

WORLD DESIGN

Kaiju Snap has an archipelago as a playing field. Each episode takes place on a new island with a new fauna and flora and objectives.

On each island, there are specific areas (with different biomes) with their own wildlife. As the game isn't just about a giant creature but unique life forms on each island and overall, the archipelago, biomes are one of the key points of environmental and world design.

Areas are built around a size/time spent equation and geographical question. Most of the islands have an extinct volcano or some small mountains at their center: it brings different micro-climate on each side of the island. The wind protected side of the island is mostly covered by vegetation with beach or mangrove swamp on the coast, windy sides are more rough, with cliffs, canyons and rocky shore.

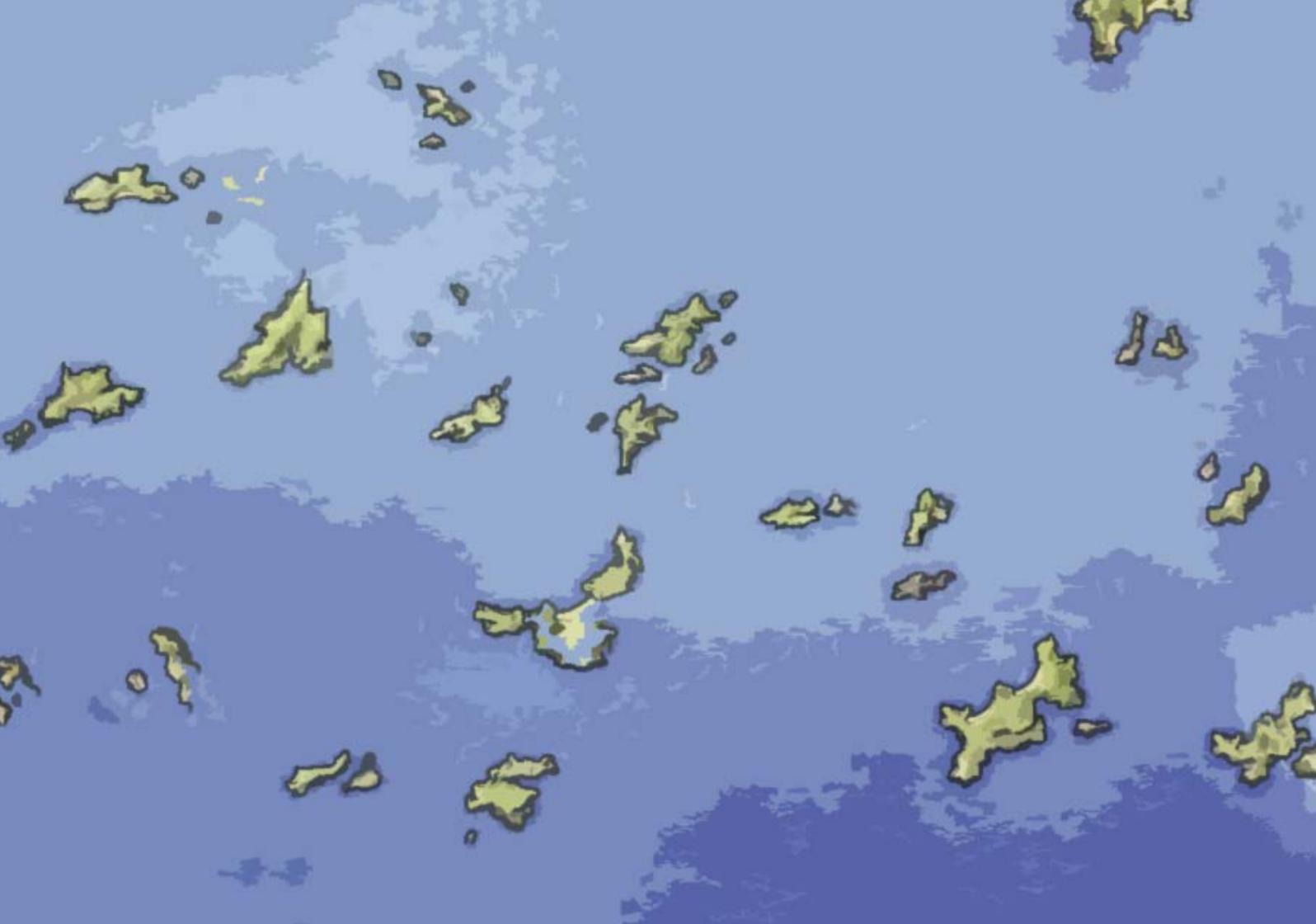
Those specific areas have their own animal species and plants, adapted to those places and the island.

