

The World of Power Monkey

Design Document – Revision #8.5

The World of Power Monkey Design Vision Bible. This document will act as the main reference for the development of this project.

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Design Document

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1. Target Audience

The World of Power Monkey is for the console/arcade-style adventure-action gamer. The gameplay will be suitable for all audiences, but the focus will mainly be ages 8 – 35.

Previous Power Monkey players will find this game to play very differently but will still enjoy playing this game. Anyone who enjoys Adventure or Imaginative Action gamers will also enjoy playing The World of Power Monkey.

2. Short Description

The World of Power Monkey is 3D action platform game set in a diverse magical land, starring Power Monkey, a multi-talented stuffed Monkey.

3. Introduction

The World of Power Monkey builds on the existing Power Monkey franchise, adding a more in-depth and semi-cohesive story and gameplay infrastructure to what is currently a mission-based game. Each level is centered on the retrieval of a single relic item which boosts Power Monkey's abilities, and in some cases changes the world around him.

4. Product Details

Title: The World of Power Monkey

Developer: *THE POWER MONKEY GROUP*

Publisher: Game Creation Society

Genre: 3D Action Platform

Controls: Mouse + Keyboard, or Xbox 360 Controllers

Number of Players: Single Player or Co-op Mode, Possible Multiplayer Death-match

Supported Operating Systems: Microsoft Windows 2000/XP/Vista

5. System Requirements

5.1 Minimum System Requirements

- PC running Microsoft Windows 2000/XP/Vista
- 800 MHz Pentium Processor
- 128 MB System RAM

- 3D Hardware-Accelerated Video Card with Shader Support, 16 MB Video RAM
- Direct X 9 or Higher
- Sound Card
- 50 MB Hard Drive Space

5.2 Recommended System Requirements

- PC running Microsoft Windows 2000/XP/Vista
- 1.2 GHz Pentium Processor
- 512 MB System RAM
- 3D Hardware-Accelerated Video Card with Shader Support, 32 MB Video RAM
- Direct X 9 or Higher
- Sound Card
- 50 MB Hard Drive Space

6. Game Story (Warning: Spoilers)

The World of Power Monkey is a diverse fantasy land, where locales can vary drastically from one area to another. Each area is inhabited by its own special creatures, and they don't take it too lightly when creatures from other locales enter their home turf.

Seeking to unite the entire land under one color, the Evil Bear seals away the color in crystals and hides them within each respective land. Caught off guard, the guardian of The World of Power Monkey, our hero Power Monkey, was attacked and left colorless.

As first priority, Power Monkey must regain his powers (before helping others you must first help yourself. It's on every flight safety manual out there). First, he must bring back color to himself and his land. Second, he must find a map to where the other lands are located, so he can save them as well.

After bringing back color to the entire world, the Evil Bear reveals himself. A grudging boss battle ensues. However, at the brink of defeat, suddenly the big bear fades away and a new figure is standing in his footsteps. Yes, none other than Power Monkey's evil twin (name pending).

THE END?

7. Main Characters

7.1 Power Monkey

The hero of the story, Power Monkey is a beloved stuffed animal of a 7-year-old boy, with an imagination truly larger than life. His adventures have evolved from his first quest for bananas and this time an arch-nemesis is trying to ruin Power Monkey's fun! He must prove himself worthy of the name bestowed upon him.

7.2 Saru the Fairy

Saru the Dust Fairy meets Power Monkey by chance (or could it be by destiny?) on Power Monkey's journey. She assists him with her uncanny sense of smelling trouble and her ability to navigate when lost.

7.3 The Evil Bear

The mastermind causing all of the trouble in Power Monkey's world and trying to get rid of him. The only possible motive must be his jealousy for Power Monkey, but could that really be so simple?

8. Interface & Menus

The interface in The World of Power Monkey is designed to be console-style and simple to use through navigation of buttons selected by a cursor. The map interface for selecting levels will also navigate with a cursor selecting a highlighted region on the map.

8.1 Menus

There are three menu types: Main Menu, In-Game Menu, and Map Menu

8.1.1 Main Menu

This Menu includes the Title Menu and allows the player to select the major options available as well as viewing the Credits. It consists of a background image and hover-highlighting buttons. Power Monkey's costume (texture) can also be selected here. Save Slot is also selected. When creating a new game, the difficulty can be selected from one of the following: Baby, Normal, Hardcore, [Power Monkey (Unlockable)]

8.1.2 In-Game Menu

The In-Game Menu is accessed by pressing Esc during gameplay and allows the player to select options such as Quit To Title, Quit To Map, and Quit Game. This menu renders selectable buttons overlaid on top of a paused game. This menu will also display information that would otherwise clutter up space on the screen such as the number of bananas collected.

8.1.3 Map Menu

Before finding the Map, this menu is skipped into Power Monkey's Home World. After the map is in Power Monkey's possession, this menu is the only method of choosing a level. The pre-rendered map highlights region as the cursor hovers over it. The region selection is exclusive and a maximum of one region should be highlighted at any given point.

8.2 Meters and Icons

The meters and icons indicate visually to the user the critical information, especially health and the currently selected power.

This is still under design and development. The important information to display will be:

- Health

- Current Power
- Bananas Collected (This could fade in / out as each banana is obtained)
- Navigation Compass
- Score / Time (TBD)

9. Configuration

Game configuration can be set from an external program which writes to a .ini file. The configurable settings are as follows:

- Fullscreen / Windowed Mode
- Screen Resolution
- HW / SW Vertex Processing
- Mouse Sensitivity
- Music & Sound Volume

10. Gameplay Overview

Power Monkey commands basic mobility options with various degrees of running and jumping (pressing longer = faster/higher). Based on these abilities, jumping puzzles can be developed. However, the core game mechanic of power monkey lies in its simple yet engaging battle system.

Initially, Power Monkey is provided with a simple melee attack with his fists. Tapping the attack three times in a row unleashes stronger attack every 3rd punch in combo-like fashion

EX: TAP->TAP->POW, TAP->TAP->POW, TAP->TAP->POW

3rd punch indicated by different sound effect

Over the course of the game, Power Monkey obtains further attacks, including stronger melee attacks and projectiles. Each of these attacks has special strengths and weaknesses against certain enemies of certain types.

Enemies are stunned momentarily after being hit. Moreover, when Power Monkey hits them, a spark like particle effect, colored with the color of power monkey's attack, emits from the location of impact.

Most importantly, enemies are easily distinguishable the first time around as the world will be black & white while all enemies are in color. After color has been restore, the enemies will still be relatively easy to distinguish from its contrast in texture color in comparison to the environment.

10.1 Navigation

Players can freely navigate between all visible areas on the map screen. More areas appear depending on the completion of certain levels. This also means players can revisit levels.

10.2 Camera

Camera will be initially positioned above the head and behind the player's back, and will not turn unless the player changes the camera angle him/herself. In other words, the camera angle should be locked, while camera position follows the position of the main character relative to the user-set/initially set camera location.

Controllable: Rotation and zoom in (to a limited extent)

10.3 Controls

The keyboard controls use W, A, S, or D, or the directional arrows to move the player NORTH, SOUTH, EAST, and WEST with respect to the camera's POV. The Camera rotated around the player with the mouse to change the POV. The player will turn towards its heading once in motion. Pressing space causes the player to jump.

For an existing implementation of both the camera and controls described above, seek Super Mario 64 as a case study.

Alternatively, the Xbox 360 controllers enhance the controls by giving free-rotation to the player as well as rumble. The Left-Thumbstick moves the player and the Right-Thumbstick rotates the Camera. Pressing 'A' will cause the player to jump.

To play in Split-Screen/Multiplayer mode, at least one Xbox 360 controller must be connected, unless in multiplayer Mode.

10.4 Bananas

Bananas will restore health to Power Monkey, and for an added replay value, collecting 100 bananas in a level will increase his total life-bar permanently. A banana collected from a level is gone forever.

10.5 Death

Death defined by Power Monkey's deprivation of health or by instant fatality is followed by a prompt return to the map screen.

10.6 Difficulty

The difficulty of the game is configurable at New Game. The difficulty affects Power Monkey's health and Enemies' strength only. However, certain accomplishments will result in various cheats and easter eggs.

There are 4 modes of Difficulty:

BABY – This mode is for the complete novice or the Player that wishes to rapidly progress through the story. Most enemies can be defeated in a single hit and Power Monkey will not be hurt easily, even with falls. The final boss only requires five correct hits.

