life Count is more than zero, a short musical tune is played for four seconds before a screen wipe transitions to the last Save Point where the player is respawned. If the Life Count is zero, an End Game HUD overlay is displayed with an accompanying musical tune and after five seconds, the

game progress is automatically saved and the player is directed to the Splash Screen.

- Combat Range
The range at which player characters are able to hit enemies or objects is X pixels. Note that all attacks are able to deflect blaster bolts.
- Normal Attack
Player characters directed to a normal attack will be stationary. Any enemy or object in front of the character and within normal combat range will be considered Hit at the appropriate time for the attack animation.
- Special Attack
Player characters directed to a special attack will be stationary. Any enemy or object (either in front or behind the character) within normal combat range will be considered Hit at the appropriate time for the attack animation.
- Run Attack
Player characters running while directed to attack will Run Attack in the direction of their current velocity. Any enemy or object in front of the character and within 2x normal combat range will be considered hit at the appropriate time for the attack animation.
- Jump Attack
Player characters directed to Jump Attack will both Jump and Normal Attack simultaneously. Any enemy within normal combat range and in front of the player character is considered hit at the appropriate time for the attack animation.
- Duck Attack
Player characters directed to attack while ducked will Duck Attack. Any enemy or object within $\frac{1}{2}$ normal combat range will be considered hit at the appropriate time for the attack animation.
- Force Push
Player characters can only be directed to Force Push while stationary. Any enemy in front of the player character (and visible on screen) will be launched in an upward 45 degree angle away from the player character and at a velocity of X pixels / second. The Force cost to Force Push is 33%.
- Force Deflect
Player characters can be directed to Force Deflect while idle or hanging. Any blaster bolt within the player character's normal combat range will be bounced back in an inverse trajectory and velocity. This trajectory will be modified by a random angle multiplier unless the controller combination is timed precisely, which causes the bolt to be deflected back directly to the attacker. The Force cost to Force Deflect is 10%.
- Force Throw
Player characters can only be directed to Force Throw while stationary. Their lightsaber is launched as a projectile horizontally in the direction the character is facing and at a velocity of X pixels / second. The lightsaber's velocity will decrease at a rate of X pixels / second / second until the velocity equals the inverse of the initial launch velocity, when it is returned to the player character. The Force cost to Force Throw is 33%.

- “Super” Attacks
If the player character successfully lands two attacks in quick succession, the character will be able to deliver a “Super” attack, a double-damage attack. When the player character is in this state and able to deliver a “Super” attack, they can elect to perform a “Super” NormalAttack, RunAttack or JumpAttack.

3.3 Non-Player Character Metrics

- Dimensions
The dimensions of NPCs vary based on the animation and shape.
- Movement
The movements of NPCs vary based on the behavior and AI state, as specified in the NPC AI Behavior section.
- Combat
 - Health
Health is defined in terms relative to the percentage Health of the player character. For example, by default, Battle Droids have a Health of 75% while Droideka have a Health of 125%.
 - Deflector Shield and Lightsaber blocks
If the NPC is equipped with either personal Deflector Shields or a lightsaber, they are able to block attacks or hazardous objects. Deflector Shields have their own strength, expressed as a percentage similar to character Health. As they block objects or attacks, Deflector Shield have their strength reduced by the same amount. If the Deflector Shield’s strength is reduced below 1%, the remaining damage is applied against the character’s Health. Deflector Shields can replenish their strength at a rate of 5% per second. Lightsabers can block attacks or objects without such potential penalty.
 - Hit
NPCs who can block an attack using a Lightsaber or deflector shield block may do so according to their AI behavior. Otherwise, NPCs who collide with hazards or are damaged by other characters are considered Hit. They will remain stationary while they play their Hit animation and sound. Their Health will be reduced by an amount specified by the colliding object or attacking character.
 - Death
NPCs who have their Health reduced below 1% are considered dead. They will remain stationary while they play their Death animation and sound. Their collision is immediately disabled.
 - Attack
NPCs who are able to attack are will have their Attack Metrics defined in NPC AI Behavior.

3.4 Vehicle Metrics

- Dimensions

The dimensions of vehicles vary based on their shape.
- Movement

Vehicle movement is governed by velocity and momentum. Vehicles are able to accelerate and decelerate according to their vehicle class.

 - Jedi Starfighter

This vehicle can move horizontally at a rate of X pixels / second / second and vertically at a rate of X pixels / second / second.
 - Y-Wing Starfighter

This vehicle can move horizontally at a rate of X pixels / second / second and vertically at a rate of X pixels / second / second.
 - General Grievous' Starfighter

This vehicle can move horizontally at a rate of X pixels / second / second and vertically at a rate of X pixels / second / second.
- Combat
 - Armor

The armor attribute is equivalent to the player character's Health attribute. It is represented as a percentage of potential damage the vehicle can take. If reduced below 1% the vehicle is considered destroyed and the occupants are automatically considered dead. When in control of a vehicle, the player's Health meter instead reflects vehicle armor.
 - Deflector Shields

If the vehicle is equipped with Deflector Shields, it is able to block a Hit from another vehicle, character or hazardous object, like NPC blocks. Deflector Shields have their own strength, expressed as a percentage, similar to character Health or Vehicle Armor. As they block objects, Deflector Shields are reduced in strength by the same amount. If reduced below 1%, the remaining damage from the object will be applied against the Vehicle Armor. Deflector Shields can replenish their strength at a rate of 5% per second.
 - Attack

Vehicle Attacks will vary based on the vehicle design.

3.5 Dynamic Game Object Metrics

- Dimensions

The dimensions of dynamic game objects vary based on animation and shape.
- Movement

If not static, the movements of dynamic game objects vary based on their behaviors outlined in Special Level Object Definitions.
- Damage

Dynamic Game Objects, if damageable will be outlined in Special Level Object Definitions.

3.6 Power-Ups & Collectables Metrics

- Dimensions
The dimension of power-ups and collectables varies, based on shape. Collision qualities are defined in the Power-Ups and Collectables sections.
- Movement / States
Power-Ups and Collectables do not move from their placed locations. Once collected, these items disappear from the level and are unavailable until a new game is played.
- Advantage Attributes
 - Medical Kit
This is an item offering a quick recharge of health. It replenishes 33% of a player character's Health immediately upon collection.
 - Force Bit
This is an item giving an immediate 1% replenishment of the player character's store of Force up to the maximum of 100%.

4.0 Animations

4.1 Player Character Animations

- Idle
- Run
- Jump / Fall
- Duck
- Hang
- Attack x2
- Special Attack x2
- Jump Attack
- Duck Attack
- Hang Deflect
- Force Push
- Force Deflect x2
- Force Throw
- Hit
- Death x2
- Celebration

4.2 Companion Non-Player Character Animations

- Idle
- Run
- Conduit Connect
- Celebration
- Exclamation

4.3 Ally Non-Player Character Animations

- Idle
- Run
- Duck
- Attack
- Hit
- Death
- Celebration

4.4 Enemy Non-Player Character Animations

- Idle
- Movement (run, fly, roll)
- Turn
- Jump / Boost
- Attack
- Special Attack
- Hit
- Death

4.5 Weapon Animations

- Blaster Fire
- Blaster Hit
- Lightsaber Hit
- Lightsaber Flare
- Electrostaff Hit

4.6 Vehicle Animations

- Movement (cruise)
- Accelerate / Take-off
- Decelerate / Land
- Attack
- Special Attack
- Hit
- Destroyed

4.7 Power-Up / Collectables Animations

- Idle
- Collected

4.8 Miscellaneous Game Object Animations

- Idle
- Movement
- Destroyed
- Special

4.9 Heads-Up Display (HUD) Animations

- Low Health Flash / Medical Kit Collection Flash
- Low Force Flash / Lightsaber Crystal Collection Flash / Force Bit Collection Flash
- Badge / Bitz Achievement Flash
- Companion / Ally Communication Portrait
- Scene Transition Wipe
- Pain Flash / Force Flash

5.0 Sounds

5.1 Player Character Sounds

- Jump
- Attack x2
- Special Attack x2
- Hit
- Death
- Celebration
- Force Push
- Force Deflect
- Force Jump
- Force Throw

5.2 Companion Non-Player Character Sounds

- Idle Coax / Hint
- Celebration
- Exclamation

5.3 Ally Non-Player Character Sounds

- Attack
- Hit
- Death
- Celebration
- Exclamation

5.4 Enemy Non-Player Character Sounds

- Movement (roll, fly)
- Jump / Boost
- Attack
- Special Attack (bosses)
- Hit
- Death
- Exclamation

5.5 Weapon Sounds

- Blaster Fire x3
- Blaster Hit
- Lightsaber Hit x3
- Lightsaber Activate
- Lightsaber Deactivate
- Electrostaff Hit

5.6 Vehicle Sounds

- Movement (cruise)
- Accelerate
- Decelerate
- Attack
- Special Attack
- Hit
- Destroyed

5.7 Power-Up / Collectables Sounds

- Power Up Collected
- Lightsaber Crystal Collected

5.8 Miscellaneous Game Object Sounds

- Movement
- Destroyed
- Special

5.9 Graphical User Interface (GUI) Sounds

- Click / Select
- Back / Deselect
- Start

5.10 Heads-Up Display (HUD) Sounds

- Low Health Notify
- Low Force Notify
- Badge / Bitz Achievement Notify
- Companion / Ally Communication Notify

5.11 Music

All estimated song lengths are measured in minutes and seconds. Unless otherwise noted, all songs are seamlessly able to loop.

- Splash Screen (0:10) (does not loop)
- Cut Scene Story Introduction (1:30) (does not loop)
- Cut Scene Level One (1:30) (does not loop)
- Cut Scene Level Two (1:30) (does not loop)
- Cut Scene Level Three (1:30) (does not loop)
- Cut Scene Level Four (1:30) (does not loop)
- Cut Scene Story End (1:30) (does not loop)
- Level One (0:30)
- Level Two (0:30)
- Level Three (0:30)
- Level Four (0:30)
- Curricular Gadget (Type One) (0:20)
- Curricular Gadget (Type Two) (0:20)
- Curricular Gadget (Type Three) (0:20)
- Curricular Gadget Success (0:07) (does not loop)
- Curricular Gadget Failure (0:07) (does not loop)
- Boss Defeated (0:10) (does not loop)
- Credits (0:20)

5.12 Audio Priorities

Due to hardware constraints with regard to audio playback, audio assets are prioritized to allow the most important sound play in full, where possible, while less important assets may be interrupted or prevented from playing if all audio channels are being used by higher priority sounds. (See also Didj Audio Priorities document)

The following is the list of sound assets groups in order of priority:

- Music
- Didj Standard Signals (Gadget sounds, Badge Achievement signals, etc)
- Player Character Sounds
- GUI / HUD Signals (Power-Up collection, Extra Life awarded, Low Health, etc)
- Non-Player Character Sounds
- Level Object Sounds (Ambient SFX, Object-specific sounds, etc)

6.0 Mechanics

6.1 Graphical User Interface (GUI)

- Components
 - Splash Screen
 - LucasArts Logo: This is a static logo. This screen times out after three seconds of completing the animation.
 - Realtime Associates Logo: This is a static logo with no sound. This screen times out after three seconds of completing the animation.
 - Title Screen: After the publisher logos (both the Leapfrog and the Lighting logos will be on the base unit and not on the cartridges), the player will be dropped into the Title Screen “Star Wars: Clone Wars: Masters of the Force”. Near the bottom, the user is prompted to press Menu to continue to the Main Menu. If no user activity is registered for fifteen seconds after the animation, GUI flow goes to Demonstration.
 - Main Menu

The main menu allows the user to select from one of the following choices: Start New Game, Level Selection, Badges Screen, Micromods, Return to Base or Options. If no user activity is registered for ten seconds, GUI flow is directed to Demonstration.