MAP OF THE FIRST ISLAND

TRACKING ZONES

THE BAY
THE GRASSLAND
THE MANGROVE
THE QUARRY SITE

THE CHASE AND THE END



MAP OF THE FIRST ISLAND

The first island is based on a generic model of a tropical island. We want the shape to be original, not just a circle isle with a volcano at the center and water around. So the shape is worked with those intentions of a realistic living island, with coasts, rocky caps, its own micro-climates, and river systems.

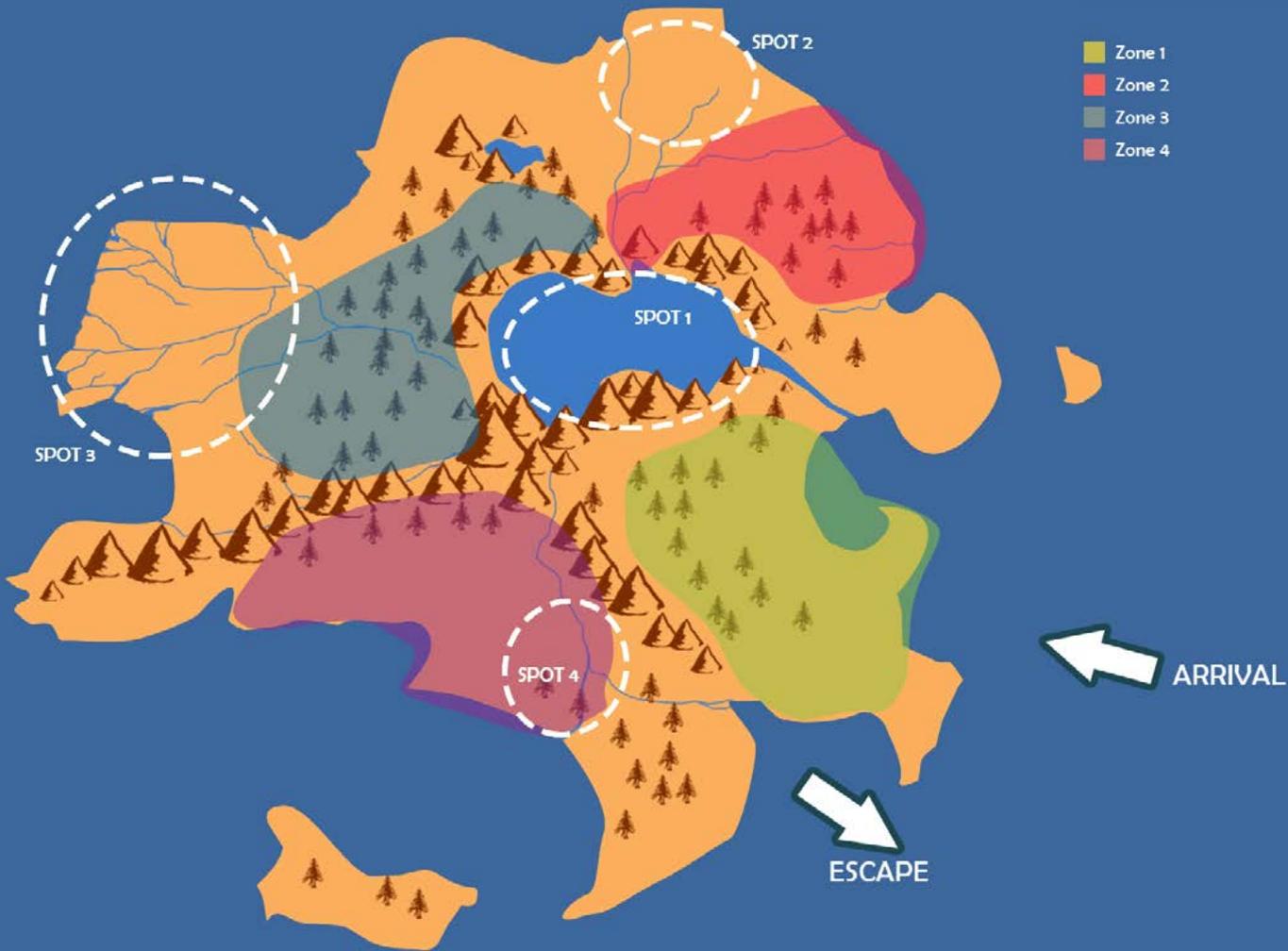
On that base, we developed the biomes of the island: Mountains form two main chains meeting up around the inland lake.