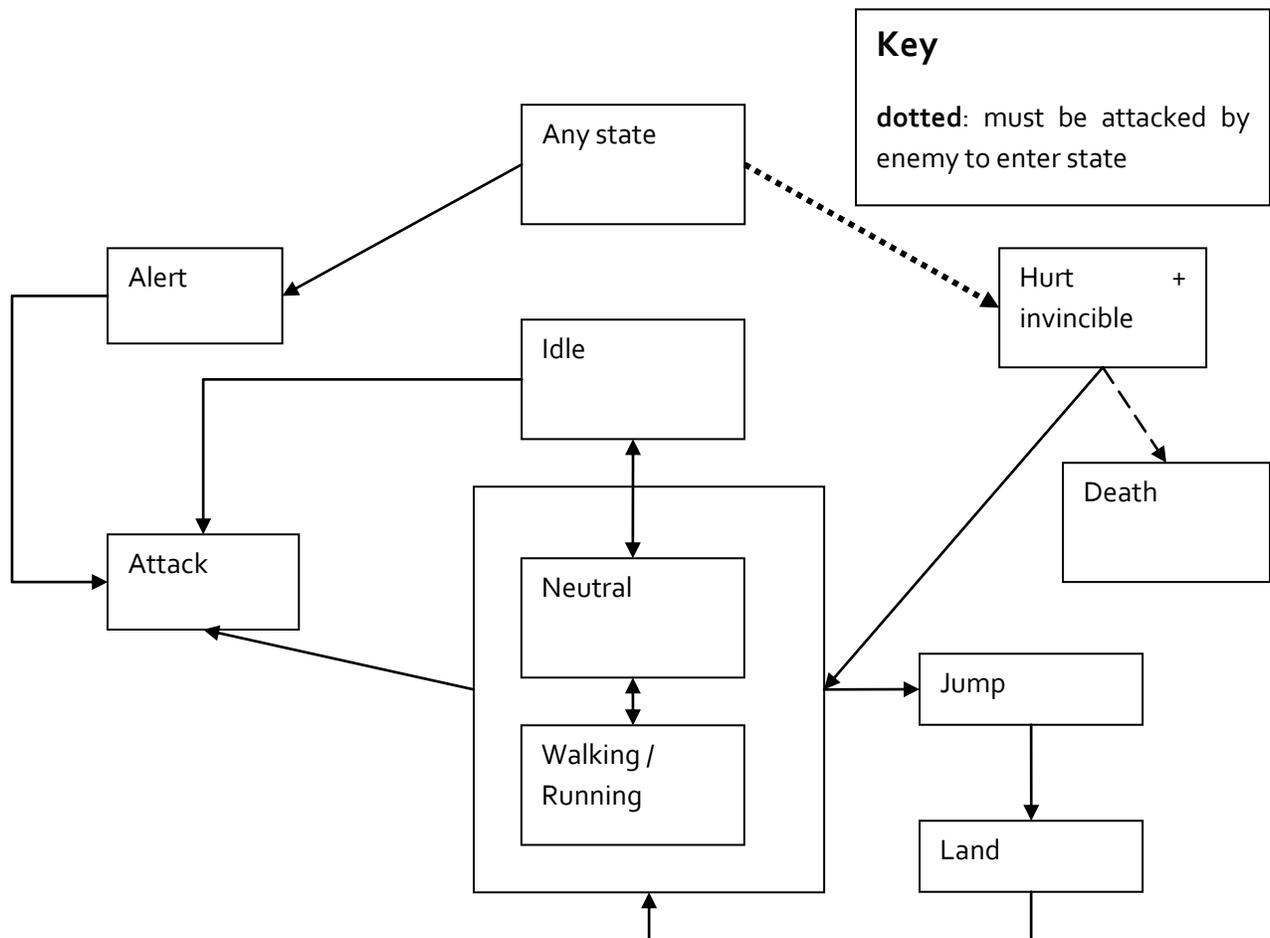
The World of Power Monkey

NORMAL – The default mode of difficulty for the Player. It will prove to be a slight challenge, but it should be relatively possible to defeat the game in this mode without restarting any level. Enemies should require at least two hits and at most four to defeat. The final boss must be hit ten times.

HARDCORE - The hard difficulty mode that is more than a small challenge. The average Player is likely to restart a level at least once to defeat. Enemies will persist to attack after three to four times of hitting with a normal attack and most enemies will survive its weakness once. This will leave the Player pondering the difficulty of the Power Monkey mode. The final boss must be hit fifteen times.

POWER MONKEY - The maximum difficulty for the Player. Levels will have to be restarted multiple times even for a good player and Power Monkey will feel very weak without at least one of the elemental powers (follows the story). Collecting bananas to increase health is almost a necessity and the elemental powers will only do about 1/3 of most enemies' health, leaving the normal attack useless. Almost all hits do hurt Power Monkey by half of his default health. The final boss must be hit twenty times.

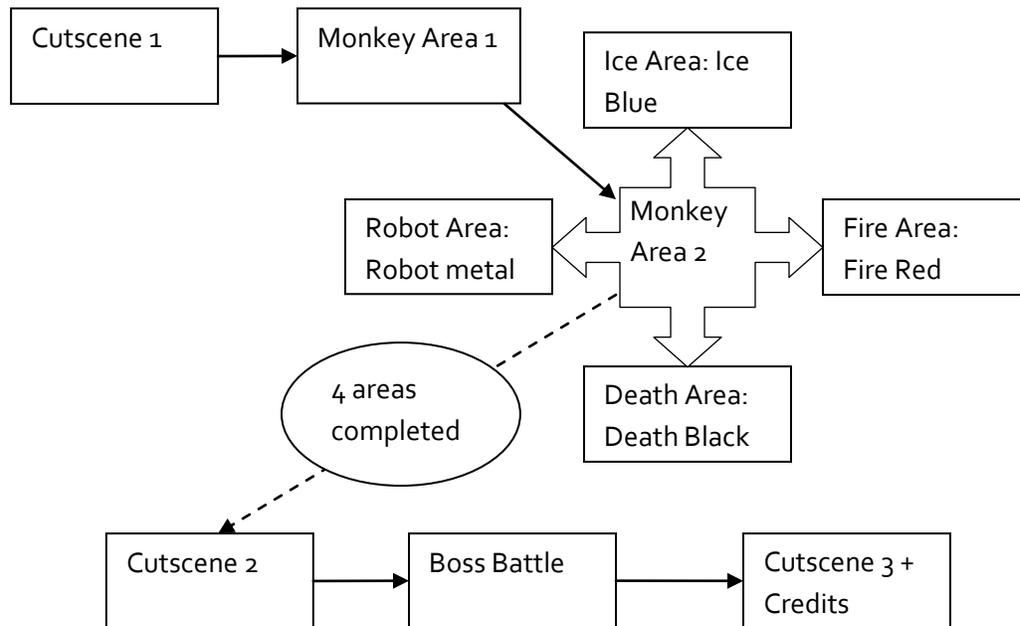
10.7 State Machine for Character



11. Level Design

The Initial quest for Power Monkey is more or less a tutorial level to allow the player to become familiar with the game. By completing the quest and gaining the map, the player is able to freely choose between any of the four elemental/seasonal areas in any order. The order of defeating the levels will affect the order in which Power Monkey gets his different powers which may increase or decrease the difficulty of the game. The color of the sky in each of the four areas is also an indicator of the normal progression of difficulty from easiest (sunrise – Ice) to hardest (midnight – Death).