 - Autoload: After the Title Screen, the save file is automatically loaded, restoring any game progress, in terms of highest Level reached, etc.
 - Demonstration

If no activity is registered for fifteen seconds from the end of the Title Screen animation or for ten seconds in the Main Menu, the game will demonstrate gameplay in one of three Levels: Banking Clan Ship, Kashyyyk or Asteroid Field. The demonstration will last for approximately 20 seconds before being directed back to the Splash Screen Sequence unless the player presses Menu during the demonstration. In that case, GUI flow is directed to the Main Menu.
 - Options Menu

The options menu allows the user to adjust Sound EFX Volume, Music Volume or advance to either the Controller Map or Credits screens.
 - Controller Map

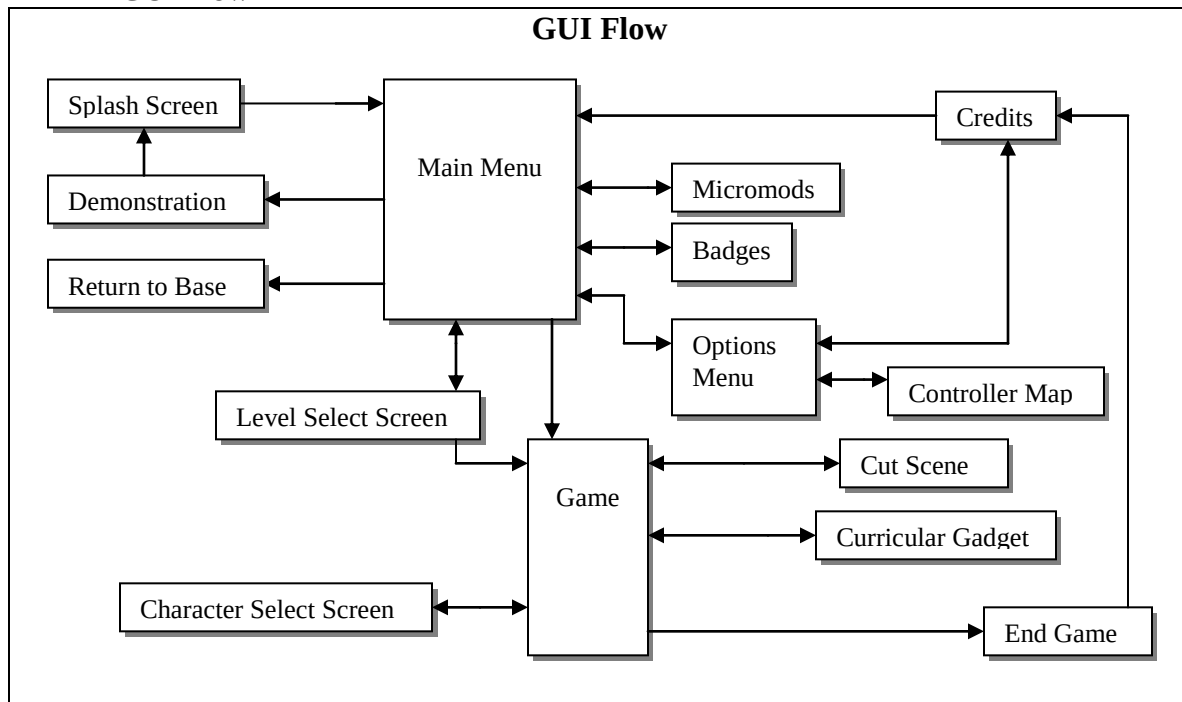
The Controller Map screen shows the player a graphic representation of the Didj controls and their currently mapped configuration. The player is able to choose from pre-configured controller layout options.
 - Credits

This is a scrolling text screen with pretty graphics and music in the background. The text details the credits for this product.
 - Badges

This screen retrieves saved information regarding all potential Badges and, the Bitz score if achieved. (See also Badges and Bitz)

- Micromods
This menu allows players to enable the Micromod content for this title and upgrade their game. Once enabled, the content item may be toggled active or inactive. If no Micromods have been enabled, the phrase, “Earn Bitz and connect to get upgrades”, is displayed.
- Level Select Screen
If the user has any game progress saved, they will be able to choose from any of the completed Levels or to continue on to the next available Level.
- Game
This is the main game loop.
- Curricular Gadget
These are the various Curricular Gadgets.
- Character Select Screen
Once the player has reached Level Three, they are able to select which player character they will continue as, Anakin Skywalker or Obi-Wan Kenobi.
- Cut Scene
These are the various cut scenes describing the storyline of this title.
- End Game
Once the game is complete, a congratulations screen is displayed before moving on to the credits screen and back to the Main Menu.
- Return to Base
This option directs the player to the Didj Base UI GUI.

- GUI Flow



6.2 Level Mechanics

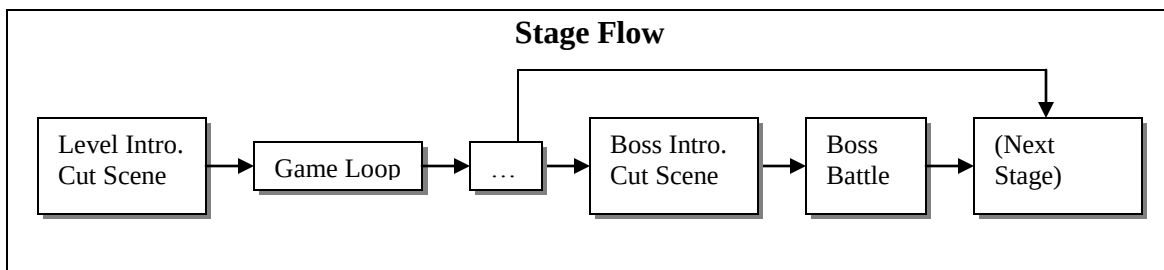
- Components
 - Game Loop

This is the main game loop. If this Stage contains a boss, at the end of the Stage, a Boss Battle begins.
 - Boss Battle

The player is restricted to this area of the Stage during the Boss Battle. A boss enters and begins to attack. The player must defeat the boss to end the Level.
 - Cut Scene

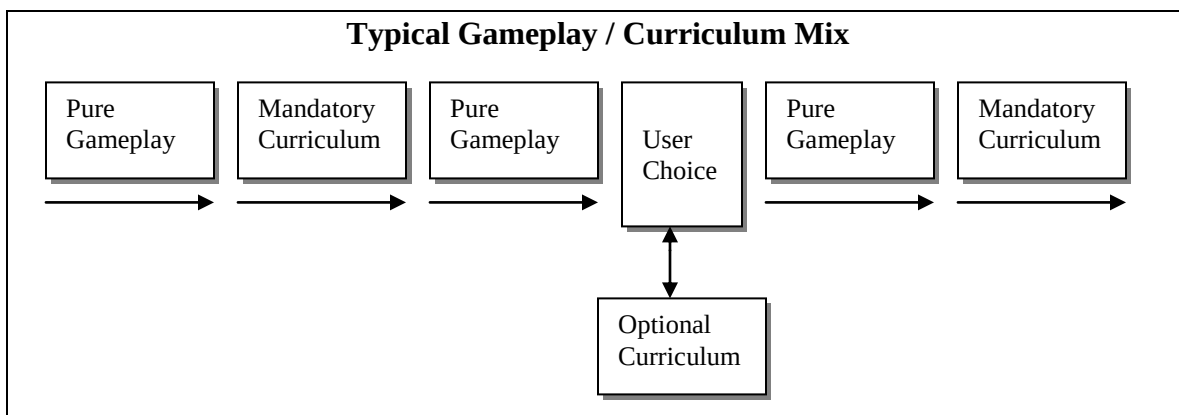
This is a cut scene bridging the story between Levels or introducing a Boss.
- Stage Flow

The main Level structure starts with a Level Intro Cut Scene, followed by the main game loop. Once the end of a Stage is reached, either the next Stage begins, or a Boss enters and a Boss Battle commences. Once a Boss is defeated, Stage flow continues to the next Level, beginning with that Level Intro Cut Scene.



- Gameplay / Curriculum Mix

The game loop is divided between pure gameplay and a mandatory curriculum, offered as Curricular Gadgets, which the player faces at various points throughout the game Levels. There are also points where optional Curriculum is offered.



- Save Points
The Control Panel objects used throughout the title mark Save Points, places where the player character will respawn and continue from if killed while their Life Count is still above zero. If the player's Life Count falls below zero, the game ends. (See also Player Metrics)

6.3 Heads-Up Display (HUD)

- Components
 - Character Portrait
This is a small portrait of the player character.
 - Character Name
This is a caption of the character portrait, either "Anakin" or "Obi-Wan".
 - Life Count
This is a numerical display representing the number of lives the player has remaining.
 - Health / Armor Meter
This is a graphic display representing the amount of health the player has remaining. During space flight, this display represents the vehicle's armor.
 - ~~○ Shield Meter
During space flight in Level Three, an extra meter is displayed to represent the vehicle's current Deflector Shield strength.~~
 - Force Meter
This is a graphic display representing the amount of Force the player has in store.
 - Score
This is a numerical display, with title, representing the current player score.
 - Lightsaber Crystal Count
This is a temporary overlay of a Lightsaber Crystal icon and numerical display of the current count of crystals collected by the player.
 - Companion / Ally Communication Portrait
This is a temporary overlay graphic displaying a portrait of the companion or ally currently communicating with the player character.
 - Boss Portrait
Like the Character Portrait, the Boss Portrait displays the current Boss being fought. This only displays during Boss Battles.
 - Boss Health Meter
Like the player's Health Meter, the Boss Health Meter is a graphic display representing the current health the current Boss has remaining. This only displays during Boss Battles.

- HUD Layout

These example screens display the desired default and space flight HUD layouts.



6.4 Player Controls

- Default Control Components
 - Directional Movement (Up, Down, Left and Right)

These control components provide basic movement for the player. If the player character is stationary, pressing Down will cause them to Duck. While on solid ground, pressing Left or Right will cause the player character Run in that direction. While in mid-air, pressing Left or Right will cause the horizontal momentum to be altered. (See also Player Metrics, Movement)
 - Attack / Interact (in-game only)

The Attack / Interact button serves a dual role in-game. If not within normal combat range of a Control Panel or other interactive object, this button will cause the player character to Attack. If there is an interactive object within normal combat range and there is no enemy character within normal combat range, this button will Interact, which dictates various results based on the definitions of the interactive object.
 - Select (not in-game)

This is a GUI control allowing the player to easily select or activate a highlighted item in the current menu screen, if that option is currently available.
 - Jump (in-game only)

The Jump button causes the player character to Jump. If Directional Movement Left or Right is also pressed, the player character will jump in that direction. While in mid-air, the player can direct the horizontal momentum with the Left or Right Directional Movement buttons. If already in motion, the player character's jump trajectory will be altered to reflect the current momentum. As long as the player character reaches a special level object during a jump, they are able to grab and hang until Jump is pressed again. (See also Player Metrics, Movement)
 - Back (not in-game)

This is a GUI control allowing the player to easily back up to the previous menu screen, if that option is currently available.
 - Special Attack

This button causes the player character to perform a Special Attack.
 - Force Move

This button causes the player character to perform a Force Deflect action.

- Pause

If in the midst of the main game loop, the Pause button allows the player to pause the game and enter the Pause Screen from the Base UI.
- Menu

The Menu button is a GUI control allowing the player to start a game while in the Main Menu.
- Hint

The Hint button is a GUI control allowing the player to cycle through available hints during Curricular Gadgets.
- Space Flight Control Components (Level Three)

Level Three is a space flight and combat level with unique controller definitions. (See also Vehicle Metrics)

 - Directional Movement (Up, Down, Left and Right)

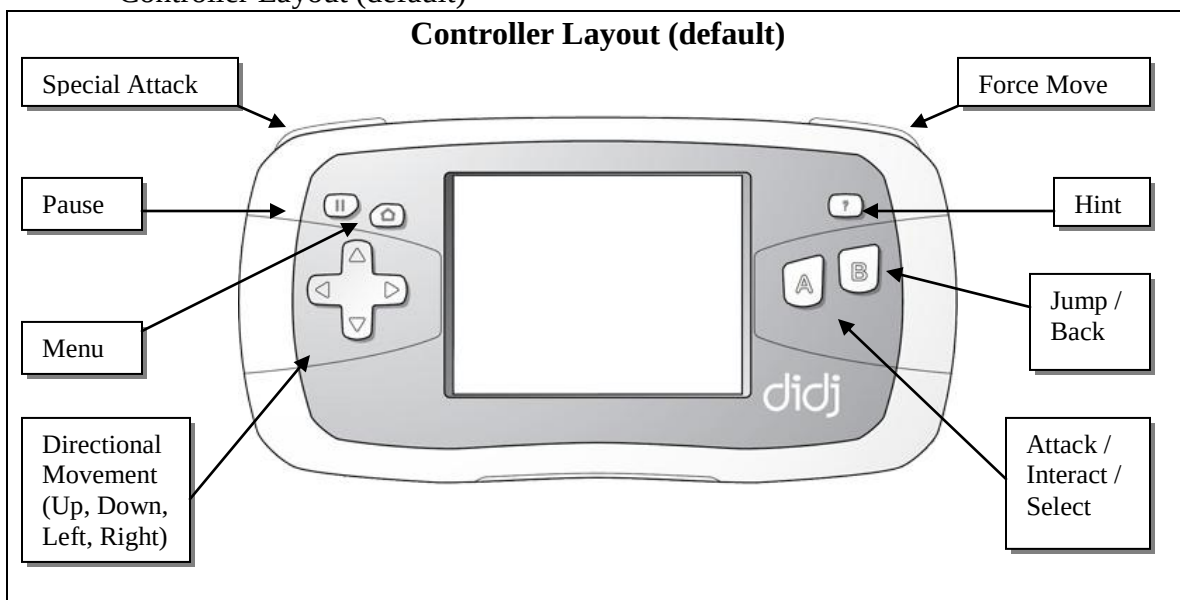
Up and Down control the vertical momentum of the starship, banking the vehicle and turning it slightly up or down. Left and Right control the horizontal momentum of the starship, as if accelerating or decelerating. During acceleration a thruster effect emits from the vehicle.
 - Attack

This control fires two blaster bolts at once horizontally to screen right. The player can repeat attack after one second.
 - Jump

This control is disabled during space flight.
 - Special Attack

This control is disabled during space flight.
 - Block

This control is disabled during space flight.
- Controller Layout (default)



- Layout Options
 - Flip Special Attack & Force Move
 - Flip Jump / Back & Attack / Interact / Select
- Special Control Combinations
 - Duck Attack

By holding the D-Pad Down and pressing the Attack button simultaneously, the player character will perform a Duck Attack. (See also Player Metrics)
 - Jump Attack

By pressing the Jump and the Attack button simultaneously, the player character will perform a Jump Attack maneuver. A variation of this is if the D-Pad is pressed in a Left or Right direction while these buttons are pressed, which results in a Jump Attack with momentum in that direction. (See also Player Metrics)
 - Force Push

By pressing Force Move and the D-Pad Left or Right simultaneously, the player character will perform a Force Push maneuver in their facing direction (either Left or Right) as long as they have the Force store to do so. (See also Player Metrics)
 - Force Jump

By pressing Force Move and the D-Pad Up simultaneously, the player will perform a Force Jump maneuver as long as they have the Force store to do so. (See also Player Metrics)
 - Force Throw

By pressing Force Move and the Attack button simultaneously, the player will perform a Force Throw maneuver as long as they have the Force store to do so. (See also Player Metrics)
- Cheat Combinations

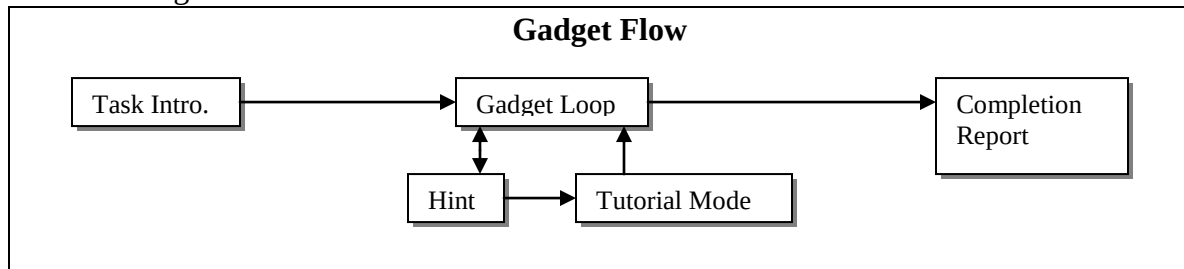
To allow for efficient evaluation of quality assurance, a series of cheat modes are available. Cheat mode sequence entry will be determined by the programming staff.

