

BONE TO PICK



"ADVENTURE IS WORTHWHILE IN ITSELF." - AMELIA EARHART

BONE TO PICK

Bone to Pick is a 3D third person platformer console game that sends the player off on their own epic adventure.

Their goal is to find the biggest, most gigantic bone in the whole wide universe by digging down into the Earth and exploring the caves and mysterious stuff below.

BIG THINGS COME IN SMALL PACKAGES

You are a young intrepid explorer.

Mainstream characters that exemplify this tone in thrill seeking would be: Johnny Quest, Tintin, and of course Ellie from Disney's *Up*.

Dogs, as sidekicks, are also kind of a big deal within their universes.

THE EXPLORERS

JESSIE, a tenacious 8-year old girl, is a tomboy that enjoys being outside and taking risks more than anything else.

TANK is the steadfast Corgi that is always there to backup Jessie when she needs help. He's basically Batman, but in small dog form. He kicks butt.

THEODORE, an 8-year boy genius, lives next door to Jessie & they often compete against each other to see who the best adventurer is. He's kind of a dweeb.

THE CALL TO ADVENTURE

THEODORE challenges *JESSIE* to see who can unearth the biggest bone underground. Of course, the winner's dog gets the bone as a prize. Let the race begin!



UNDERGROUND MAYHEM

The game is played through a variety of different underground levels. Each level starts off with Jessie joyriding on Tank digging through the top of the stage in order to be dropped into the level.

Obstacles would include: platforms, enemies, stalagmite formations, random pieces of rock/buried items falling from above, bottomless pits. Skeleton enemies will attack you and impede the path. Jessie's goal is to reach the end of the level by whatever means necessary.

After a level is completed, Jessie goes progressively further down toward the center of the Earth. Keeping track of time has never been her strong suite, so Tank is always keeping track with those types of things. It is a race you know.

THE RIGHT MOXY...

These are performed when Jessie is riding Tank. They work in unison.

(Controls are based off the 360 controller.)

Dynamic Duo

(A) = Tank jumps

(AA) = Jessie doing a **second jump** off Tank in order to make it to normally out of reach platforms or to hang from objects above. You can also land back down on Tank to continue in unison instead of going solo.

(B) = **DIG**: This attack can only be performed in special areas which will be indicated by different colored orange dirt.



This can be used to trap enemies in a hole or you can tunnel past other enemies.

(X) = **BITE** : Tank bites nearby enemies and trashes them around like a ragdoll. He's just that hardcore.

(Y) = **DAREDEVIL**: Jessie gets off Tank and goes into daredevil mode which is explained further down

These are performed when Jessie is by herself.

Daredevil (solo)

(A) = single jump that is smaller in height than when you do it with Tank

(B) = **WHISTLE**: calls Tank back to you if you are separated

(X) = To **pick up items**. If they are items that can be swung as a potential weapon, then the player can repeatedly press (X) again in order to **attack**. If they are not meant for that purpose, they will disintegrate. Pressing (B) with an item in hand will make you let go of the item instead of WHISTLE.

(Y) = **DUO**: This causes you to jump back on Tank and work in unison again.

... AND SMARTS

In solo mode, Tank will just follow you automatically. If he gets separated and he's not on the screen, WHISTLE will have him dig up out of the ground next to you or dig from above to land on your platform. He's just that amazing!

If you start swinging an item as an attack, then Tank will also follow suit and start attacking as well. He's like the mighty honey badger. He does what he wants.

Players can use the directional pad or left stick to move in the direction they wish to go in.

When Jessie grabs an overhanging object, she can swing from left to right in order to jump and reach the next hanging object or platform all while yelling the Tarzan howl. She can't let Tank have all the fun.



WILD ENCOUNTERS

All of the enemies Jessie will encounter are made out of bones. They will try to take you down. The key word being "try".

They are the living skeletons of DOOM. Jessie doesn't really like counting past three, so if you get hit three times without recovering, then you will lose and have to restart the level. This applies to both Jessie and Tank. If one of you fails, both fail.

FIRST AID

Health will be indicated in the upper left and right corners of the screen for each character. You can recover health by defeating enemies or by picking up juice boxes. (A full tummy makes everything better.)



RIVAL

Throughout the levels, you will often see Theodore taunting you at the far right side of the screen. This device is used to motivate the player to get a move on.

If you fail to make it in time, you lose and must restart the level from scratch.



THE BIG BAD

In the final level, you finally catch up with Theodore. He's incapacitated and it's up to you to save him. The thing that blocks your way is a gigantic T-rex dinosaur skeleton. Rex will attack you at certain intervals. When that happens, you see certain joints emit sound waves (visual wave cues) that indicate that they are the monster's weak points.

After hitting all the associated points, the dinosaur will collapse and you will be free to go get Theodore and go back up to the surface. Of course, you win since Tank brought up part of Rex with him to the surface.

THE VERY BEST

Players can compete for high score by completing it in the fastest time humanly possible. This is not necessary, but it is an added incentive for those that care about that sort of thing.

VISION

Art would be done in what I call "the Pixar style". Music would be orchestral in nature much like in Indiana Jones. I want to the player to feel like they could go outside and make their own adventure just like Jessie did. I want to take the Mundane and make it extraordinary.

APPEAL

This game will most likely be suitable for a younger audience of kids ranging from 7 to 12 years old. Thus, marketing would be aimed at family households that have kids around that age. On the flip side, older players could identify with the kids inside of them and purchase the game based on childhood nostalgia.