11.1 Game Flowchart



11.2 Level File Format (PMK file)

Descriptors are as follows:

[variable type : variable name], LoopCount { [Blocks] }

```

[unsigned int : numBytes3dsFile]
[string(numBytes3dsFile) : level3dsFile]

[unsigned int : numBytesTexture]
[string(numBytesTexture) : level3dsTexture] // Unused, possible lightmap

[unsigned int : numTextureList]
numTextureList
{
    [unsigned int : numBytesTexture]
    [string(numBytesTexture) : TextureFile]
}
  
```

```

    [unsigned int : numObjList]
    numObjList
    {
        [unsigned int : numBytesObj3dsFile]
        [string(numBytesObj3dsFile) : obj3dsFile]

        [vector : scaleVec]
        [vector : rotateVec]
        [vector : positionVec]
        [unsigned int : objType] // Static, Object, Powerup
    }
}

[unsigned int : numLights]
numLights
{
    [vector : lightPos]
}

[unsigned int : numNodes]
numNodes
{
    [vector : nodePos]
}

[vector : startPos]
[float : startAngle]

[unsigned int : numCreatureTextureList]
numCreatureTextureList
{
    [unsigned int : numBytesCreatureTexture]
    [string(numBytesCreatureTexture) : CreatureTexture]

    [vector : creatureScale]
    [unsigned int : boolFlying]
    [unsigned int : creatureID]

    [unsigned int : numCreatureInstances]
    numCreatureInstances
    {
        [unsigned int : numBytesCreatureMd2File]
        [string(numBytesCreatureMd2File) : CreatureMd2File]

        [vector : creatureInstanceScale]
        [vector : creatureInstanceRotate]
        [vector : creatureInstancePosition]
    }
}

// End of PMK File

```

11.3 Level Editor Spec

11.3.1 Editor Controls

The controls for the Power Monkey Level Editor is as follows:

KEYBOARD:

- **W,A,S,D** – Move Forward in Relation to Camera
- **I,J,K,L** – Move Forward Parallel to the Floor Plane
- **Up/Down Arrow** – Move Vertically
- **Ctrl + Up/Down Arrow** – Increase/Decrease Camera-to-Object Radius
- **Left/Right Arrow** – Turn Horizontally
- **V + Arrow** – Rotate Horizontally Around the Object
- **Space** – Place Object/Creature
- **Del** – Delete Current Object

MOUSE:

- **Shift + Mouse** – Look Around
- **Shift + LMouseButton + Mouse** - Rotate Around Object
- **Ctrl + MouseUp/Down** – Increase/Decrease Camera-to-Object Radius
- **G + LMouseButton** – Select Object/Creature Closest to Focal Point
- **R + Mouse** – Rotate on X and Y Axis
- **X + Mouse** – Rotate on X Axis
- **Y + Mouse** – Rotate on Y Axis
- **Z + Mouse** – Rotate on Z Axis
- **F + MouseUp/Down** – Scale Object/Creature Up/Down

11.3.2 Menu

- File – Self-explanatory
- Level
 - Open Level File – Loads a .3ds Level File
- Object
 - Static – Sets current mode/object to Static Object
 - Object – Sets current mode/object to Dynamic Object
 - PowerUp – Sets current mode/object to PowerUp
- Abstracts
 - Light – Sets a new light as the current object in focus
 - ViewNode – Sets a new node as the current object in focus
 - (Used as re-spawn points in The World of Power Monkey. e.g. Fall in canyon)
 - StartPos – Sets the Start Position as the current object in focus, and sets the camera position to it, along with its horizontal camera angle

- Modes – Self-explanatory

11.3.3 Object Manipulation

Clicking on an object from the dialog box's bottom list, will create an instance of that object, which you can move, rotate, scale, and place.

Placing the object will add the object to the level tree. From the level tree, double clicking on an object will remove the object from the tree and set it as your current object, removing whichever object at focus. Placing the object once again will re-add the object to the tree.

11.3.4 Load.txt File Format

```
num_of_"groups"
num_of_objs_in_"group" "group"_texture_file
obj_name obj_file
...
num_of_objs_in_group2 group2_texture
obj_name obj_file
...
```

e.g.

```
2
2 textures/tree.jpg
Tree1 objects/tree.3ds
Tree2 objects/tree1.3ds
1 textures/tree1.jpg
Tree3 objects/tree3.3ds
```

11.3.5 Creatures.txt File Format

```
num_of_"groups"
num_of_creatures_in_"group" "group"_texture_file bool_flying CreatureTypeID
creatures_name creatures_file
...
num_of_creatures_in_group2 group2_texture bool_flying CreatureTypeID
creatures_name creatures_file
...
```

e.g.

```
2
1 Textures/monkey.jpg 0 1
PowerMonkey Creatures/pmonkey.md2
1 Textures/pac3D.jpg 1 2
PacMan Creatures/pacMan.md2
```

11.4 Descriptions

11.4.1 Cutscene 1

Overview: This scene is the intro to The World of Power Monkey and the transition to the first area of the world.

Color Style: Morning Sky - Pink/Blue/Yellow, Green Field and Forest – Green Leaves/Cool Grey/Brown Trees

Characters: Power Monkey, Evil Bear

Details: Power Monkey is introduced walking into Monkey Area 1 (“Power Monkey” written below face) then the camera turns behind Power Monkey with the focus on Power Monkey. The camera turns to its side, reveals the bear and zooming into the bear’s face, the bear is introduced (“Evil Bear” written below face”). The bear runs into the forest and fades, and simultaneously the colored area blends into black and white. The camera rapidly zooms behind Power Monkey and shows the bear attacking Power Monkey with back turned, turning Power Monkey instantly to Black and White (“Ow!”), and then the bear disappears (*Poof*) for good.

Purpose: Player is introduced to Power Monkey and the Player’s role as Power Monkey becomes clear. Player is also introduced to the archenemy briefly in this scene and then the focus shifts to the current dilemma: Stolen Colors.

11.4.2 Monkey Area 1

Overview: Forest area, very few enemies across a path which leads to a caged crystal. Mainly a tutorial level for the Player to become familiar with the gameplay and controls.

Color Style: Morning Sky - Pink/Blue/Yellow, Green Field and Forest – Green Leaves/Cool Grey/Brown Trees

Level Path Time: 3 Mins

Level Interference Time: 1 Mins

Characters: Power Monkey, Saru the Fairy the Fairy

Enemies: Spiky Turtle (Forest)

Details: Power Monkey begins his adventure black & white exactly from where Cutscene 1 left off. The Dust Fairy (still with color) and Power Monkey enter dialogue in which the Dust Fairy informs the Power Monkey that he must locate the essence crystal of the forest to restore his color. Power Monkey and his new Dust Fairy friend Saru the Fairy travel through the forest maze searching for the crystal. Saru the Fairy flies and indicates the direction of the goal when inquired, allowing the player to navigate to an extent. Enemies are far and few apart. The player should meet an enemy almost by choice and should be able to experiment with his/her controls. The crystal should glow very brightly to indicate its importance as an object. Upon opening the caged crystal, color is returned to Power Monkey and world. Power Monkey gains a speed boost in the process (because he is happy again).

Purpose: This level serves as a tutorial for the player. Saru acts as the intermediary for providing direction with the gameplay.

11.4.3 Monkey Area 2

Overview: A combined Forest and Canyon area with slightly more enemies. This level should include only a few 2-way forks in the path to confuse the player (especially for co-op mode). One of the paths will lead to the map and the opening to this path should be made relatively clear with lack of enemies and other signs. The Canyon area consists of a short set of jumping platforms that the player must navigate past to reach the clearing.

Color Style: Evening Sky – Orange/Purple, Green Forest – Green Leaves/Cool Grey/Brown Trees, Canyon – Orange Surface/Purple Walls

Level Path Time: 3 Mins

Level Interference Time: 2 Mins

Characters: Power Monkey, Saru the Fairy

Enemies: Spiky Turtle (Forest)

Details: Saru tells Power Monkey that he needs the map to navigate out of the forest. Unless the Player holds the map, the Player cannot leave towards the canyon, notified by Saru. Enemies are starting to become an obstacle by the increase in numbers and a few paths deliberately blocked by several enemies. The canyon should be a fairly linear path of platforms that Power Monkey simply needs to jump to pass. Saru will teach the Player how to jump. One or two contain an enemy and these platforms are large than the empty platforms.

Purpose: Player is more familiar with the game now and can navigate through the world pretty well. He/she can also defeat enemies but also has the option of running away as these enemies are slower than Power Monkey. Jumping is also another skill learned by the Player and he/she is able to move about faster with a better sense of the environment.

11.4.4 Ice Area

Overview: A flashback to Winter Warfare. There is a plethora of enemies to pester the player, and a gigantic snowman stands in the way between the player and the frosty snow globe relic. The area takes place outdoors and snowing. The place is relatively vast compared to the other areas and the only obstacles in the level are stumps of ice blocks. The main interference is clearly the number of enemies in groups. Igloos can also house bananas or enemies. The giant snowman does not have to be defeated to reach the relic.

Color Style: Day Moon & Slight Sunrise – White/Yellow/Blue, Sky Blue/White Snow – Cool Blue Ice Blocks

Level Path Time: 3 Mins

Level Interference Time: 4 Mins

Characters: Power Monkey, Saru the Fairy

Enemies: Spiky Turtle (Ice), Snow Man, Gigantic Snow Man

Details: This is the blue/ice area of the four areas and should immediately give the look and feel of ice and snow. The difficulty will depend on whether or not Power Monkey has fire power. The player begins the level with the landscape transitioning from the grassy-plains to snow and ice. As with the other four main levels, Saru's role is to warn Power Monkey when danger is near and the Player will navigate to the end of the level mainly by the direction of the enemies. If enemies are not found, the player must be heading in the wrong direction. Saru's direction ability is truly helpful in this level. The gigantic snowman is protecting the caged snow globe, but the level is complete only by reaching the relic. On reaching the relic, Power Monkey gains the art of snowball throwing.