 - Select Curricular Level and Sublevel
 - Toggle between Random Exhaustive and Sequential Curricular Content selection.
 - Select any Curricular Gadget Type.
 - Unlock All Customizable Components
 - Select Badge Achievement Completed
 - Select Any Level or Stage
 - Select Any Sequence (Splash Screen, End Game, Cut Scene, etc)
 - Disable AutoSave Progress
 - Skip all Cut Scenes
 - Play any SFX or Music asset.
 - View any Animation or Graphic asset.

6.5 Curricular Gadget Mechanics

- **Gadget Type and Content Selection**
Curricular Gadgets are selected at random (randomly exhaustive) from a list of gadget types, defined below. The content for the gadget is selected from a pre-defined list based on the current player's curricular level of achievement.
- **Gadget Distribution**
Curricular Gadgets are distributed in all Levels except Level Three. Control Panels are placed throughout each Level, which will serve as both a Save Point and a location of a Curricular Gadget to work on.
- **Curricular Leveling**
If the last 10 answers given are more than 80% correct, the player's current curricular level is raised a sublevel and if they are less than 60% correct, the current curricular level is lowered a sublevel. Additionally, 5 sequential correct answers raise it a sublevel and 4 sequential incorrect answers lower it a sublevel.
- **Curricular Tutorials**
Curriculum tutorials are activated when the player presses the Hint button twice during a Curricular Gadget. A single button press will repeat the current Gadget question. These tutorials explain curriculum concepts using the existing problem in a step-by-step example. Curricular tutorials will be available while paused during a Gadget.
- **Gadget Controls**
The Gadget, like the main game loop, requires skillful control of the player character to avoid enemies and hazards, unless the Gadget Type is defined as more of a puzzle and less of an in-game experience. (See also Curricular Gadget Type Definitions)
- **Gadget Components**
 - **Task Introduction**
The gadget is introduced with an appropriate title and brief text and spoken instructions on how to operate. A visual/auditory signal is given to begin, usually the Gadget question or problem to solve.
 - **Gadget Loop**
This is the main Gadget loop.
 - **Completion Report**
Upon completion of the Gadget, a simple report is given on the statistic of the performance, along with a visual / auditory summary announcement. (i.e., *"Good work!"*)
 - **Hint**
If the Hint button is pressed the first time, the initial problem or Gadget question is repeated.
 - **Tutorial Mode**
If the Hint button is pressed a second or more times within the same Curricular Gadget session, the Tutorial Mode is launched, offering general help related to the basic curricular problem at hand.

- Gadget Flow



- Gadget Layout Components

- Gadget Title

This is a brief, but descriptive label for the Gadget, providing a way to remember the curricular lesson and Gadget mechanics.

- Gadget Hint

This area allows for display of simple hints or general help in completing the curriculum.

- Gadget Display

This is the main Gadget display. The components of each Gadget should be clear and simple, allowing for ease of Gadget operation and making the curriculum the main focus.

- Gadget Layout

The follow image represents an example Curricular Gadget layout.



6.6 Curricular Gadget Type Definitions

- Gadget #1: Choose Attack

- Description

A Gadget Instruction banner is presented with a small graphic along with a simple question like, “*What fraction of the shape is shaded?*” Then three enemy droids enter the scene getting ready to attack the player character. Above the droids, small text boxes display possible answers to the posed question. The player must highlight and select the correct answer in order to see the player character escape the situation unharmed.

- Layout



- Goal

Choose the proper answer.

- Mechanic

Use the directional movement controls to highlight the correct answer among the floating text boxes and select the box to submit an answer.

- Controls

Rather than controlling the player character directly, the player uses the Directional Movement buttons (D-Pad) to move Left or Right and highlight the desired answer among the floating text boxes. This highlighted answer is submitted by pressing the Attack button.

- Results

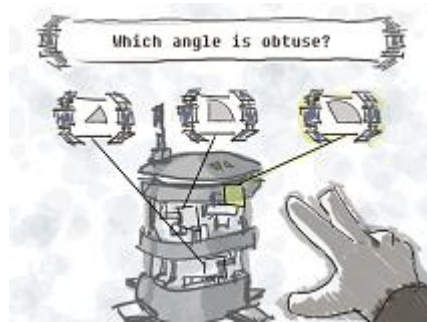
Results are determined at the time the player presses the Attack button. A brief completion report is given indicating the results. A correct answer will result in the player character deftly dispatching the enemy droids and playing a celebratory animation. An incorrect answer results in the correct answer highlighted and the player character having to take control and combat the three droids as in normal gameplay before the Gadget continues. If there are more questions to be posed by this Gadget, the text boxes are reset for the next question. If this is the final question to be posed by this Gadget, the player then takes normal control of the player character and the main game loop continues as normal.

- Gadget #2: Deflector Shield

- Description

A deflector shield is activated around the player character and he is trapped. The view switches via wipe transition to a first-person POV, looking through the deflector shield. The deflector shield generator is visible, nearby but out of reach. The Jedi Knight must use the Force to manipulate components of the Deflector Shield Generator in order to disable it and escape safely.

- Layout



- Goal

Disable the Deflector Shield Generator

- Mechanic

Use the directional movement controls to highlight the correct answer among the floating text boxes and select the box to submit an answer.

- Controls

Rather than controlling the player character directly, the player uses the Directional Movement buttons (D-Pad) to move Left or Right and highlight the desired answer among the floating text boxes. This highlighted answer is submitted by pressing the Attack / Interact button.

- Results

Results are determined at the time the player presses the Attack / Interact button and they attempt to manipulate the device using the Force. A brief completion report is given indicating the results. A correct answer will result in the player character properly manipulating components of the generator, or if all the questions are done, safely continuing on and playing a celebratory animation. An incorrect answer results in the correct answer highlighted and a short circuit sound with an accompanying electrical visual effect, or if all the questions are done, a group of droids enter the scene and must be dealt with in-game. Regardless of the result, once all questions are done, the player then takes normal control of the player character and the main game loop continues as normal.

- Gadget #3: Control Panel

- Description

The main game loop screen transitions via wipe to a full screen, locked-off camera view of the internal components of a Control Panel, which needs to be reconfigured, rewired or otherwise “hacked”.

- Layout



- Goal

Rewire the Control Panel by correctly solving the problems.

- Mechanic

Use the directional movement controls to highlight the correct answer among the choices on three electrical bypasses to correctly rewire the Control Panel.

- Controls

The player uses the Directional Movement buttons (D-Pad) to move Left or Right to cycle through available answers, then press Attack / Interact to submit the answer and move on to the next bypass component. The player may return to the previous component and change their answer by pressing the Back button. Once all three answers are submitted, the Control Panel results are evaluated.

- Results

Results are determined at the time the third answer is selected. A brief completion report is given indicating the results. If all three answers are correct, the Control Panel lights up, as if now working the way the player character desired, along with a congratulatory musical tune. Once back in game, the player will find a Force Boost Power-Up at the Control Panel location. If one or more of the answers is incorrect, the Control Panel will display an electrical short-circuit accompanied by a distinctly unfavorable sound effect. Correct answers are highlighted and flashing. If there are additional questions to be posed by this Gadget, the components are reset. If there are no more questions to be posed by this Gadget, the player is returned to the normal in-game view via animated wipe and gameplay resumes as normal.

6.7 Curricular Gadget #1 Walkthrough

The player character reaches a Control Panel, where a Curricular Gadget will begin. An animated Heads-Up Display (HUD) graphic appears to serve as a title bar for the Gadget reading, “Choose your Attack”. Player control is released and the player character appears to ready himself for combat as three droids enter the area from off screen (both left and right), menacingly getting ready to fire their weapons. Above each droid appears a small floating text box in the same graphic style as the title bar graphic.

Within the title bar, a question is posed both as text and in the form of a verbal queue, “*Which fraction of the shape is shaded?*” After the question is presented, three different possible answers are presented, one in each of the three floating text boxes above the droids. The player now has control over which text box is highlighted. By using the Directional Movement controls (D-Pad), the player is able to move the highlight left or right among the text boxes. Once the player has decided on the answer they’d like to select, they press the Attack / Interact button. This action enters the highlighted text box as their answer and results are immediately determined.

A correct answer results in a triumphant musical tune is played along with a congratulatory HUD overlay is displayed saying, “*Good Work!*” Then, the player character performs an exciting and successful attack on all three droids and then a celebratory animation. If an incorrect answer is submitted, a dejected musical tune is played with an accompanying HUD overlay saying, “*Sorry. Wrong answer.*” The player character will have to combat the three droids during normal gameplay at the end of the Curricular Gadget.

If the last question for this Gadget has been answered, the HUD graphic displaying the title bar for the Gadget withdraws and the main game loop immediately continues as normal. If there are more questions for this Gadget, the HUD graphic displaying the title bar and the Gadget mechanic resets.

6.8 Level Overview

- Level One: Kashyyyk



- Stage One: Abandoned Wookiee Village
Anakin Skywalker and R4-P17, having heard about a partial distress signal indicating a great battle, search a deserted Wookiee village for answers when they are ambushed by Separatist forces.
- Stage Two: Treetop Battle
While R4-P17 attempts to alert nearby Clone Trooper forces, Anakin must go from tree to tree, and battle Separatist droids, in a search for answers about who is behind the village attack and why.
- Stage Three: Count Dooku Battle (boss)
Anakin is confronted by Asajj Ventress, who has led this Separatist attack on the village. He must defeat her in order to find information about the Separatist secret weapon, the Ultra Droideka.

- Level Two: Banking Clan Ship



- Stage One: Landing Bay
Obi-Wan Kenobi and R2-D2, having heard of about the Ultra Droideka from Anakin, infiltrate a Banking Clan ship and search for more information on the new Separatist weapon.
- Stage Two: Elevator Lifts
While R2-D2 attempts to release security lockouts, Obi-Wan acrobatically leaps from lift to lift, in an effort to reach the bridge's Control Room.
- Stage Three: Control Room (boss)
Having reached the bridge level, Obi-Wan battles Count Dooku and his Bodyguard Droids in order to gain access to secret information about the new Separatist weapon, including the location of its factory.