The island's southwest is really windy, there are less vegetation and animals, just a dry grass and some thorny bushes.

Southeast is a more typical coast like the one of a tropical island: a clear and shallow lagoon, smooth and shiny sand beaches, coconut trees and the outskirts of the jungle.

The east and center of the island are mainly covered by jungle, the main ecosystem of the island.

The west coast is really singular, one of the main rivers of the island divides itself into multiple inlets and small streams flowing in the sea. This really muddy and flat soil gives birth to a mangrove. It has this unique role of protecting the lands from water erosion.



TRACKING ZONES

THE BAY

Tutorials & Discover the creature / +35mn

The first tracking zone will be about learning how to fly the drone and take pictures. It takes place just after the introduction. The player will find the first hint of a giant creature and will follow them to the first zone: a large bay.

The whole first track is in the jungle biome. In this dense forest, the player can find multiple objects to photograph: birds, endemic plants, beautiful point of view, an enormous footprint, big scratches on rocks and strange plants.

After unlocking enough hints the player receives a global direction: following a small stream will give him access to the bay.

The bay is surrounded by a beach and cliffs. There is a large river flowing down to the bay, once the giant creature appears it will swim up the river and dive into a labyrinth of cave and canyons. At the end of a large canyon where the creature plays in the water, a new bay marks the end of this Zone and the beast will disappear again.



TRACKING ZONES

THE GRASSLAND

Track & documentary behavior / +30mn

After the Zone 1, the journalist leads the player to a new jungle area. Knowing the existence of the creature will bring more difficult hints to find. Broken branches, frightened animals, and some strange quakes. In this tracking area, the player starts using the Flash.

The passage to the second zone is between giant rocks after the cliff. The second Zone is a small grassland (it's an island after all) with low ravines. The beast is rolling on the grass and dry ground. It's an opportunity to shoot it and its natural behaviors. The player can try to use the Flash to make the creature react. After flashing the beast, it roars and escapes in a big dust cloud.



TRACKING ZONES

THE MANGROVE SWAMP

Take the hint on the island's size / +30mn

After getting out of the dust cloud, the player has access to an area of jungle leaving to the main river. Following the river brings the player to several hidden hints (footprints in the river ground, fallen tentacle, giant parasites). The river separate in multiple streals, and the ground get really muddy. The drone can access the mangrove area before getting all the necessary hints but as for the other Zones, the creature won't appear.

The beast appears in the water, in spaces between trees (it's high tide). The creature is probing into water, sand, and mud to find some swamp fishes. After a few pictures and if the player flashes it, the creature wiggles, grunts and splashes the drone with mud. During the time the drone cleans the camera, the creature disappears again in the water.



TRACKING ZONES

THE QUARRY SITE

Push the player / +30mn

After getting splashed by the mud, the player can follow the seaside to a stone beach. Going up the beach, the drone flies alongside cliffs and high hills, some hints can be found. The Track 4 hints are the hardest to find, the player needs to look for them in difficult spaces to reach. Hints drive the player to a rock quarry site. A river hugs the edge of the quarry. There are enormous rocks on the site.

The creature is resting on a rock. The journalist pushes the drone pilot (the player) to take really close shots of the creature. That upsets the creature (faster if the player uses flash). This time the beast may intentionally destroy some rocks and obstacles. At the end of the animation pattern, if the creature is angry, it breaks a giant rock and starts chasing the drone.



THE CHASE AND THE END

Final rush / +5mn

The drone flees into a nearby canyon, slaloms between rocks, avoiding the beast attacks. The drone leaves the canyon passing through a tight passage between two rocks columns, the creature destroys the columns after it. The player enters a tunnel (too small for the creature), flies through it to a way out and the sea. The creature is already waiting at the exit, looking into the tunnel with its giant eye. The drone needs to make a U-turn to go back and pass under a waterfall to exit the tunnel, the same way it entered.

That gives the player enough time to flee to the seaside and go offshore. The drone leaves the island by sea. A few moments after flying above water, a shadow appears under the drone and the creature swallows the drone.