Purpose: The Player should feel as if he/she is exploring a vast land and almost wandering without direction. The Player should rely on seeing enemies and the Saru for navigation as well as a few select stump ice blocks. Power Monkey should feel smallest in this area than any other area compared to the environment and he should be able to even climb on some of the ice blocks to reach bananas.

11.4.5 Fire Area

Overview: A fiery adventure with lava glowing and heating up everywhere. This is again a hardcore platform jumping area with a less than moderate amount of enemies encountered at concentrated spots. The player is aware of glowing lava at all times, even in black and white. Starting again from the plains, the landscape quickly changes to a lava pool and the platforms lead up and alongside a mountain in stepwise form. The top of the mountain holds the treasure chest with the fiery relic.

Color Style: Afternoon Sky w/ Sun – Light Yellow/Purple, Fiery Glowing Red Lava – Black/Igneous Stone

Level Path Time: 4 Mins

Level Interference Time: 2 Mins

Characters: Power Monkey, Saru the Fairy

Enemies: Spiky Turtle (Fire), Fire Wasp

Details: The glowing red should alarm the player at every point of the area and should be very bright to give a contrast in color to the enemies. The difficulty depends on whether or not Power Monkey has electric power to fry the fire wasps. The player begins the level with the landscape transitioning from the grassy-plains immediately to the lava pool and there are two to three separate paths of rock platforms that crossover relatively often (at least 3-4 times over the entire area, maximum of 8). As with the other four main levels, Saru's role is to warn Power Monkey when danger is near. Saru is not necessarily helpful outside of enemy "spidey-sense" as the area is almost entirely consists of platforms up toward the top of the mountain. The level is complete when the fiery relic is obtained and obtaining the relic bestows the fire punch on Power Monkey.

Purpose: This level should be the ultimate platform jumping quest. It gives the player the feeling that he/she is climbing a very tall mountaintop where the lava is constantly flowing. The lava hurts the player pretty significantly and should be the biggest worry of the player. Bananas will certainly be easier to find after color has been restored and should be pretty much hidden with the level in black and white if possible.

11.4.6 Robot Area

Overview: Metallic area with lots of “clanks”. It is mainly a maze through metal pipes and gears and the scene represents a very messy junkyard. There are pipes and gears and rocks everywhere and even rusty shapes of broken robots. Bananas may be hidden inside pipes, but also enemies as well. Inside or under a pipe or gear, the player cannot see Power Monkey and hence can only rely on sound effects and voices, especially of Saru’s. There should be plenty of robots to exterminate. A room at the end of all of the mess holds the treasure chest with the lightning bolt relic.

Color Style: Fiery Sunset – Red/Orange/Purple, Shiny Gray Metal – Brownish Gray Pieces of Stone

Level Path Time: 5 Mins

Level Interference Time: 2 Mins

Characters: Power Monkey, Saru the Fairy

Enemies: Spiky Turtle (Robot), Red and Blue Robots

Details: The grass turns to brownish sand and gravel completely covered by Pipes and Gears, but a path is clear of which direction to follow. For example, a set of gears lined up and leading upward indicates a path for the player to follow. The difficulty becomes easier if Power Monkey is able to throw snowballs that stop robots. The robots stand out and block paths to travel through. Saru will glow again and let the Player know of an enemy nearby. Hitting anything in this level gives a “clank” sound and jumping is limited inside pipes. The level is complete when the electric relic is obtained and it will give Power Monkey the Electric Field power.

Purpose: The Player is traveling through a junkyard and should know that right away. Power Monkey is the needle in a haystack, traveling between, over, and under objects. The Player should feel a loss of control when Power Monkey disappears under objects as if Power Monkey is hiding from the Player, although pipes with holes is representative of looking inside hamster pipes from the top. Falling from platforms don’t affect Power Monkey much so the Robots standing in the way of Power Monkey are the main concern. Bananas hidden under pipes and corners of the level is a chance for the Player to explore corners that aren’t apparent, and giving the Player a chance to look for Easter Eggs in the game. As always, the Easter Eggs are easier to locate in Color.

11.4.7 Death Area

Overview: The level is clearly the toughest of all levels as the enemies here have no weakness. And on top of it physical attacks do zero damage to the Ghost. It is almost impossible to defeat this level

without having at least one of the elemental attacks, and so the player will come across the ghost many times. The level is in a foggy graveyard and is set up like a labyrinth that the player searches through. It will be somewhat reminiscent of the Castle level from the original level but much more darker and gloomier. Somewhere in the maze is the treasure chest with the ghost relic.

Color Style: Midnight Sky w/ Full Moon & Stars – Dark Blue/Purple, Greenish Gray Fog – Dark Brown Ground & Slightly Lighter Dirt Mounds w/ Gravestones

Level Path Time: 5 Mins

Level Interference Time: 3 Mins

Characters: Power Monkey, Saru the Fairy

Enemies: Spiky Turtle (Death), Ghost, Spider

Details: This is the longest and the most difficult level of all four. It may even be tougher than the final battle as the final battle depends mostly on learning the weakness of the boss. The trees are all dead with no leaves, planted far and sparse from each other. The ghost will penetrate through walls and emerge from the graves as well. The spiders drop from above and the camera will not be able to see the spider but will know from Saru that they are near. Having at least one elemental power is an almost-necessity. The player begins the level with the landscape transitioning from the grassy-plains to the graveyard grounds and it is clear which path to take by the level's labyrinth entrance. The level should be mainly an enemy defeating level while the maze adds to the confusion. Saru can assist in finding the general direction of the chest but it could also get the player lost. The level is finished once the player reaches the ghost relic which gives Power Monkey the Ghost Punch power.

Purpose: Without the elemental powers, the player should feel overwhelmed. If a player is ambitious, he/she will try to defeat this level or try in a new game. The maze is only a method of forcing the player to travel through certain paths and meet certain enemies as well as a certain number of them.

11.4.8 Cutscene 2

Overview: This scene is the indicator for the player that the final boss level is unlocked.

Color Style: Dark [Raining & Lightning] Sky - Black/Purple, Brown/Black Ground – Dead/Brown Trees

Characters: Power Monkey, Saru the Fairy

Details: Power Monkey is shown looking into the distance to a castle. The camera zooms into the Castle's entrance and then the castle's gates are unlocked/opened. Lightning and raining sounds play in the back without music. It is a relatively short scene as the player will probably want to challenge the boss as quickly as possible at this point if it is his/her first time through the game.

Purpose: Player is shown to be able to go and defeat the Evil Bear now.

11.4.9 Boss Battle

Overview: This is the final level and there is no level to navigate through. Power Monkey enters a colosseum-like area and sees the giant Evil Bear. The bear is huge now. This is the only level that already begins with color.

Color Style: Pitch-Black Sky [w/ Lightning] – Black/Dark Gray, Brown Ground

Level Path Time: 0 Mins

Level Interference Time: 5-10 Mins

Characters: Power Monkey, Saru the Fairy

Enemies: The Evil Bear, Spiky Turtle (All Colors)

Details: This is the battle to complete the game! It should be exciting with lots of explosions. The Evil Bear will summon Spiky Turtles in order from Ice, Fire, Robot, then Death and each summon will last about 30 seconds (Time Adjustable) in between unless the player defeats all of the Spiky Turtles. The Player will realize quickly that defeating all of the Spiky Turtles does not hurt the Evil Bear. When the Turtle is summoned, the color that is weak against the summoned type of Spiky Turtle will also hurt the Evil Bear until the next summon. In the case of the Death Spiky Turtle, the Ghost Hand will do damage the Evil Bear. If the Evil Bear is struck with a color that is not his weakness at the moment, the power will explode back at Power Monkey's face for double damage. Specifically in this level, Saru will change to the color of the Evil Bear's weakness, which will also indicate to the player what to do. Upon defeating the Evil Bear, he will shrink and fall forward on his face, and it is the end of the game going to Cutscene 3.

Purpose: This is the final level which cannot be reached for Power Monkey without having beaten all previous levels. It also cannot be defeated without the powers from the four areas. The Player has already overcome the larger obstacle of the 4 main areas and now only has the Evil Bear left to finish off until the end of the game.