Level Three: Asteroid Field



- Stage One: Space Battle
Having learned the location of the Droid Factory where the Ultra Droideka will be manufactured, the player character races to that system where an immense asteroid field provides cover and protection to the Separatists and a space battle ensues.
 - Stage Two: Asteroid Chase
Overwhelmed by Separatist forces and running out of time, the player character is forced to use the dangerous asteroid field to try and escape the battle and reach the Droid Factory's planet in a daring chase.
 - Stage Three: General Grievous Space Duel (boss)
Having effectively lost the Droid Starfighter forces in the asteroid field, the player character reaches the Droid Factory planet, but is confronted by General Grievous in his specially designed starfighter, determined to stop our hero.
- Level Four: Droid Factory

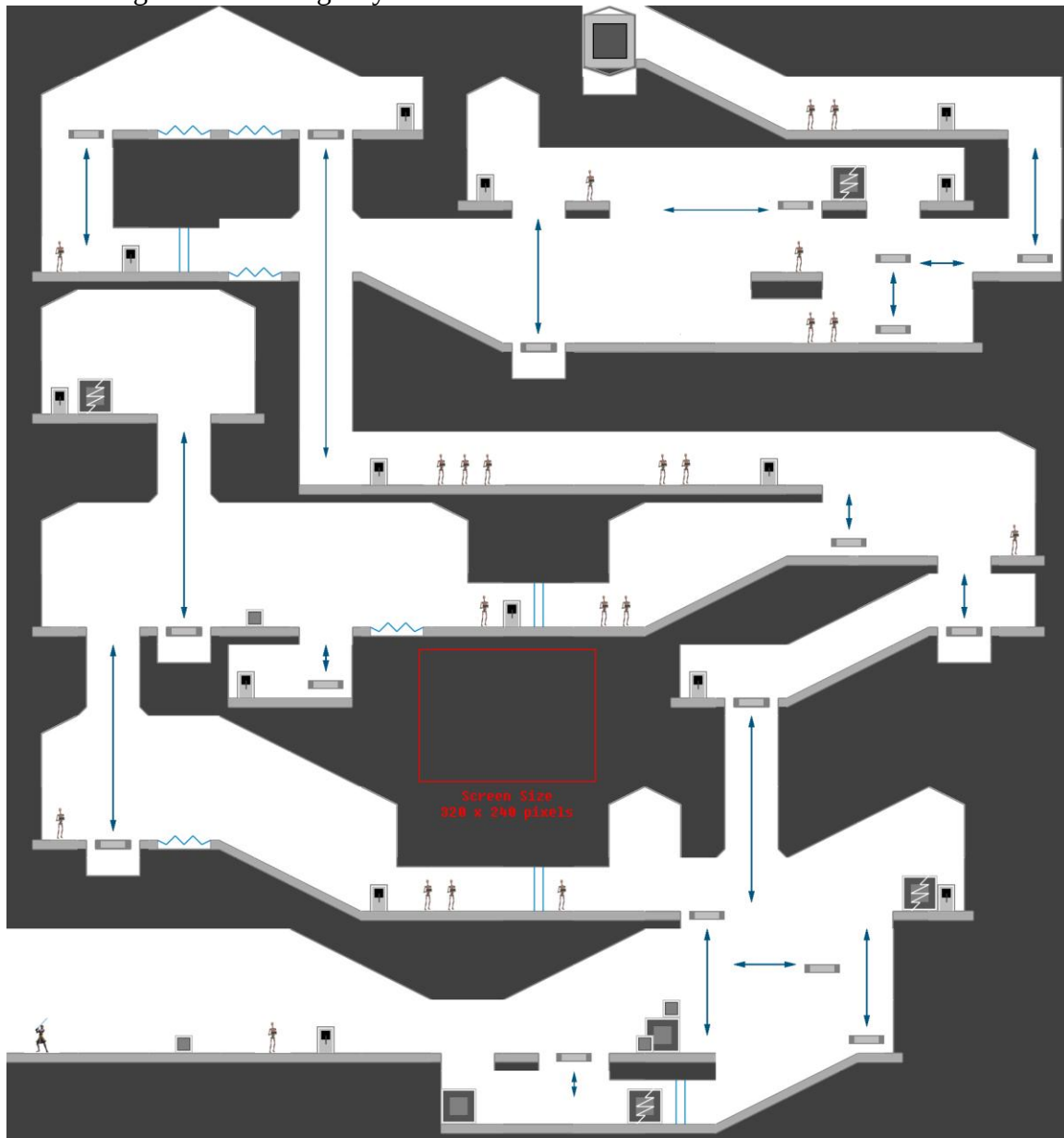


- Stage One: Factory Defenses
The player character has defeated General Grievous and reached the Droid Factory, where he and his companion find that the automatic defense systems are online and deadly. While the companion attempts to shut off the defense systems, our hero must avoid the defenses and make his way to the manufacturing hangar.
- Stage Two: Droid Ambush
Just as the companion disables the factory's defense systems, he is captured by Separatist forces. At the same time, our hero is ambushed by a formidable wave of Separatist droids.
- Stage Three: Ultra Droideka Battle (boss)
Finally our hero has reached the manufacturing hangar and is able to locate the original plans for the Ultra Droideka, a massive heavy ground assault droid, but a prototype has already been built and stands in his way. The player character must defeat the Ultra Droideka prototype and retrieve the plans to save the Republic from this very serious threat.

6.9 Level Two Preview

The following level preview is an initial prediction of the layout, item placement and flow of a single level from this title. The details of which are subject to change as warranted.

- Stage One: Landing Bay





Level Two, Landing Bay Stage, begins with an introductory cut scene where Anakin Skywalker contacts Jedi Knight Obi-Wan Kenobi and R4-P17 during a fierce space battle between Clone Trooper pilots and a Banking Clan ship. Anakin explains that a horrific new powerful Separatist weapon, which could spell doom for the Republic, was responsible for the attack on Kashyyyk. Obi-Wan wants to find out more about this new weapon by accessing the Separatist database logs found on Count Dooku's ship. Obi-Wan and R4-P17 break off from the current space battle to infiltrate the ship.

This Stage begins gameplay by leading the player characters through the hangar on the battleship and toward the ship's bridge deck. Because this is the initial Level in the game, the action begins rather slowly by introducing the basics of combat and player character navigation. Relatively weaker enemies will advance on the player character while simple obstacles as presented for the player character to jump over.

The hazards in this Stage include Open Power Conduits and Lifts. Standard Battle Droids, Super Battle Droids, Crab Droids and Dwarf Spider Droids are placed throughout this Stage. Towards the end of this stage, Droideka are also introduced. At first, single droids attack from in front of the player character, but towards the end of this Stage, multiples attack from in front and behind. These challenges are presented at a relatively faster pace now that the player should be accustomed to the controls, enemy behaviors and Level objects. In subsequent Stages, the challenges increase, as do the rewards.

Power Ups are available in this Stage. Some are in plain sight, but on alternate platforms, or require jumping to reach. A Force Boost is offered fairly early in the Stage and in plain sight, just before a series of droids. Two Medical Kits are available in plain sight near the middle and the end of the Stage to aid the player. A Force Boost is hidden inside a breakable object in the middle of the Stage, just before a group of patrolling droids. Towards the end, a Force Boost can be found just before the final group of enemy droids.

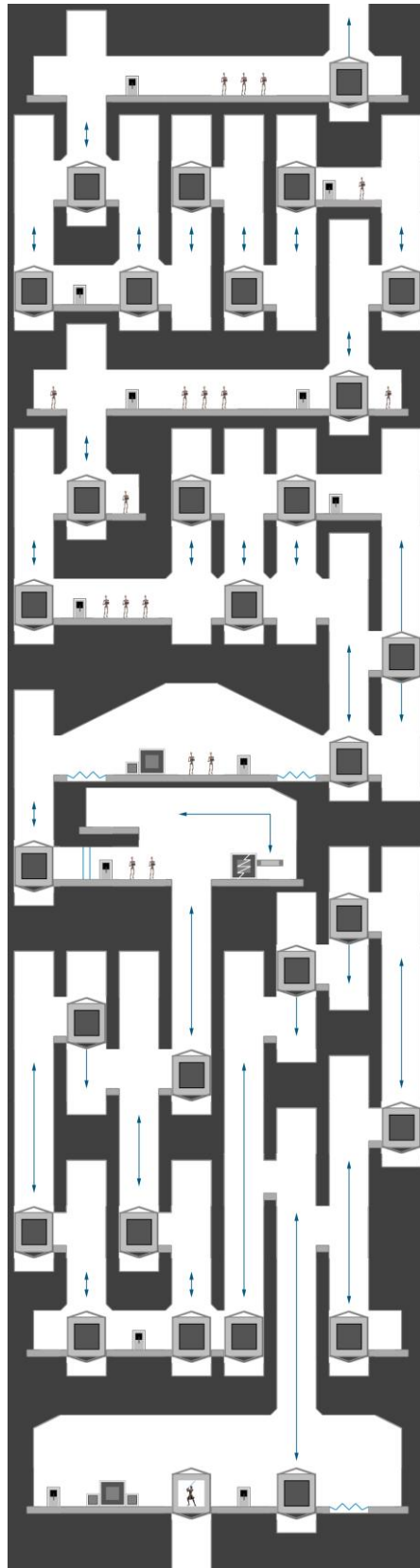
Lightsaber Crystals are available in this Stage. None are in plain sight, but they are placed in locations away from placed Enemies, Power Ups and Control Panels. To reach them, Obi-Wan must jump on top of a tall pile of storage crates, break open a faulty Power Coupling, or search beyond the exit door from this Stage.

Control Panels are placed throughout this Stage, most directly in the path of Obi-Wan, forcing the player to engage the mandatory curriculum, but three are placed in out-of-the-

way locations, provided as optional curriculum. Control Panels provide a location where Curricular Gadgets are presented and operated.

During this Stage, R4-P17 follows Obi-Wan from the ship used to land at this location through to the end of the Stage. R4-P17 will offer beeps and whistles emphasizing the hazards and dangers Obi-Wan faces and his success or failure to deal with those. During the initial landing, Clone Troopers are seen attacking droids in the landing bay, trying to blaze a trail for Obi-Wan, but within one screen width, Obi-Wan leaves these troopers behind.

- Stage Two: Elevator Lifts





Level Two, Elevator Lift Stage, begins with a brief communication from R4-P17, explaining he will work to disable key security lockouts in order for Obi-Wan to continue on and gain access to the bridge deck.

Obi-Wan Kenobi enters this Stage through one elevator, but immediately, the elevator is locked out, forcing him to exit through the top of the elevator lift and begin jumping from one lift to another, riding up the lifts closer to the bridge. At six points in this vertical journey, an intermediate deck must be traversed to continue, which holds both Control Panels and waiting droid attack parties.

Hazards in this Stage include those in the previous Stage plus Elevators and Lifts. Battle Droids, Super Battle Droids, Droideka, Crab Droids and Dwarf Spider Droids are placed to patrol this Stage. Crab Droids and Dwarf Spider Droids are able to climb vertical surfaces and endanger Obi-Wan throughout the elevator shaft areas while Battle Droids, Super Battle Droids and Droideka wait on intermediate decks. Towards the end of this Stage, Battle Droids also open elevator doors in the middle of the elevator shaft to take shots at Obi-Wan as he jumps from lift to lift.

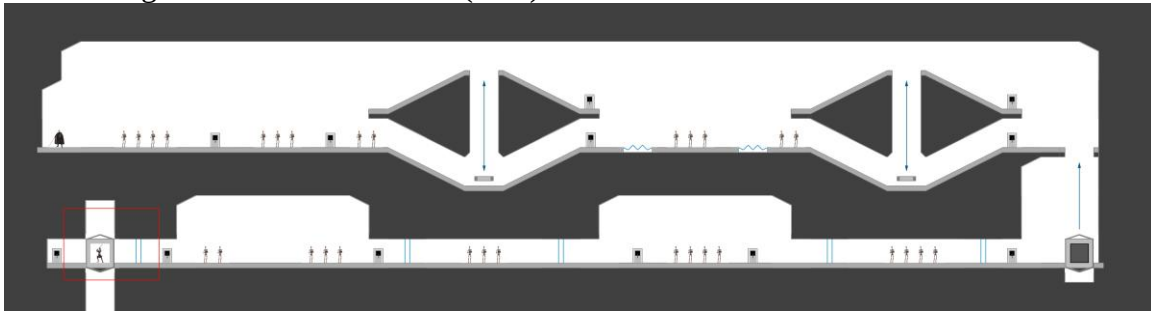
Power Ups are available in this Stage. One Medical Kit is available in plain sight on the first intermediate deck and another is available on top of a broken (stationary) elevator car, out-of-the-way near the end of the Stage. A Force Boost is available on the second intermediate deck. Another Force Boost is available on top of an elevator car near the middle of the Stage. A final Force Boost is available near the end and hidden inside a broken elevator car.

Lightsaber Crystals are available in this Stage. One is in plain sight behind a group of droids on one of the later intermediate decks, but the other two are not in plain sight. One is inside a broken elevator car while another is resting on top of a stationary car beyond the Stage end, where Obi-Wan must risk getting crushed against the roof of the elevator shaft in order to reach it.

There are Control Panels placed in this Stage. On all intermediate decks, there is a Control Panel placed behind any droids guarding the area. At three points in the elevator lifts, R4-P17 will briefly communicate to Obi-Wan that he must enter an elevator and access a Control Panel to continue. Three other Control Panels are located inside stationary elevator cars and are presented as optional curriculum.

At the beginning of this Stage, R4-P17 connects to a access panel, where he can do the most good, by attempting to override security lockouts that are in place to prevent Obi-Wan from reaching the bridge deck. These security lockouts are responsible for disabling elevator cars and sealing blast doors. R4-P17 is left behind at the bottom of this Stage, while Obi-Wan continues on alone. We only hear from R4-P17 via brief communications during this Stage after that.

- Stage Three: Control Room (boss)



The beginning of Level Two, Control Room Stage starts with a brief communication from R4-P17 who says the plans for the secret weapon are on the bridge, but the entire bridge deck is heavily guarded.

In this final Stage of the Level, Obi-Wan begins from an elevator bay and moves along this deck towards the bridge. The location is punctuated by blast doors, which open to usher in small groups of enemy droids. Otherwise this Stage is fairly straightforward and combat-oriented.

Hazards in this Stage include those found in previous stages, except the elevator cars. Along the way, the droid defenses are considerably more sophisticated, with Battle Droids using the cover of storage crates, ambushing from side doors in the hallway and attacking in groups. Enemies in this Stage include Battle Droids, Super Battle Droids, Droideka and Bodyguard Droids, although Bodyguard Droids will only be found just before the boss battle at the end.

There are Power Ups in this Stage. Early in the Stage, Force Boost is available in plain sight, just before a group of enemy droids. Two Medical Kits are available, one mid-way, hidden in a storage crate, and another in plain sight just before the boss battle cut scene. A Force Boost is available close to the mid-point, located out-of-the-way and off screen, up on top of a stack of storage crates, and before a fortified position of enemy droids. Force Boost is available in plain sight just after the half-way point.

There are Lightsaber Crystals available in this Stage. One is located at the beginning just off screen in the opposite direction of the bridge. One is hidden inside a breakable storage crate. One Lightsaber Crystal will be left behind by Count Dooku when he is defeated and automatically collected by Obi-Wan.

There are Control Panels in this Stage. Nine of them are placed in the hallways leading to the bridge and are placed so that they are mandatory. Three others are optional and hidden in out-of-the-way locations. One is located behind a breakable storage crate near the beginning and two are located on alternate platforms in the main hallway.

R4-P17 communicates to Obi-Wan Kenobi in the beginning of this Stage, but is still on the lower decks of the ship and is not seen or heard from otherwise.

As Obi-Wan reaches the bridge, a cut scene plays showing Obi-Wan confronted by Count Dooku, who is surrounded by his Bodyguard Droids armed with their electrostaffs. They briefly exchange words before Dooku orders his guards to attack. The boss battle consists of the four Bodyguard Droids attacking Obi-Wan first. Once they are defeated, Dooku attacks. As Obi-Wan is able to, and when Dooku is defeated, he will make his escape with a quick threat that things will be different when they meet again.

6.10 Cut Scene Mechanics

- **Cut Scene Framework**

Cut Scenes are meant to help explain the main points of the story for this title in a way that is visually reminiscent of the TV series and movies. Several components will be used to achieve this effect without the use of Full Motion Video. While portions of some components may be animated in terms of their location on screen, generally the components are made of static artwork, like Portraits of characters, background overlays, etc. Limited animation or animated effects may be used for the character Portraits. A stylistic Transition Wipe is used to visually move from a gameplay setting to the Cut Scene and from the Cut Scene back to gameplay. A Letterbox Frame is used to further give the feeling of watching the Cut Scene as a movie. Instead of vocalized dialogue, a Dialogue Window text box will be used to convey the communication between characters. Cut Scenes take place between two characters and are represented in a “two shot” structure. One virtual camera angle, the Primary Angle, shows one character displayed as a $\frac{3}{4}$ Portrait while the other is displayed from behind in an over-the-shoulder angle. In the Secondary Angle, the virtual camera angle will visually appear to cut so that those two character Portraits switch from $\frac{3}{4}$ front to $\frac{3}{4}$ over-the-shoulder, as the background imagery also changes to reflect that angle. Although the number of visual cuts within a Cut Scene will vary, these are the only two virtual camera angles used. Player Controls are modified during Cut Scenes to allow them to be immediately skipped and to disable Directional Movement Controls.
- **Cut Scene Components**
 - **Transition Wipe**

This is a graphic element that helps to visually transition from in-game to cut scene and back. It is wipe with a blurry edge that can take the form of either a simple line at various angles that moves from one screen edge to the opposite or an iris wipe (circular) either expanding or collapsing. During the wipe, two settings can be seen at one time.
 - **Letterbox Frame**

This is an overlay mask comprised of two black horizontal rectangles matching the screen width and 30 pixels tall, one placed on screen top and the other on screen bottom. The action and artwork of the Cut Scene takes place within the 180 pixel frame.
 - **Portrait**

This is a fairly detailed medium or close up $\frac{3}{4}$ shot of a character in the cut scene. A separate $\frac{3}{4}$ over-the-shoulder image will be used to visually alternate between Primary and Secondary camera angles.
 - **Background**

This is a multi-layered background, like in-game backgrounds, with a detailed overlay representing the foreground and immediate surroundings in the cut scene. In cut scenes where two characters face each other in dialogue, the background images will change to reflect any cut from one over-the-shoulder angle to the other.

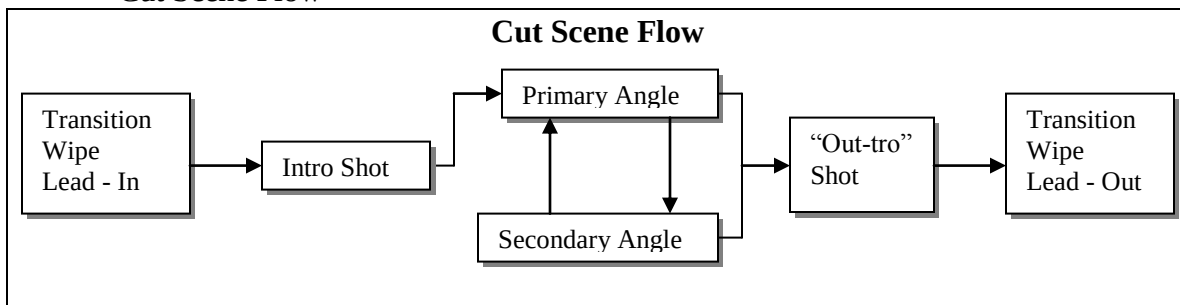
- Dialogue Window

This is a simple text box with a stylistic border graphic used to display the character dialogue in the cut scene. The window is placed inside the bottom black rectangle portion of the Letterbox Frame.
- Continue Button Graphic

This is a small graphic icon indicating that the current dialogue displayed in the Dialogue Window can be skipped and the cut scene immediately advanced by pressing the Attack / Interact Button. This is placed within the Dialogue Window.
- Intro and “Out-tro” Shots

This is an establishing or concluding shot that briefly and simply conveys the setting and circumstances in which the Cut Scene takes place. Background elements, character animations, vehicles, effects, etc from the game are used in a scripted behavior. These are the components that begin or end Cut Scene music. Player controls are disabled during these shots.
- Cut Scene Controls

The player’s main control during Cut Scenes is the Attack / Interact Button, which advances the scene to the next block of dialogue, possibly advancing to the next cut or to the end of the Cut Scene, depending on the current point in time for the Cut Scene. If the user does not manually advance to the next block of dialogue, the Cut Scene will automatically advance after five seconds. While the controls for Menu and Pause are still available, other controls like the Directional Movement Controls and the Back Button are disabled during Cut Scenes.
- Cut Scene Flow



- Cut Scene Layout

These example images demonstrate the Cut Scene layout for the Primary and Secondary Angles.



7.0 Scoring

7.1 In-Game Display

When the player scores points from objects in-game.

7.2 Enemies Defeated

- Droid enemies defeated = per droid class value (see chart)

Droid Class	Point Value
ProbeDroid	25 Points
CrabDroid	50 Points
SpiderDroid	75 Points
BattleDroid	100 Points
SuperBattleDroid	200 Points
BodyguardDroid	250 Points
Droideka	500 Points
Droid Starfighter	150 Points

- Boss defeated = per Boss value (see chart)

Boss Name	Point Value
Asajj Ventress	1000 Points
Count Dooku	1500 Points
General Grievous	2500 Points
Ultra Droideka	5000 Points

7.3 Power Ups

- Collect a Medical Kit = 100 Points

7.4 Lightsaber Crystals

- Collect a Lightsaber Crystal = 250 Points

7.5 Jedi Bonus

At the end of a Stage, if the player has managed to represent the core principles of the Jedi Order, an extra Score Bonus is applied. (See also Level Mechanics, End Stage)

- Correctly performing any Force Move = 25 Points
- Complete the Stage without dying = 750 Points
- Complete the Stage without directly attacking = 1000 Points

8.0 NPC AI Behavior

8.1 Companions

NPC Companion behavior is largely dictated by the Level and Stage being played. This is a scripted behavior that helps to elaborate the story, accent the current gameplay and facilitate Curricular Gadgets. Most communication with these characters comes in the form of a one-way message from the NPC. In-game behavior is outlined below.

- R2-D2 & R4-P17
These droids follow the player character to a distance of 80 pixels. If the player character is attacking, there is a 5% chance the Companion will comment with an exclamation. The Companion is unaffected by collision from Blaster Bolts, enemy droids or obstructive level objects such as crates. If a jump obstacle is encountered, such as an Open Power Conduit, the Companion waits at the edge of the obstacle to be left behind. After five seconds off screen, they re-approach the player character and continue to follow. If on screen when a Stage is completed, they play a celebration animation for three seconds.

8.2 Allies

NPC Ally behavior is largely dictated by the Level and Stage being played. This is a scripted behavior that helps to elaborate the story and accent the current gameplay. Most communication with these characters comes in the form of a one-way message from the NPC. In-game behavior is outlined below.

- Clone Trooper
These characters begin from their placed location by traveling to a pre-defined point, then they attack by firing a blaster bolt four times, once per second, before advancing to a second point, where they remain and continue to attack at the same rate. This describes the predominant behavior of the Clone Trooper character, although the Level design may require a special character to be scripted, entering at a predefined point in the Level progress and acting out a specific sequence. In order to ensure these special acting Troopers are able to complete their necessary scripted behavior, their collision is disabled from Blaster Bolts and other hazards.
- Clone Trooper Pilot
The Clone Trooper Pilot flies the Y-Wing Starfighter in a support role to the player character during the story, but only in Cut Scenes or scripted in-game situations, such as Stage transitions. They fly exclusively along pre-defined paths and attack using their forward-mounted twin cannons at each path marker point. These path points are set up in concert with the Level or Cut Scene design.

8.3 Enemies

- **Probe Droid**
 Probe Droids hover near head-height in an oscillating vertical sine wave at a frequency of two seconds. They will float horizontally between two patrol points until they detect the player character. At that time, the Probe Droid will stop traveling (but continue to oscillate vertically) for two seconds before retreating off screen at twice normal speed. Probe Droids are not affected by collision from Special Level Objects. Probe Droids do not attack, but they signal that other (placed) droid enemies will approach the player character soon.
- **Crab Droid**
 Crab Droids will crawl horizontally or vertically (depending on how they are placed) between two patrol points. If the player character is within its detection range and the Crab Droid is facing him, the droid will stop for one second before firing two Blaster Bolts horizontally toward the player character, ½ second apart from each other. The Crab Droid can repeat fire after two seconds. If the player character moves out of its detection range, the droid will pursue. If the player character has moved behind the Crab Droid, the droid will take one second to turn and face the player character. Crab Droids are not able to switch between horizontal and vertical orientation.
- **Dwarf Spider Droid**
 Dwarf Spider Droids will crawl horizontally or vertically (depending on how they are placed) between two patrol points. If the player character is within its detection range and the Dwarf Spider Droid is facing him, the droid will stop for two seconds before firing one Blaster Bolt horizontally toward the player character. The Dwarf Spider Droid can repeat fire after two seconds. If the player character moves out of its detection range, the droid will pursue. If the player character has moved behind the Dwarf Spider Droid, the droid will take two seconds to turn and face the player character. Dwarf Spider Droids are not able to switch between horizontal and vertical orientation.
- **Droid Starfighter (a.k.a. Vulture Droid)**
 The Droid Starfighter AI is divided into two parts, used in the two different Stages of the Asteroid Field Level. The first is used to attack the player character's starship head-on in Stage One. The second is used during pursuit through the Asteroid Field in Stage Two. While these two types appear identical, they are actually two distinct object classes.
 - The Droid Starfighter will remain at its placed location until the player character's starship is detected, at which point it will travel along a predefined path while firing a Blaster Bolt horizontally toward the player character's starship every one second. The Droid Starfighter will continue on its predefined path, regardless of hazards, until the end of the path is reached, at which point, the droid will be removed from play.
 - At a scripted time in the Stage, the Droid Starfighter will enter screen left (behind the player) and remain on screen left as it chases the player character's starship. If the Droid Starfighter is at the same vertical location as the player character's starship, the droid will fire one Blaster Bolt. The Droid Starfighter can repeat fire after one second. If the vertical location of

the player character is higher than the droid's vertical location, the Droid Starfighter will move vertically upward, and will likewise move vertically downward otherwise. If the player character's starfighter has reached the end of the Stage, the Droid Starfighter will drop back off screen left.

Collision with asteroids will cause damage to Droid Starfighters as normal.

- **Bodyguard Droid**
The Bodyguard Droid will remain at its placed location until the player character is within detection range and the droid is facing the player character, at which time the droid will travel towards the player character. If the player character is within X pixels, the Bodyguard Droid will attack with its Electrostaff. If the player character is within X pixels at the appropriate time in the attack animation, the player character is considered Hit and will take X damage. Once the attack animation is done, the Bodyguard Droid will play a Block animation, where for one second, it can deflect a lightsaber attack from the front. The Bodyguard Droid will repeat his attack immediately after the Block, unless the player is more than X pixels away, when it will pursue. If the player character moves out of its detection range, it will pursue.
- **Battle Droid**
Battle Droids will patrol horizontally between two patrol points until the player character is within detection range and in front of the droid, at which time the droid will ready itself and after two seconds, fire one Blaster Bolt horizontally toward the player character. The Battle Droid can repeat fire after 1½ seconds. If the player character moves beyond its detection range, the Battle Droid will pursue. If the player character moves behind the Battle Droid, it will take one second to turn and face the player character.
- **Super Battle Droid**
Super Battle Droid will patrol horizontally between two patrol points until the player character is within detection range and in front of the droid, at which time the droid will raise its right arm and after one second fire one Blaster Bolt horizontally toward the player character. The Super Battle Droid can repeat fire after 1 second. If the player character moves beyond its detection range, the Super Battle Droid will pursue. If the player character moves behind the Super Battle Droid, it will take one second to turn and face the player character.