11.4.10 Cutscene 3

Big party scene, color restored to all of the world and Power Monkey returns from the battle. These scenes appear in-between the credits. As the credits finish, a new scene appears, the bear's body disappears, revealing Evil Twin. Everyone is confused.

Overview: This is the closing scene + Credits for The World of Power Monkey! The Player can now just sit back and watch.

Color Style: Sunrise Sky – Orange/Yellow/Sky Blue, Green Field – Green Forest Trees

Characters: Power Monkey, Saru the Fairy, Evil Bear, Mysterious Twin Character

Details: The Credits begin and between names, images of the other monkeys dancing and celebrating are displayed with bright, happy end-game music in the background. The scenes are rich in color and

everyone looks bright. Power Monkey is returning from the battle and he is in each scene at least somewhere. As the credits finish, the last scene of Power Monkey is his return home into his forest. Then the screen fades out to a scene of the Evil Bear fainted on the floor. The Evil Bear's body disappears revealing a Mysterious Twin Character in his place, laughing out loud and then the game fades out to "The End". Time Attack Mode maybe be indicated as having been opened up (if schedule allows for such an implementation) that lists how fast the Player defeated the levels the first time around. Also, if the game was played on the Hard difficulty, Hardcore difficulty will also open up.

Purpose: The Player has finished the game and the Credits are scrolled through! At the same time, the end of the Credits confuse the player a bit in foreshadowing to another game. The Player will also want to go back to older levels for a different difficulty, finding bananas, and/or the Time Attack Mode. He/she may also wish to see all of the levels in color.

11.5 Cutscene Script

11.5.1 CUTSCENE 1

Once upon a time, there was a huge fantasy world with many fantasy lands. In this world, there were many beautiful things and many fun things. But there were many scary things too. In this world, there lived a very small sock

(stuffed?) monkey named Power Monkey. Even though Power Monkey was small, he had a very big imagination and strength much bigger than his size.

One day, Power Monkey was walking through the woods, when he saw a shadowy animal. What could it be? Power Monkey crept forward to the strange creature and jumped back with fright. It was the Evil Bear, the scariest creature in all the world. No one believed the Evil Bear really existed, although everyone had heard of him. But Power Monkey had run right into him!

But then the Evil Bear raised one evil paw and growled into the air. Power Monkey watched in fright as the entire forest started to turn grey. Power Monkey looked around in horror as the once beautiful woods turned drab and evil. Power Monkey then realized that the entire world was beginning to turn grey, thanks to the Evil Bear and his evil tricks.

But just then Power Monkey saw the Evil Bear right in front of him, lifting an evil paw and baring his evil teeth. Before Power Monkey knew what was happening, the Evil Bear had touched Power Monkey's forehead with an evil slap, and Power Monkey felt his whole body slowly turn grey. Then the Evil Bear disappeared into thin air with an evil poof, leaving a grey Power Monkey in a grey world.

Power Monkey stood in the middle of the grey woods, and hung his head in sadness.

Power Monkey knew he had to do something, but what could a small sock (stuffed?) monkey do to save the world?

11.5.2 CUTSCENE 2

Weary from his journeys, Power Monkey found himself on a path that was leading up to a big scary castle. As Power Monkey approached the castle he spent a moment wondering how he would get inside. But then the doors of the castle swung open ominously all by themselves.

Power Monkey felt his confidence surge, and he knew that he was ready to fight the Evil Bear himself.

11.5.3 CUTSCENE 3

Power Monkey had succeeded! The Evil Bear was no longer a threat to the world, thanks to the very small sock (stuffed?) monkey. At one corner of the world, the land made of ice changed back from boring dull grey, to beautiful blue and white. The canyon once more became a beautiful brown. All the world became beautiful once more. All of the scary creatures in the world were no longer to be seen. And all the monkeys of the world could once again enjoy its beauty.

The Evil Bear would not bother anyone ever again. But wait, who is that?

Power Monkey's evil twin? Well, that is a tale meant for another day.

The end.

11.6 Level Mechanics

Overview: The Level is mainly a .3ds file loaded into the Power Monkey Level Editor with additional objects.

Static Objects: Static Objects and the level geometry allow concave collisions, which is useful for objects with holes. Most of the objects added from the level editing as static objects should be explode-able.

Dynamic Objects: These objects react physically to collisions and have mass. These objects should also be explode-able but do not allow concave collisions.

Power-Up Objects: The objects do not collide but rather go through objects and Power Monkey. When in contact with Power Monkey, the power-up disappears and affects Power Monkey appropriately.

12. Game Engine Specifications / Feature Requirements

12.1 Graphics + Physics Engine

The graphics rendering is done through 4Dreams, an upgrade of the previous Power Monkey games' engine: 3Dreams.

Features required in 4Dreams are as follows:

- Collision Object & Rendering Object Independence
- Off-screen Rendering - Post-processing of renders
- Vertex and Pixel Shader Support (HLSL) – various filters such as Black & White
- Fixes on Object – Object Collision Event (Currently a bug in 3Dreams that uses AABB)

12.2 Sound Engine

The sound engine is re-implemented through DirectSound (Previously used FMOD)

Features requires in the Sound Engine are as follows:

- Background Music in mp3 format
- Sound FX in 3D in wav format
 - Support of up to 12 simultaneous sound playback
- Volume Control for each

12.3 Game Engine

Input, 3D Object and Animation scene management, and 2D Rendering uses 4Dreams also. Being built from the previous Power Monkey game engine, most parts are re-implemented with various re-use of code.

New features and modifications required in the game are as follows:

- Fix of Character and Creature control
- Restructuring of Level Scene import & rendering from the PMK file format
- Use of Nodes as re-spawn points
- Weapon mechanics
- Creature & Object Interactions
 - Banana Collection -> Health Increase
 - Collision Damage Computation
 - Sounds & Taunts
 - Goal + Invisible Walls
- Object Explosions + Particles
 - Particle FX Re-implement from old code
 - Snow
 - Explosions (Various Materials)

- Re-implement input to correspond to new character controllers
- Implement AI
- New Camera Control
- Cutscenes manually implemented as separate functions
- Save/Load (Save Slot selected at new game)
- Menus & Interfaces
- Credits
- [Use of Lights]

13. Game Architecture

13.1 Overview

The World of Power Monkey contains three main parts in its architecture:

- Initialization
 - Rendering Device Creation
 - Initialization of global game properties
 - Loading of Menu Assets
- MenuLoop
 - Defined by a Menu goto-Label
 - Switch statement over the current menu
 - Each menu (title, main, options, world-map, etc. but not in-game) are done managed through a menu class
 - Initialization function called for an area before the GameLoop
- GameLoop
 - Defined by a GameLoop goto-Label
 - Switch statement over the current level/area
 - LevelLoop function is called for the current area
 - In-game menu is an additional check before the switch statement
- Power Monkey Game Architecture
 - Save Slot Selection
 - Difference in Menu and Game Loop done by goto labels
 - Levels have separate functions with
 - InitLevel
 - LevelLoop
 - Re-spawning
 - Cutscenes are a series of images
 - Keeping track of bananas collected from all levels

14. Multiplayer

The multiplayer mode is a split-screen co-op mode of two players in the same world. The same flags go off, if either player reaches the goal, the level is complete. However, the main difference is in the Game Over state in which both players must have fallen. Once a player has fallen, he/she will re-spawn next to the partner.

If time permits, a death-match mode between Power Monkeys may be added.