- **Droideka**
Droideka have two distinct states of behavior, one used by default and in pursuit where it is curled up into a disc shape so it can roll quickly, another used for general combat where it stands on three legs and fires. Droideka will remain at their placed location until the player character is within detection range and in front of the droid, at which time, the Droideka will roll between its placed location and a predefined attack point. Once at the attack point, the Droideka will switch to attack state, uncurl to stand on three legs, raise its personal deflector shield and after one second, fire two Blaster Bolts, $\frac{1}{2}$ second apart from each other, horizontally toward the player character. The Droideka can repeat fire after one second. If the player character moves beyond its detection range, the Droideka will switch back to a default state, lowering its deflector shield, curling up and after one second, pursue. If the player character moves behind the Droideka, it will take two seconds to turn and face the player character. The Droideka personal deflector shield begins with a strength of X.

8.4 Bosses

- **Asajj Ventress**
Asajj Ventress enters from above off screen and lands facing the player character at a distance of 160 pixels. She displays a special flashy and imposing swordplay maneuver with her two lightsabers for two seconds, after which she will advance toward the player character. During the flashy swordplay maneuver, she is able to block a lightsaber attack. If Asajj Ventress is within X pixels and facing the player character, she will attack with both lightsabers after one second. She can repeat attack after one second, but in the interim, she will play a Block animation and is able to block a lightsaber attack. If the player character moves beyond X pixels from her and is still in front of her, she will advance and attack again. If the player character moves behind her, she will continue to move forward to a location 80 pixels from the edge of the screen, where she will turn and display the same flashy swordplay maneuver before repeating the attack. If Asajj Ventress is defeated, instead of dying, she will jump away from the player character, or if closer than 80 pixels to the edge of the screen, jump over the player character, and perform a Force Jump up and off screen.
- **General Grievous**
General Grievous is flying his modified starship fighter and attempting to prevent the player character's starship from reaching the planet where the secret Separatist droid factory is based. He will enter from screen right and remain at a distance of 80 pixels from screen right. After two seconds, he will fire two Blaster Bolts horizontally toward the player character's starship. Once the bolts have fired, General Grievous will move vertically to match the vertical position of the player character. If he is within 80 pixels of the vertical location of the player character, he will fire two Blaster Bolts, $\frac{1}{2}$ second apart, horizontally toward the player character's starship. He can repeat fire after one second. After firing with Blasters four times, General Grievous will move to a vertical location nearest to the vertical location of the player character's starship, but

within 80 pixels of screen center, at which time, it will stop for one second and fire another two Blaster Bolts to repeat. General Grievous' starship has a deflector shield with a strength of X. Once defeated, instead of dying, General Grievous will move forward past the player character's starship and off screen left.

- Count Dooku

Count Dooku will remain at his placed location until the player character approaches to a distance of 160 pixels at which time he will jump towards the player character. After landing, if the player character is more than X pixels away, he will advance on the player character. If within X pixels from the player character, he will attack with his lightsaber after one second. Count Dooku can repeat attack after one second, during which time he will play a Block animation and is able to block a lightsaber attack from the front. If the player character moves behind him, he will turn and jump back away from the player character before continuing. If he is Hit, Count Dooku will pause for one second before jumping toward (possibly over) the player character and continuing. If defeated, instead of dying, Count Dooku will turn away and run off screen.

- Ultra Droideka

Like Droideka, the Ultra Droideka prototype has two distinct states of behavior, one where it rolls in a ball, another where it stands on four legs, raises a deflector shield and attacks. Because of the size of the Ultra Droideka, it does not fit within the screen view in its entirety, but instead is seen in segments. This means the battle will take place in sections, first on the floor, then up on a platform closer to its head, then back down on the floor. The Ultra Droideka battle will begin with a two second camera shake, indicating the sheer mass of the approaching droid. While the screen continues to shake, the massive droid will then roll through the screenspace, Hitting the player character unless he has ducked in one of the small depressions in the floor. After the droid rolls off screen, the screen will continue to shake for two seconds. After two seconds of silence and stability, the Ultra Droideka will return going the opposite direction, beginning with a two second camera shake and repeating as before. This stage will continue as the player character reaches a lift to an upper platform, when the Ultra Droideka will continue rolling until it is off screen right and the camera shake stops.

The second section begins once the player character has reached the upper platform, where there is no direct contact or collision with the droid. The Ultra Droideka will roll on the lower floor until it has reached the screen center, where it will uncurl, raise its deflector shield and fire a large Blaster Bolt horizontally toward the player. The Ultra Droideka can repeat fire after two seconds. If the player character moves beyond 320 pixels from the droid, it will lower its deflector shield, curl back up and roll toward the player to repeat. If the player character moves behind the Ultra Droideka, it will lower its deflector shield, curl back up and roll forward off screen, where after four seconds, it will return to face the player and repeat. This continues until the player character has reached three factory defense controls, where the player character can lower the

defenses and make way for Clone Troopers to infiltrate the area and attack the Ultra Droideka. Clone Troopers will continuously appear from above off screen and lower on repelling lines to reach the upper platform and begin to attack the droid. At this time, the Ultra Droideka will enter a final section of attack. In the final section of attack, the Ultra Droideka will remain in its uncurled state, with its deflector shields up and firing its blaster cannon as normal to hit any characters on the upper platform. It will also slowly retreat back toward the lift the player character used to get to the upper platform. If the player character moves behind the droid, it will continue to attack, facing the Clone Troopers and ignore the player character. If the player character reaches the lift and lowers back to the floor, the four crab-like legs of the Ultra Droideka can be seen walking slowly back and fourth from screen edge to screen edge. Direct collision is again possible between the player character and the Ultra Droideka. The deflector shield bubble of the Ultra Droideka does not extend beyond the floor altitude, so the weakness of the design is now visible. The small depressions in the floor can again protect the player character as the droid walks overhead. Then the player character can emerge within the deflector shield bubble and attack the Ultra Droideka directly. The player character can be Hit by the deflector shield edge or by the foreground two legs as they move. The player character is able to Hit the Ultra Droideka underneath its two abdomen sections by using a Jump Attack. Once each abdomen section has taken X damage, it will spark, smoke and otherwise display a destroyed state. Once both abdomen sections are destroyed, the Ultra Droideka's deflector shield will lower permanently. The player character is able to again duck in a small depression in the floor in order to avoid the massive droid's legs and reach the lift to ride it back up to the upper platform. Once on the upper platform, the droid will turn to face the player character and the player character can freely join the Clone Troopers in attacking the Ultra Droideka, as direct contact and collision with the droid is still enabled. The player character is able to attack the head of the Ultra Droideka with a Jump Attack. Once the Ultra Droideka has taken five Hits by the player character, the droid will stop, the head will explode, electricity will crawl along the pieces of the droid for four seconds, and then smoke will rise from various parts of the now disabled droid. The Clone Troopers will stop their attack and play a celebration animation, as will the player character.

9.0 Design Considerations

9.1 Level Design Considerations

- Shape
- Color
- Texture
- Lighting
- Sound
- Movement
- Special Effects
- Notes
 - Place Control Panels away from enemies and hazards, so as to give player's a brief time of safety upon respawn and to clearly delineate any opportunities to Interact with the panel

9.2 Character Design Considerations

- Shape
- Color
- Movement
- Attitude / Behavior
- Sound
- Special Effects

9.3 Curricular Gadget Design Considerations

- Of the Star Wars: Clone Wars universe
- Curriculum is King
- Adaptable to any of the Level locations
- Use of guides to minimize accidental wrong answers
- Controls more knowledge-based than skill-based
- More than one question per Gadget session

9.4 Cut Scene Design Considerations

- Maintain character profiles and dialogue of the Star Wars universe
- Keep it as brief as possible
- Simply lead from previous setting and situation to the next
- Explain the story of this title clearly
- Reuse in-game elements for backgrounds, Intro and "Out-tro" shots
- Faithfully and respectfully add to the Star Wars saga without interfering

10.0 Player Help

10.1 Survival Tips

- Keep an eye on your Force Meter. If it gets too low, you won't be able to perform Force Moves. Collect Lightsaber Crystals to get a Force boost and try to use the Force sparingly to keep your Force Meter up.
- Collect all the Lightsaber Crystals you can. They will provide a boost to your Force meter. Collecting 10 will give you a bonus extra life.
- Watch the traps or hazards to see how they move. Once you know what they do, you'll have a better chance of fighting or dodging them.

10.2 Curricular Gadget Hints

- Listen to the instructions at the start of the gadget.
- Press the Hint button once to hear the instructions repeated. Press Hint again to hear a tutorial for the type of question asked.

11.0 Special Level Object Definitions

11.1 Level One Objects

- Zip Line
- Zip Line Handle
- Vine Lift
- Rope Bridge
- Breakaway Platform
- Non-Dynamic Background Objects

11.2 Level Two Objects

- Elevator Lift
- Elevator Doors
- Non-breakable Storage Crate
- Breakable Storage Crate
- Open Power Conduit
- Repulsor Lift
- Non-Dynamic Background Objects

11.3 Level Three Objects

- Asteroid, Small
- Asteroid, Medium
- Asteroid, Large
- Non-Dynamic Background Objects

11.4 Level Four Objects

- Security Holocam
- Security Blaster Turret
- Crane Arm
- Conveyor Belt
- Droid Parts Bin
- Robotic Welding Arm
- Trap Door
- Trigger Panel
- Non-Dynamic Background Objects

11.5 Special Level Object Notes

- All dynamic objects will reset if more than 1 ½ screens away from the player character.

12.0 Boss Component Definitions

12.1 Level Four Boss (Ultra Droideka)

- Ultra Droideka Head
- Ultra Droideka Shoulder Assembly
- Ultra Droideka Heavy Blaster Cannon Arm
- Ultra Droideka Back Plate
- Ultra Droideka Spine
- Ultra Droideka Abdomen
- Ultra Droideka Legs
- Ultra Droideka Deflector Shield
- Ultra Droideka Blaster Bolt

- Ultra Droideka Disc

- Ultra Droideka Deployed 1/4
- Ultra Droideka Deployed Half
- Ultra Droideka Deployed 3/4

- Ultra Droideka Explosion EFX
- Ultra Droideka Electrical EFX
- Ultra Droideka Debris
- Ultra Droideka Smoke

12.2 Boss Component Notes

- Use linked sprite objects for the various components.

13.0 Asset List

13.1 Character Animation

- ANIM_ANAKIN_IDLE
 - ANIM_ANAKIN_RUN
 - ANIM_ANAKIN_JUMP_FALL
 - ANIM_ANAKIN_DUCK
 - ANIM_ANAKIN_HANG
 - ANIM_ANAKIN_ATTACK_1
 - ANIM_ANAKIN_ATTACK_2
 - ANIM_ANAKIN_SPECIAL_ATTACK_1
 - ANIM_ANAKIN_SPECIAL_ATTACK_2
 - ANIM_ANAKIN_RUN_ATTACK
 - ANIM_ANAKIN_JUMP_ATTACK
 - ANIM_ANAKIN_DUCK_ATTACK
 - ANIM_ANAKIN_HANG_DEFLECT
 - ANIM_ANAKIN_FORCE_STUN_FORCE_PUSH
 - ANIM_ANAKIN_FORCE_DEFLECT
 - ANIM_ANAKIN_HIT
 - ANIM_ANAKIN_DEATH
 - ANIM_ANAKIN_DEATH_WITHOUT_SABER
 - ANIM_ANAKIN_CELEBRATION
-
- ANIM_OBIWAN_IDLE
 - ANIM_OBIWAN_RUN
 - ANIM_OBIWAN_JUMP_FALL
 - ANIM_OBIWAN_DUCK
 - ANIM_OBIWAN_HANG
 - ANIM_OBIWAN_ATTACK_1
 - ANIM_OBIWAN_ATTACK_2
 - ANIM_OBIWAN_SPECIAL_ATTACK_1
 - ANIM_OBIWAN_SPECIAL_ATTACK_2
 - ANIM_OBIWAN_RUN_ATTACK
 - ANIM_OBIWAN_JUMP_ATTACK
 - ANIM_OBIWAN_DUCK_ATTACK
 - ANIM_OBIWAN_HANG_DEFLECT
 - ANIM_OBIWAN_FORCE_STUN_FORCE_PUSH
 - ANIM_OBIWAN_FORCE_DEFLECT
 - ANIM_OBIWAN_HIT
 - ANIM_OBIWAN_DEATH
 - ANIM_OBIWAN_DEATH_WITHOUT_SABER
 - ANIM_OBIWAN_CELEBRATION
-
- ANIM_R2D2_IDLE

- ANIM_R2D2_ROLL
- ANIM_R2D2_CONDUIT_CONNECT
- ANIM_R2D2_CELEBRATION
- ANIM_R2D2_EXCLAMATION

- ANIM_R4P17_IDLE
- ANIM_R4P17_ROLL
- ANIM_R4P17_CONDUIT_CONNECT
- ANIM_R4P17_CELEBRATION
- ANIM_R4P17_EXCLAMATION

- ANIM_CLONE_TROOPER_IDLE
- ANIM_CLONE_TROOPER_RUN
- ANIM_CLONE_TROOPER_DUCK
- ANIM_CLONE_TROOPER_ATTACK
- ANIM_CLONE_TROOPER_HIT
- ANIM_CLONE_TROOPER_DEATH
- ANIM_CLONE_TROOPER_CELEBRATION

- ANIM_PROBE_DROID_FLY
- ANIM_PROBE_DROID_FRONTAL
- ANIM_PROBE_DROID_DEATH
- ANIM_CRAB_DROID_IDLE
- ANIM_CRAB_DROID_FRONTAL
- ANIM_CRAB_DROID_CRAWL
- ANIM_CRAB_DROID_ATTACK
- ANIM_CRAB_DROID_HIT
- ANIM_CRAB_DROID_DEATH
- ANIM_SPIDER_DROID_IDLE
- ANIM_SPIDER_DROID_FRONTAL
- ANIM_SPIDER_DROID_CRAWL
- ANIM_SPIDER_DROID_ATTACK
- ANIM_SPIDER_DROID_HIT
- ANIM_SPIDER_DROID_DEATH
- ANIM_BODYGUARD_DROID_IDLE
- ANIM_BODYGUARD_DROID_WALK
- ANIM_BODYGUARD_DROID_FRONTAL
- ANIM_BODYGUARD_DROID_BLOCK
- ANIM_BODYGUARD_DROID_ATTACK
- ANIM_BODYGUARD_DROID_HIT
- ANIM_BODYGUARD_DROID_DEATH
- ANIM_BATTLE_DROID_IDLE
- ANIM_BATTLE_DROID_WALK
- ANIM_BATTLE_DROID_FRONTAL

- ANIM_BATTLE_DROID_ATTACK
 - ANIM_BATTLE_DROID_HIT
 - ANIM_BATTLE_DROID_DEATH
 - ANIM_BATTLE_DROID_CHAT
 - ANIM_SUPER_BATTLE_DROID_IDLE
 - ANIM_SUPER_BATTLE_DROID_WALK
 - ANIM_SUPER_BATTLE_DROID_FRONTAL
 - ANIM_SUPER_BATTLE_DROID_ATTACK
 - ANIM_SUPER_BATTLE_DROID_HIT
 - ANIM_SUPER_BATTLE_DROID_DEATH
 - ANIM_DROIDEKA_IDLE
 - ANIM_DROIDEKA_ROLL
 - ANIM_DROIDEKA_UNCURL
 - ANIM_DROIDEKA_FRONTAL
 - ANIM_DROIDEKA_ATTACK
 - ANIM_DROIDEKA_HIT
 - ANIM_DROIDEKA_DEATH
-
- ANIM_DOOKU_IDLE
 - ANIM_DOOKU_RUN
 - ANIM_DOOKU_JUMP
 - ANIM_DOOKU_ATTACK_1
 - ANIM_DOOKU_ATTACK_2
 - ANIM_DOOKU_FORCE_BLOCK
 - ANIM_DOOKU_HIT
 - ANIM_VENTRESS_IDLE
 - ANIM_VENTRESS_RUN
 - ANIM_VENTRESS_JUMP
 - ANIM_VENTRESS_FORCE_JUMP
 - ANIM_VENTRESS_ATTACK_1
 - ANIM_VENTRESS_ATTACK_2
 - ANIM_VENTRESS_BLOCK
 - ANIM_VENTRESS_FLASHY_MOVE
 - ANIM_VENTRESS_HIT
-
- ANIM_ULTRA_DROIDEKA_ROLL
 - ANIM_ULTRA_DROIDEKA_UNCURL
 - ANIM_ULTRA_DROIDEKA_WALK
 - ANIM_ULTRA_DROIDEKA_CRIPPLED_WALK
 - ANIM_ULTRA_DROIDEKA_TURN
 - ANIM_ULTRA_DROIDEKA_FIRE
 - ANIM_ULTRA_DROIDEKA_SHIELD_UP
 - ANIM_ULTRA_DROIDEKA_SHIELD_DOWN
 - ANIM_ULTRA_DROIDEKA_DAMAGE_1

- ANIM_ULTRA_DROIDEKA_DAMAGE_2
- ANIM_ULTRA_DROIDEKA_DESTROY

13.2 Vehicle Animation

- ANIM_JEDI_STARFIGHTER_CRUISE
- ANIM_JEDI_STARFIGHTER_ACCELERATE
- ANIM_JEDI_STARFIGHTER_LEFT_1
- ANIM_JEDI_STARFIGHTER_LEFT_2
- ANIM_JEDI_STARFIGHTER_RIGHT_1
- ANIM_JEDI_STARFIGHTER_RIGHT_2
- ANIM_JEDI_STARFIGHTER_DESTROY
- ANIM_Y_WING_STARFIGHTER_CRUISE
- ANIM_Y_WING_STARFIGHTER_ACCELERATE
- ANIM_Y_WING_STARFIGHTER_LEFT_1
- ANIM_Y_WING_STARFIGHTER_LEFT_2
- ANIM_Y_WING_STARFIGHTER_RIGHT_1
- ANIM_Y_WING_STARFIGHTER_RIGHT_2
- ANIM_Y_WING_STARFIGHTER_DESTROY
- ANIM_DROID_STARFIGHTER_CRUISE
- ANIM_DROID_STARFIGHTER_LEFT_1
- ANIM_DROID_STARFIGHTER_LEFT_2
- ANIM_DROID_STARFIGHTER_RIGHT_1
- ANIM_DROID_STARFIGHTER_RIGHT_2
- ANIM_DROID_STARFIGHTER_DESTROY
- ANIM_GRIEVOUS_STARFIGHTER_CRUISE
- ANIM_GRIEVOUS_STARFIGHTER_ACCELERATE
- ANIM_GRIEVOUS_STARFIGHTER_LEFT_1
- ANIM_GRIEVOUS_STARFIGHTER_LEFT_2
- ANIM_GRIEVOUS_STARFIGHTER_RIGHT_1
- ANIM_GRIEVOUS_STARFIGHTER_RIGHT_2
- ANIM_GRIEVOUS_STARFIGHTER_DESTROY

13.3 Object Animation

- ANIM_BLAST_DOOR
- ANIM_OPEN_POWER_CONDUIT
- ANIM_CONTROL_PANEL_IDLE
- ANIM_CONTROL_PANEL_ACTIVATE
- ANIM_ELEVATOR_DOORS
- ANIM_SIDE_DOOR_LEVEL_ONE
- ANIM_SIDE_DOOR_LEVEL_TWO
- ANIM_SIDE_DOOR_LEVEL_FOUR

- ANIM_BRANCH_SMALL
- ANIM_BRANCH_LARGE
- ANIM_LEAF_FALLING
- ANIM_FLYING_AMBIENT_CREATURE

- ANIM_ASTEROID_SMALL
- ANIM_ASTEROID_MEDIUM
- ANIM_ASTEROID_LARGE

- ANIM_SECURITY_HOLOCAM
- ANIM_SECURITY_TURRET_IDLE
- ANIM_SECURITY_TURRET_FIRE
- ANIM_CRANE_ARM_GRAB
- ANIM_ROBOTIC_WELDING_ARM_WELD
- ANIM_CONVEYOR_BELT
- ANIM_TRAP_DOOR

13.4 EFX Animation

- ANIM_EFX_LIGHTSABER_HIT
- ANIM_EFX_LIGHTSABER_FLARE
- ANIM_EFX_BLASTER_HIT
- ANIM_EFX_EXPLOSION_SMALL
- ANIM_EFX_EXPLOSION_LARGE
- ANIM_EFX_ELECTRICAL_SHORT
- ANIM_EFX_STEAM_PLUME
- ANIM_EFX_SMOKE_PLUME
- ANIM_EFX_FIRE_SMALL
- ANIM_EFX_FIRE_LARGE
- ANIM_EFX_DEFLECTOR_SHIELD_FLASH

- ANIM_EFX_LIGHTSABER_CRYSTAL_IDLE
- ANIM_EFX_LIGHTSABER_CRYSTAL_COLLECT
- ANIM_EFX_MEDICAL_KIT_IDLE
- ANIM_EFX_MEDICAL_KIT_COLLECT
- ANIM_EFX_POWER_UP_IDLE
- ANIM_EFX_POWER_UP_COLLECT
- ANIM_EFX_FORCE_BIT

- ANIM_EFX_LOW_HEALTH_FLASH
- ANIM_EFX_MEDICAL_KIT_FLASH
- ANIM_EFX_LOW_FORCE_FLASH
- ANIM_EFX_CRYSTAL_COLLECT_FLASH
- ANIM_EFX_BADGE_ACHIEVEMENT_FLASH
- ANIM_EFX_INCOMING_COMM_PORTRAIT

- ANIM_EFX_TRANSITION_WIPE_1
 - ANIM_EFX_TRANSITION_WIPE_2
 - ANIM_EFX_TRANSITION_WIPE_3
 - ANIM_EFX_TRANSITION_WIPE_4
 - ANIM_EFX_PAIN_FLASH
 - ANIM_EFX_FORCE_FLASH
-
- ANIM_EFX_GADGET_DIALOGUE_TRANSITION
 - ANIM_EFX_GADGET_SHIELD_IDLE
 - ANIM_EFX_GADGET_SHIELD_DISABLED
 - ANIM_EFX_GADGET_GENERATOR_DISABLED
 - ANIM_EFX_GADGET_GENERATOR_SHORT
 - ANIM_EFX_GADGET_HAND_IDLE
 - ANIM_EFX_GADGET_HAND_ACTIVE
 - ANIM_EFX_CONTROL_PANEL_ACCESS
 - ANIM_EFX_CONTROL_PANEL_SHORT

13.5 Cut Scene Animation

- ANIM_CS_GAME_INTRO
- ANIM_CS_LEVEL_ONE_INTRO
- ANIM_CS_LEVEL_ONE_BOSS
- ANIM_CS_LEVEL_TWO_INTRO
- ANIM_CS_LEVEL_TWO_BOSS
- ANIM_CS_LEVEL_THREE_INTRO
- ANIM_CS_LEVEL_THREE_BOSS
- ANIM_CS_LEVEL_FOUR_INTRO
- ANIM_CS_LEVEL_FOUR_BOSS
- ANIM_CS_GAME_END

13.6 Portrait Art

- ART_PORT_ANAKIN_FRONT
- ART_PORT_ANAKIN_SHOULDER
- ART_PORT_OBIWAN_FRONT
- ART_PORT_OBIWAN_SHOULDER
- ART_PORT_DOOKU_FRONT
- ART_PORT_DOOKU_SHOULDER
- ART_PORT_VENTRESS_FRONT
- ART_PORT_VENTRESS_SHOULDER
- ART_PORT_GRIEVOUS_FRONT
- ART_PORT_GRIEVOUS_SHOULDER
- ART_PORT_ULTRA_DROIDEKA
- ART_PORT_YODA_FRONT
- ART_PORT_YODA_SHOULDER

13.7 Background Art

- ART_BG_LEVEL_1_*
- ART_BG_LEVEL_2_*
- ART_BG_LEVEL_3_*
- ART_BG_LEVEL_4_*

13.8 Object Art

- ART_OBJ_ELEVATOR_LIFT
- ART_OBJ_REPULSOR_LIFT
- ART_OBJ_CRATE_SMALL
- ART_OBJ_CRATE_LARGE
- ART_OBJ_CRATE_FRAGMENTS

- ART_OBJ_ZIP_LINE
- ART_OBJ_ZIP_LINE_HANDLE
- ART_OBJ_VINE_LIFT
- ART_OBJ_ROPE_BRIDGE
- ART_OBJ_PLATFORM
- ART_OBJ_PLATFORM_FRAGMENTS

- ART_OBJ_GAS_CLOUD
- ART_OBJ_PLANET

- ART_OBJ_CRANE_ARM
- ART_OBJ_DROID_PARTS_BIN
- ART_OBJ_ROBOTIC_WELDING_ARM
- ART_OBJ_TRIGGER_PANEL

13.9 GUI / HUD Graphics

- ART_GUI_TITLE_SCREEN
- ART_GUI_MAIN_MENU
- ART_GUI_OPTIONS_MENU
- ART_GUI_CONTROLLER_MAP
- ART_GUI_CREDITS
- ART_GUI_ACHIEVEMENT_SCREEN
- ART_GUI_MICROMODS_SCREEN
- ART_GUI_LEVEL_SELECT_SCREEN
- ART_GUI_PAUSE_SCREEN
- ART_GUI_CHARACTER_SELECT

- ART_HUD_PORTRAIT_ANAKIN
- ART_HUD_PORTRAIT_OBIWAN
- ART_HUD_PORTRAIT_DOOKU
- ART_HUD_PORTRAIT_VENTRESS

- ART_HUD_PORTRAIT_GRIEVOUS
- ART_HUD_PORTRAIT_ULTRA_DROIDEKA

- ART_HUD_PORTRAIT_R2D2
- ART_HUD_PORTRAIT_R4P17
- ART_HUD_PORTRAIT_CLONE_TROOPER
- ART_HUD_PORTRAIT_CLONE_TROOPER_PILOT

- ART_HUD_PORTRAIT_TITLE_ANAKIN
- ART_HUD_PORTRAIT_TITLE_OBIWAN
- ART_HUD_PORTRAIT_TITLE_DOOKU
- ART_HUD_PORTRAIT_TITLE_VENTRESS
- ART_HUD_PORTRAIT_TITLE_GRIEVOUS
- ART_HUD_PORTRAIT_TITLE_ULTRA_DROIDEKA