15. Additional Sections To Add

- Milestones -> Project Timeline
- SVN Info
- MoCap (mocap.cs.cmu.edu) -> Power Monkey & Bear Animations (Tested Fine)
- "beep-dee-beep old-tv-computer sounds for robot"
- Dialogue Rendering? [Only in Cut-scenes]
- End Level / Start Level Screens
- Cheat Codes & Easter Eggs
- Concept Art
- Documentation
 - Manual

16. The World of Power Monkey Assets Appendix

16.1 List of Power Monkey's Powers

Name	Description	Type	Status
Ghost Hand	Multiple punches in a short amount of time, with trailing ghostly after images.	Physical / Earth	To Do
Fire Fist	Flaming fist of fire. (Enclose fist in red flame-like effect, with same animation as punch. Explosion on impact.)	Fire	To Do
Snowball Throw	Projectile snowballs, which power monkey throws in typical baseball fashion.	Ice	To Do
Electric Field	Generates a small electric field around Power Monkey in a sphere, hitting all enemies within its radius. Particle static, bright and spherical.	Electric	To Do

16.2 List of Objects

Name	Description	Type	Explodable?	Status
Tree x 3	Trees	Static	Yes	Done
Gravestone	A small gravestone	Dynamic	Yes	Done
Lamp x 2	Lampposts	Static	Yes	Done
Rock x 4	Rocks	Dynamic	Yes	Texture
Wooden Crates	Box Crates	Dynamic	Yes	To Do
Treasure Chest	Metal Chest	Dynamic	Yes	To Do

Gear	Mechanical Gear	Static	Yes	Done
Pipe	Metal Pipe	Static	Yes	Done
Pipe with Hole	Metal Pipe with Hole	Static	Yes	To Do
Igloo	Igloo Model	Static	Yes	Done
Metal Pyramid	Pyramid / Platform	Static	Yes	Done
Others				
Banana	Power-up banana	Powerup	No	Done
Heart	Interface Heart	Ghost	No	Done
Forest Essence Crystal	Monkey Area's Crystal	Ghost	No	Semi-Done
Snow Globe Relic	Ice Area's Relic	Ghost	No	To Do
Flame in a Bottle Relic	Fire Area's Relic	Ghost	No	Texture
Lightning Bolt Relic	Robot Area's Relic	Ghost	No	Texture
Gravestone Relic	Death Area's Relic	Ghost	No	Re-texture gravestone

16.3 List of Enemies

Name	Description	AI	Behavior	Weakness	Areas Found	Status
Robot	Two variations, red and blue. Both are very shiny.	Follows enemy closely.	Robot doesn't move generally until alerted. When alerted, robot "powers on", and all the lights on its body change color. It starts chasing after you with arms (flailing) Attack: Runs into you.	Snowball freezes Robots dead in their tracks.	Robot	Needs To Be Re-animated
Fire Wasp	A small flying enemy.	Hovers in an area and attacks the player is entering area.	Travels in packs of three, circling an area. Beats wings. When alerted, all three stop. Turn toward player, and fly in a triangular formation to player. Attack: Flies toward	Electric Field Power fries them.	Fire	To Do

			player with stinger end pointed toward him.			
Snow Man	A fairly large enemy of snowballs.	Hops around area, and hops at player Two sizes, mini and big. Mini snowmen are faster but do less damage.	Constantly turning head back and forth, looking for player. When found, starts hopping in direction of player. Attack: Jumps on top of player, stomping him.	Fire Fist does extra damage.	Ice	To Do
Ghost	A ghost that resembles Power Monkey.	Floats aimlessly with semi-random results.	Swims through air, patrolling the area. Attack: simply by touch	Has no weakness, and doesn't take any damage from normal attack	Death	Done with Power Monkey Not Animated
Spider	A black-widow that crawls in the night.	Falls down from ceiling if player is below.	Hides on ceiling with legs closed and sleeping Attack: When something walks under it, it opens its legs, and falls down.	No Weakness	Death	Not Animated
Spiky Turtle	A generic small enemy found throughout the world in variations of color.	Bumps into you, hurting you slightly.	Aimlessly walks around a certain area (no real pattern). Then when a player enters, it jumps in the air once, and runs after the player.	Normal: no weakness Robot metal: snowball Fire red: electric Ice blue: fire fist	All Areas	Not Animated

			Attack: bumping into player, then bouncing back a few steps, and trying again.	Death black: no weakness	
Bear	The final Boss				Not Animated
The Evil Twin	The REAL Boss				Done with Power Monkey but needs new texture.

16.4 List of Particles & FX

Name	Description	Status
Wood	Wooden Splinters	To Do
Stone	Gravel Pieces	To Do
Metal	Metal Chunks	To Do
Ice Crystals	Tiny Ice Pieces	To Do
Fire & Smoke	Flames and Smoke	To Do
Electric	Metal Chest	To Do

16.5 List of Sound FX

Name	Description	Status
Power Monkey		
Standing	No Sound	Done
Tired-Standing	Out of Breath	To Do
Walk	Steps	To Do
Run	Steps (Same as Walk but sped up)	To Do
Jump	"Ha!"	To Do
Hit	"Ow!"	Done
Death	"Agh..."	Done
Attack Tap1 + 2 + Power	"Hoo"	To Do
Ghost Hand	Quick drumming	To Do
Fire Fist	*Whoosh*	To Do
Snowball	*Whoosh* (Same as Fire Fist)	To Do
Electric Field	Electric Static Sound	To Do
Robot		
Standing	Powered up humming [Refrigerator?]	To Do
Tired	Same as Standing	To Do

Walk	Robot Movement Buzz	To Do
Run	Same as Standing	To Do
Jump	None, can't jump	Done
Hit	Static (Same as Electric Field but sped up)	To Do
Death	Explosion (Same as Fire Fist)	To Do
TO DO including Explosions and Ambience		

16.6 List of Animations

Name	Description	Status
Power Monkey		
Standing	Looks Around	To Do
Tired	Grabbing Knees and huff-puffing	To Do
Walk	Steps Slowly	To Do
Run	Runs with Head Forward	To Do
Jump	Jumps up with arms more natural	To Do
Hit	Cartoony, Flings body out	To Do
Death	Crunches up and falls to the side	To Do
Punches	Tap1 + Tap2 + Pow, Right – Left – Right Punching	To Do
Fire Fist	(Same as Punches)	Done
Snowball	Throws with Right Arm	To Do
Electric Field	Makes an loop motion with both arms	To Do
Robot		
Standing	Looks Around	To Do
Tired	(Same as Standing)	Done
Walk	Arms dangle slightly	To Do
Run	Arms flailing, Lights change color	To Do
Jump	Can't Jump	Done
Hit	Head bobs	To Do
Death	Head Drops Forward, Arms dangle to stop	To Do
Attack	None, Runs into Power Monkey	Done
Fire Wasp		
Standing	Floats slightly up and down, wings rapidly flap	To Do
Tired	(Same as Standing)	Done

Walk	(Same as Standing but sped up)	To Do
Run	(Same as Walk)	Done
Jump	Can't Jump	Done
Hit	(Too weak and small to notice)	Done
Death	Wings stop flapping and drops to the ground	To Do
Attack	Stinger Bends Forward	To Do
Snow Man		
Standing	Head turns back and forth	To Do
Tired	(Same as Standing)	Done

17. Projected Schedule

Deadline Date	Level Design	Menu & Interface	Gameplay	Artwork
02/02/2007	Initial Sketches	Interface Initial Design	Power Monkey Prototype Punch	None
		Rough Map Sketch		
02/09/2007	Revised Sketches	Menu System Programmed (Wk 1 of 2)	Build can import Levels	None
		Menu Interface Image Done	Power Monkey's Powers Prototyped (Wk 1 of 2)	
02/16/2007	Un-textured basic outline of level (importable to prototype)	Menu System Finalized (Wk 2 of 2)	Power Monkey's Powers Prototyped (Wk 2 of 2)	Rock x 2
			AI (Ghost + Robot)	Cutscenes Storyboarded
02/23/2007 (Milestone 1: Playable Untextured Levels and AI'd Enemies)	Adding Elements to the level w/ Editor (Wk 1 of 6)	None	AI (Spider and Fire Wasp)	Initial Version of Cutscenes (Wk 1 of 2)
03/02/2007	Polishing Levels (Wk 1 of 5)	None	AI (Snowman and Spiky Turtle)	Initial Version of Cutscenes (Wk 2 of 2)
				New Tree Complete
03/09/2007	Polishing Levels (Wk 2 of 5)	None	AI Initial Completion	Particles
	Texturing (Wk 1 of 3)		Particle Explosions (Wk 1 of 2)	
			Game Save Functionality	
03/16/2007	Polishing Levels (Wk 1 of 5)	None	Camera Tweak (Wk 1 of 2)	Sound FX Recording

The World of Power Monkey

03/23/2007	3 of 5)		1 of 6)	(Wk 1 of 2?)
	Texturing (Wk 2 of 3)			Final Cutscenes (Wk 1 of 4)
	Polishing Levels (Wk 4 of 5)	None	Camera Tweak (Wk 2 of 6)	Treasure Chest
	Texturing (Wk 3 of 3)		AI (Bear)	Pipe w/ Hole
03/30/2007				MoCap Animation Deadline (Wk 1 of 2)
				Sound FX (Wk 2 of 2?)
				Final Cutscenes (Wk 2 of 4)
	Polishing Levels (Wk 5 of 5)	Split-screen Co-op	Camera Tweak (Wk 3 of 6)	MoCap Animation Deadline (Wk 2 of 2)
04/06/2007	Finalizing In-Level Objects			Final Cutscenes (Wk 3 of 4)
	Level Finalization & Testing (Wk 1 of 3)	Title & Main Menus Finalized	Camera Tweak (Wk 4 of 6)	Finalized Credits (Wk 1 of 2)
04/13/2007	Testing & Balancing (Wk 2 of 3)	Everything Finalized	Camera Tweak (Wk 5 of 6)	Everything else finalized
			Anything else to be finalized + Multiplayer?	
04/20/2007	Testing Complete (Wk 3 of 3)	Complete	Complete	Complete
04/27/2007	Crunch Time!	Week 1		
05/04/2007	Crunch Time!!	Week 2 - FINAL		

05/10/2007

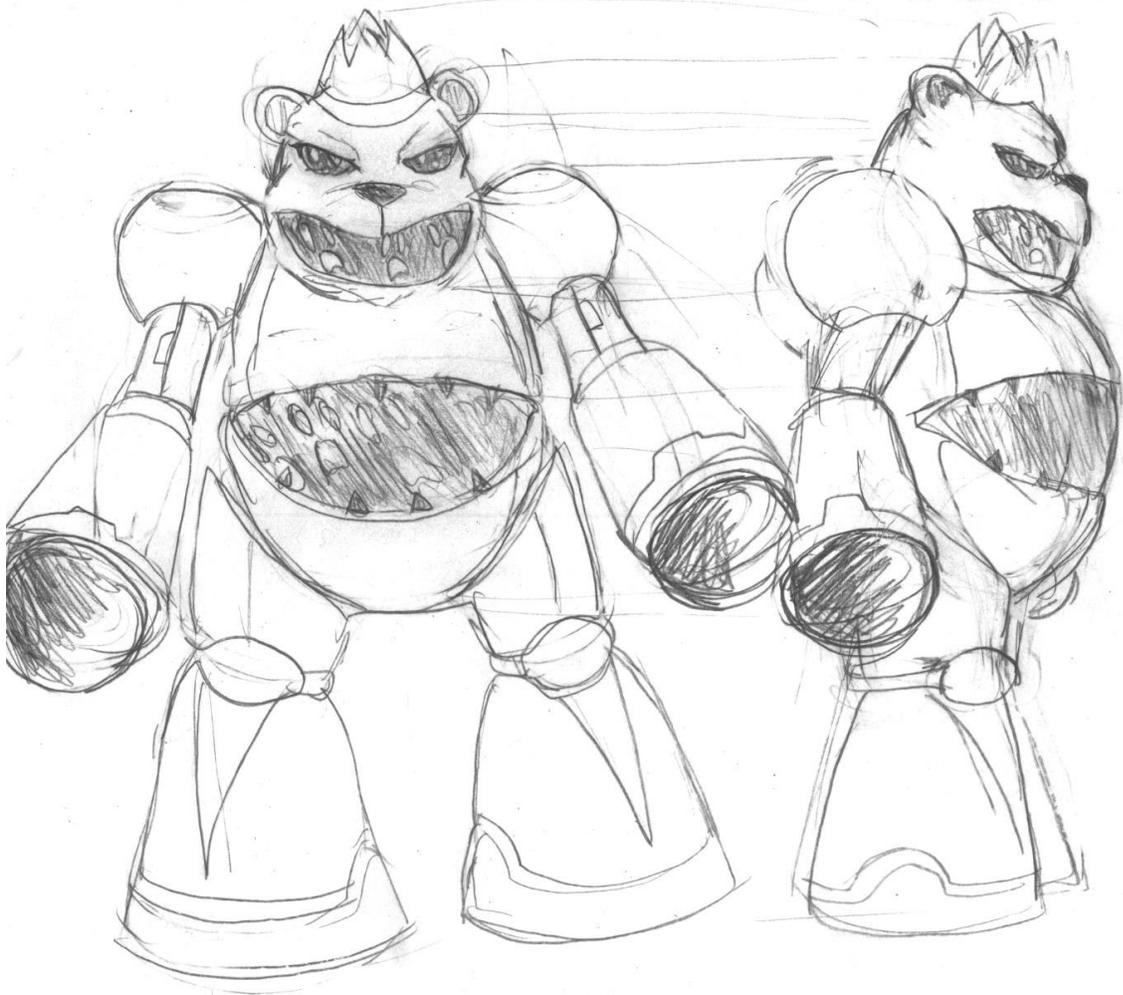
Game Programming
Demo Day!