- ART_HUD_PORTRAIT_FRAME
- ART_HUD_HEALTH_METER
- ART_HUD_FORCE_METER
- ART_HUD_SHIELD_METER
- ART_HUD_LIFE_COUNT
- ART_HUD_SCORE
- ART_HUD_LIGHTSABER_CRYSTAL_COUNT

- ART_HUD_BOSS_PORTRAIT_FRAME
- ART_HUD_BOSS_HEALTH_METER

- ART_HUD_BADGE_ACHIEVEMENT_OVERLAY
- ART_HUD_GAME_OVER_OVERLAY

- ART_HUD_STAR_WARS_TITLE_LOGO

- ART_HUD_DIALOGUE_WINDOW
- ART_HUD_SKIP_BUTTON_GRAPHIC
- ART_HUD_LETTERBOX_FRAME

- ART_HUD_GADGET_SELECTION_BOX
- ART_HUD_GADGET_SELECTION_BOX_HILITE
- ART_HUD_GADGET_SHIELD_GENERATOR
- ART_HUD_GADGET_CONTROL_PANEL
- ART_HUD_GADGET_CONTROL_PANEL_HILITE

13.10 Sound EFX

- SFX_PC_STEP
- SFX_PC_JUMP

- SFX_PC_ATTACK_1
 - SFX_PC_ATTACK_2
 - SFX_PC_SPECIAL_ATTACK_1
 - SFX_PC_SPECIAL_ATTACK_2
 - SFX_PC_HIT
 - SFX_PC_DEATH
 - SFX_PC_CELEBRATION_ANAKIN
 - SFX_PC_CELEBRATION_OBIWAN
 - SFX_PC_FORCE_PUSH
 - SFX_PC_FORCE_DEFLECT
 - SFX_PC_FORCE_JUMP
 - SFX_PC_FORCE_THROW
-
- SFX_COMP_R2D2_IDLE_CHAT_1
 - SFX_COMP_R2D2_IDLE_CHAT_2
 - SFX_COMP_R2D2_CELEBRATION
 - SFX_COMP_R2D2_EXCLAMATION_1
 - SFX_COMP_R2D2_EXCLAMATION_2
 - SFX_COMP_R4P17_IDLE_CHAT_1
 - SFX_COMP_R4P17_IDLE_CHAT_2
 - SFX_COMP_R4P17_CELEBRATION
 - SFX_COMP_R4P17_EXCLAMATION_1
 - SFX_COMP_R4P17_EXCLAMATION_2
-
- SFX_ALLY_ATTACK
 - SFX_ALLY_HIT
 - SFX_ALLY_DEATH
 - SFX_ALLY_CELEBRATION
 - SFX_ALLY_EXCLAMATION
-
- SFX_BATTLEDROID_EXCLAMATION_1
 - SFX_BATTLEDROID_EXCLAMATION_2
 - SFX_BATTLEDROID_EXCLAMATION_3
 - SFX_BATTLEDROID_EXCLAMATION_4
-
- SFX_BOSS_VENTRESS_DEFEAT
 - SFX_BOSS_DOOKU_DEFEAT
 - SFX_BOSS_GRIEVOUS_DEFEAT
-
- SFX_DRIOD_HOVER
 - SFX_DROID_STEP
 - SFX_DRIOD_STEP_HEAVY
 - SFX_DROIDEKA_ROLL
 - SFX_DROIDEKA_DEPLOY

- SFX_DROID_HIT_1
- SFX_DROID_HIT_2
- SFX_DROID_DESTROY_1
- SFX_DROID_DESTROY_2

- SFX_WEAPON_BLASTER_FIRE_LIGHT
- SFX_WEAPON_BLASTER_FIRE_MEDIUM
- SFX_WEAPON_BLASTER_FIRE_HEAVY
- SFX_WEAPON_BLASTER_HIT
- SFX_LIGHTSABER_HIT_1
- SFX_LIGHTSABER_HIT_2
- SFX_LIGHTSABER_HIT_3
- SFX_LIGHTSABER_ACTIVATE
- SFX_LIGHTSABER_DEACTIVATE
- SFX_ELECTROSTAFF_HIT

- SFX_VEHICLE_JEDI_ACCELERATE
- SFX_VEHICLE_JEDI_DECELERATE
- SFX_VEHICLE_TROOPER_ACCELERATE
- SFX_VEHICLE_TROOPER_DECELERATE
- SFX_DROID_STARFIGHTER_ACCELERATE
- SFX_DROID_STARFIGHTER_DECELERATE
- SFX_GRIEVOUS_ACCELERATE
- SFX_GRIEVOUS_DECELERATE

- SFX_LIGHTSABER_CRYSTAL_COLLECT
- SFX_POWER_UP_COLLECT
- SFX_FORCE_BIT_COLLECT

- SFX_CONTROL_PANEL_ACTIVATE

- SFX_ELEVATOR_MOVE
- SFX_LIFT_MOVE
- SFX_BLAST_DOOR
- SFX_POWER_CONDUIT
- SFX_AMBIENT_CREATURE
- SFX_MACHINERY_AMBIENT_LOOP
- SFX_INDOOR_AMBIENT_LOOP
- SFX_HYDRAULIC_MACHINE
- SFX_DEFLECTOR_SHIELD_ACTIVATE
- SFX_DEFLECTOR_SHIELD_DEACTIVATE
- SFX_CAMERA_SIREN

- SFX_GUI_CLICK_SELECT

- SFX_GUI_BACK_DESELECT
- SFX_GUI_START
- SFX_ACHIEVEMENT_DITTY
- SFX_WARNING_BUZZ
- SFX_LOW_HEALTH
- SFX_LOW_FORCE
- SFX_COMM_INCOMING
- SFX_HINT_INDICATOR
- SFX_EXPLOSION_SMALL
- SFX_EXPLOSION_LARGE
- SFX_ELECTRICAL_SHORT

13.11 Music

- MUS_SPLASH_SCREEN
- MUS_CS_STORY_INTRO
- MUS_CS_LEVEL_ONE
- MUS_CS_LEVEL_TWO
- MUS_CS_LEVEL_THREE
- MUS_CS_LEVEL_FOUR
- MUS_CS_STORY_END
- MUS_LEVEL_ONE
- MUS_LEVEL_TWO
- MUS_LEVEL_THREE
- MUS_LEVEL_FOUR
- MUS_CG_LEVEL_ONE
- MUS_CG_LEVEL_TWO
- MUS_CG_LEVEL_FOUR
- MUS_CG_SUCCESS
- MUS_CG_FAILURE
- MUS_BOSS_DEFEATED
- MUS_CREDITS
- MUS_GAME_OVER
- MUS_LUCAS

14.0 Appendix A (Change Log)

9-19-07 GS: Integrated LeapFrog Comments post M3.

- Camera Behavior clarified as a standard 2D Platformer.
- Switched Level One (now Kashyyyk) and Level Two (now Banking Clan Ship).
- Level Two (Banking Clan Ship) increased difficulty overall, including Droideka.
- Replaced C-3PO Companion NPC with R4-P17.
- Added Main Menu option Return to Base.
- Split Achievements and Upgrades screen into two: Microdownloads and Achievements, with Achievements stemming from Options.
- Cut all damage handling penalties for Player's starship in Level 3.
- Replaced Force Stealth player ability with Force Throw.
- Hanging controls changed to automatically hang until Jump button pressed again.
- Subsection 5.12 Audio Priorities added with priorities defined.
- Section 18.0 Micro Download Component List added with initial information.
- Fast-Track Calibration cut from Curricular Auto-Leveling.
- Added ANIM_EFX_DEFLECTOR_SHIELD_FLASH to Asset List for Level 3.
- Added SFX assets for Battle Droid exclamations and Boss defeat phrases.
- Added SFX assets for Deflector Shield activation / deactivation.
- Added Object Animation assets for Side Doors in Levels One, Two and Four.
- Version changed to vM4_v00.

10-11-07 GS: Integrated LeapFrog Comments post M4.

- Curricular Gadget Definitions (Types 1-3) revised.
- WOWs, Bolts and MicroDownloads now Badges, Bitz and Micromods, respectively.
- Lightning product name now Didj.
- Cut Scene Mechanics revised to define letterbox frame as 180 pixels tall.
- Version changed to vM4_v01.

11-16-07 GS: Integrated LeapFrog Comments post M5.

- Version changed to M6_v02.

12-18-07 GS: Integrated LeapFrog Comments post M6.

- Target market age range changed from 8-10 to 6-9.
- Badjes name changed to Badges. Achievements screen now called Badges.
- Badges screen now accessible from the Main Menu, instead of the Options screen.
- Micromod Component List defined with available details.
- Version changed to M7_v03.

1-22-08 GS: Integrated LeapFrog Comments post M7.

- Removed score value for Force Boost powerup, which was already cut.
- Title of product changed to "Star Wars: Clone Wars: Masters of the Force".
- Version changed to M7_v04.

2-5-08 GS: Integrated changes reflected in gameplay demonstration.

- Title-specific Pause Screen GUI element removed.
- Stated splash screen and demonstration timing adjusted.
- Autosave definition revised.
- Collection powerup Force Bit added.
- Level Walkthrough changed to reflect Companion pairing.
- Camera shake camera behaviors defined.
- Pain Flash and Force Flash camera behavior defined.
- “Super” attacks defined for player characters.
- Blaster bolt deflection period added to each attack.
- TriggerPanel level object listed.
- Scoring updated to reflect per-droid score value. Multiple enemy bonus removed.
- Jedi Bonus revised to be, “Complete the Stage without dying = 750 Points”.
- Version changed to M8_v05.

2-14-08 GS: Integrated comments and changes post demonstration.

- Added Force Bit Collect and Camera Siren sound efx assets.
- Removed Level Objects Rope Bridge and Falling Platforms.
- Deflector Shield HUD, mechanics removed as unnecessary.
- Version changed to M8_v06.

2-25-08 GS: Integrated LeapFrog comments pre M8.

- Defined Lightsaber Crystal collection to give a 50% Force boost.
- Version changed to M8_v07.

3-4-08 GS: Integrated LeapFrog comments pre M8.

- Removed enemy contact from conditions of PC Hit in Player Metrics.
- Specific numbers of control panels and power ups removed from Level Walkthrough descriptions.
- Version changed to M8_v08.

3-11-08 GS: Integrated LeapFrog comments post Alpha.

- Removed specific lightsaber crystal count from Badge descriptions.
- Version changed to M9_v09.

15.0 Appendix B (Choose Your Own: CYO)

15.1 CYO Summary

Choose your own curriculum is a Didj-only feature that allows some level of customization over the curriculum the user's child is exposed to via configuration on the PC / Web. This offering is not considered part of "Learning Path".

15.2 CYO Mechanics

(Please refer to LeapFrog document: Didj CYO Concept V5 Final)

15.3 CYO Data Types

- Log Header: The user id/name is saved in the log file's header.
- UserLogIn: The user logged in.
- UserLogOut: The user logged out. The method of logout is captured.
- TitleStart: A game started. The game ID is captured.
- TitleExit: The game exited. The method of exit captured.
- NavAreaStart: A menu screen or area was entered. The ID is captured.
- NavAreaExit:
- ActivityStart: An activity started. The activity ID is captured.
- ActivityExit: The activity exited. The exit method is captured.
- LevelUp: This indicates the curricular difficulty has been increased. The new level ID is saved.
- LevelDown: This indicates the curricular difficulty has been decreased. The new level ID is saved.
- RewardEarned: This specifies the type and amount of an administered reward.
- HintRequest: The user pressed the hint button to play tutorial.
- HelpRequest: The user requested game-specific gameplay help.
- Pause/Unpause:
- CorrectAnswer: The QuestionID and question-specific parameter string are provided.
- WrongAnswer: The QuestionID and question-specific parameter string are provided.
- SemiCorrectAnswer: The QuestionID and question-specific parameter string are provided.
- LowBatteryWarning: The user was presented with a low-battery warning.

16.0 Appendix C (Logging)

16.1 Logging Summary

A variety of Leapfrog connected devices perform logging. As the user interacts with the device, the application logs certain events. Later, when the user connects their device to the PC, these files are uploaded to the PC Application. Log files are also uploaded to the Leapfrog website. The logged information is used to provide critical information for Learning Path, as well as to provide a rich data set for marketing and efficacy research.

16.2 Logging Mechanics

(Please refer to LeapFrog documentation: Logging Overview)

17.0 Appendix D (Localization)

17.1 Localization Summary

17.2 Localization Mechanics

18.0 Micromod Component List

18.1 Summary

Micromod components can be activated by spending achieved Bitz points. Once activated, the player can choose to enable or disable each component individually.

For Didj Year-One titles, all Micromod components will actually be “unlockable” items that already reside on the cart. From the LeapFrog website, what is downloaded is simply a key to unlock the component and make it active for the title.

18.2 Component List

- Yoda’s Words Of Wisdom
- Count Dooku’s Taunts
- Battle Droid Chatter
- Anakin Skywalker’s Thoughts
- Obi-Wan Kenobi’s Advice
- Anakin’s Celebration
- Obi-Wan’s Celebration

18.3 Component Priorities

Due to limitations of memory space for this title, a priority is associated with each Micromod component to address what is included and excluded from the final product.

If a priority listing is not provided by LeapFrog and memory limitations present a situation whereby not all components can fit on the title, Realtime Associates has been granted authority by LeapFrog to cut elements from the design as necessary, while still providing the title with the maximum value in overall Micromod content.