18. Concept Art

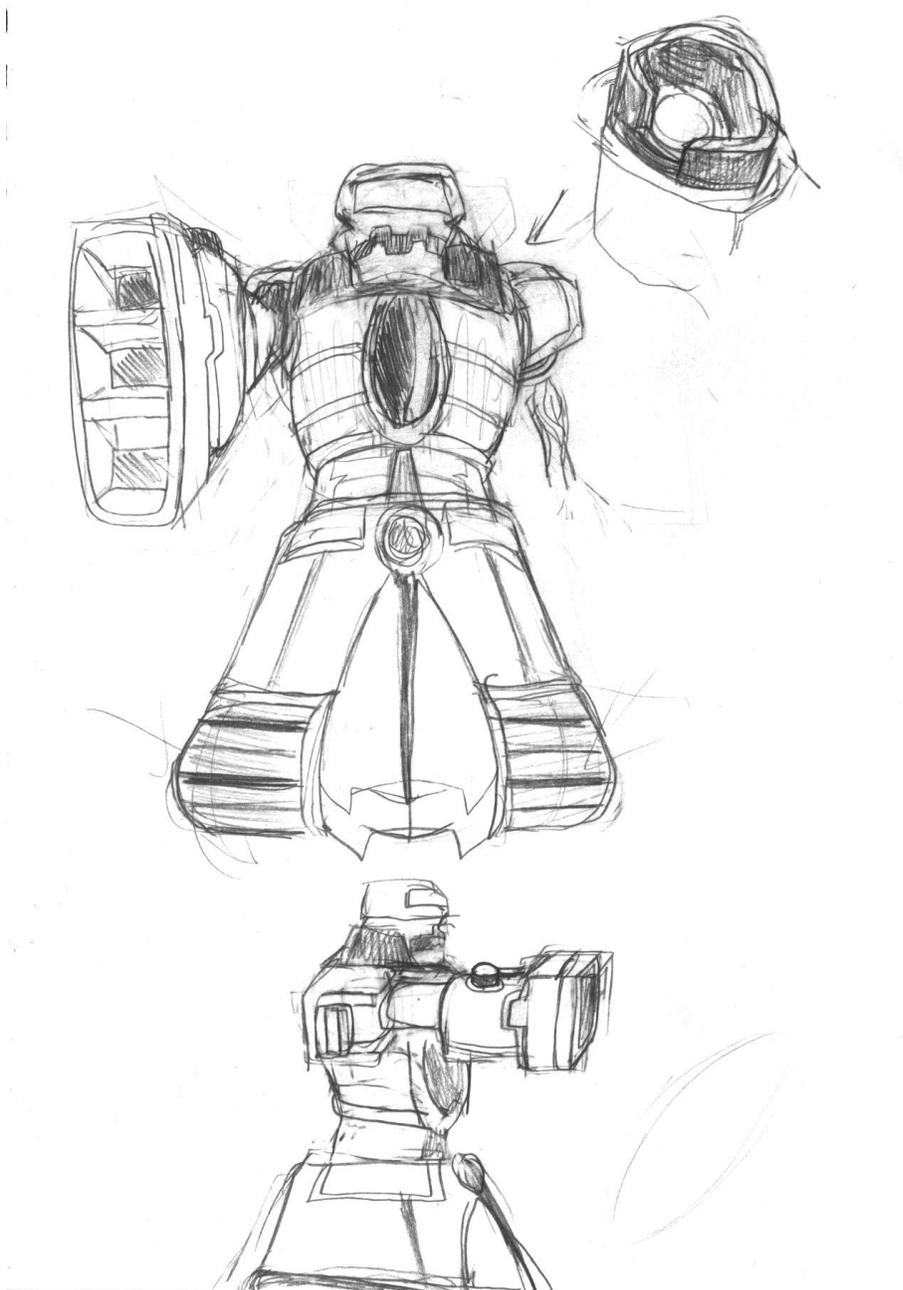
18.1 Power Monkey



18.2 The Evil Bear



18.3 Robot



18.4 Spiky Turtle



18.5 Canyon Level



19. Prototype Screenshots

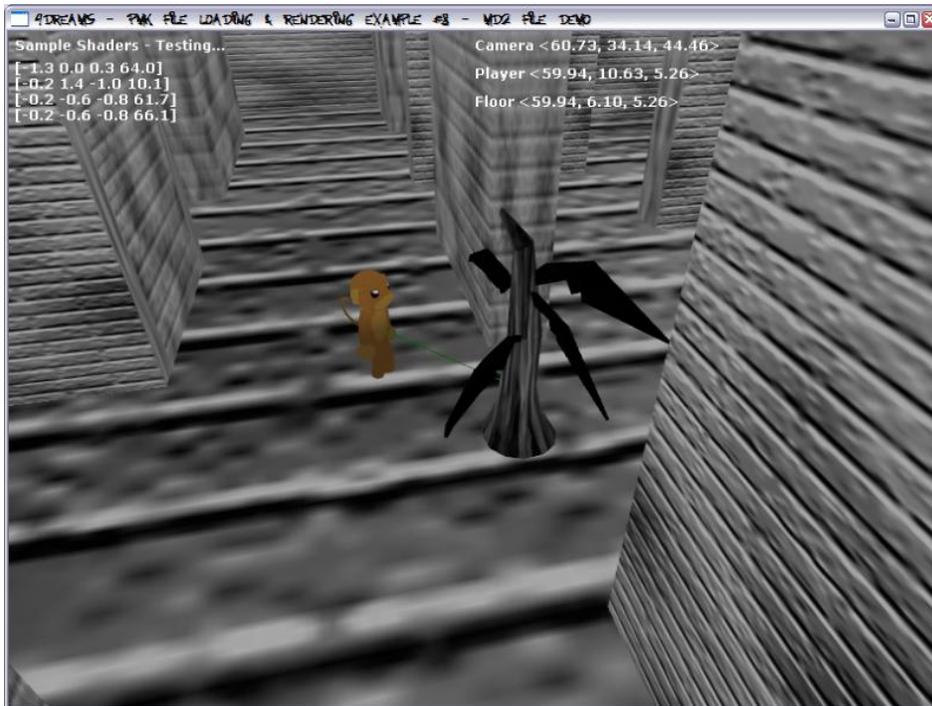


Figure 19-1 Castle Level imported from Operation: Power Monkey

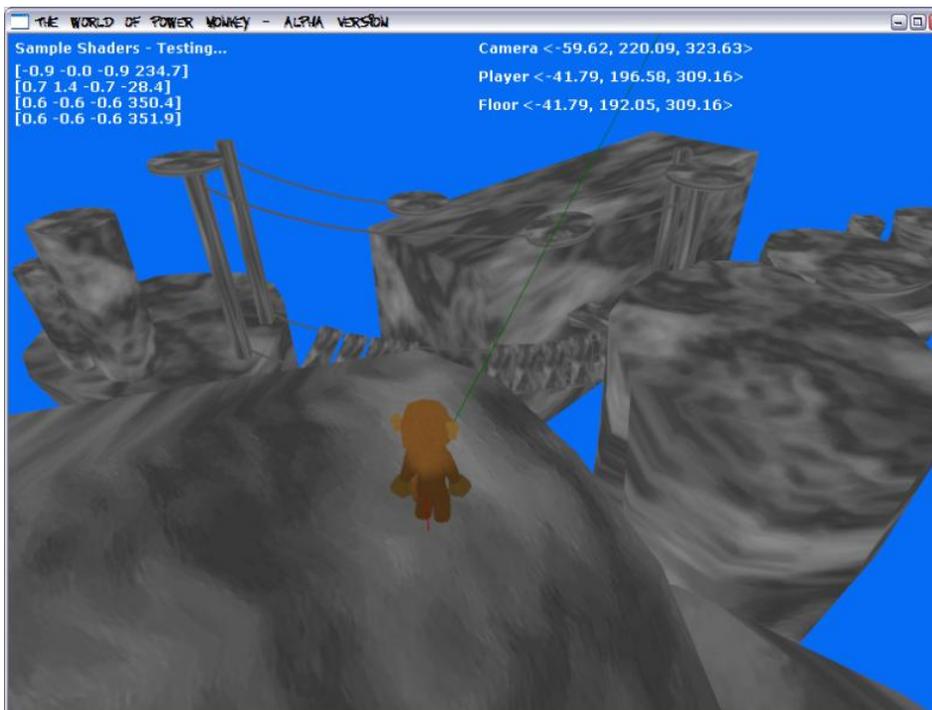


Figure 19-2 Canyon Level for World of Power Monkey

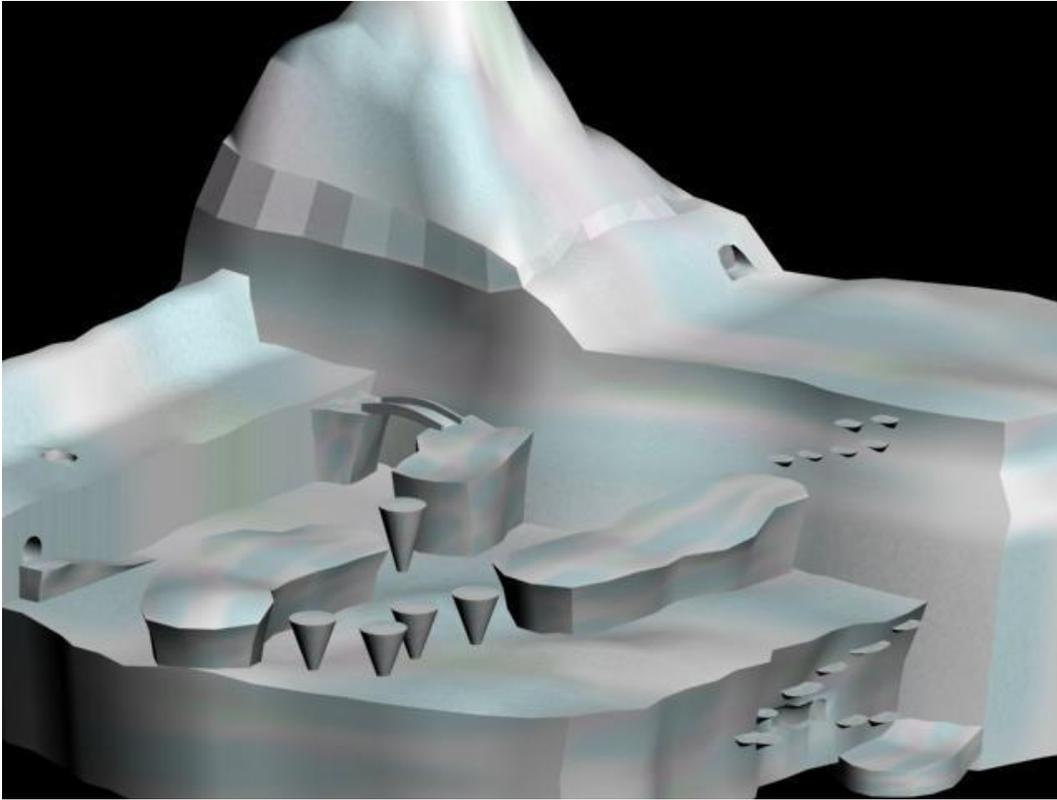


Figure 19-3 Ice Level Model

20. The Power Monkey Group

The following is a preliminary list of credits:

Raphael Mun – Producer, Co-Game Designer, Lead Level Designer, Mechanics and Engine Programmer, Web Developer, Fire Level Designer, Robot Level Designer

Gregory Peng – Co-Game Designer, Scripting and Sound Programmer

Jeremy Holmes – Main Sound Composer

Justin Lokey – Canyon and Ice Level Designer & Texture Artist, Color Theory Specialist

Jeff Thoene – Forest Level Designer

Many Gonzales – Robot Level Concept

Paul Rubritz – Death Level Designer

Michelle Hales – Asst. Game Designer and Lead Tester

Diana Archer – Menu and Interface Designer

Keisha How – Menu and Interface Designer

Theresa Chen – Cut-scene Artist

Kent deVillafranca – Network Programmer

Sarah Scialli – Ice Level Concept, Script Writer and Voice

Evan Tobac – Particle Engine and Objects Modeler

Becky Scully – 3D Modeler

Dale Hui – AI Programmer

Stelios Melachrinoudis – Power Monkey Remix Composer

Carl Li – Original Power Monkey Character Concepts

Daniel Mun – Character Concept Artist

Mary Mun – Tester

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21. Legal

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