Gotham City/Tutorial

1 Overview

Maxwell finds himself alone atop a city apartment building. He looks around for a moment; Lily is nowhere. He calls out to her and she responds from an adjacent rooftop. Maxwell runs over and manages to shoot the lock of a fire escape to get him up to her. Neither one of them know where they are until a flash of light illuminates the clouds of the night sky. It's the Bat Signal; the two have landed in Gotham.

1.1 Cast of Characters

- Maxwell
- Lily
- Batgirl
- Commissioner Gordon
- Robin
- Parademons

1.2 Memorable Moments

- The players first time in the world of DC through a Scribblenauts perspective.
- Learn to play while fighting alongside Robin and Batgirl.

2 Mission Plan

2.1 Tutorial

1. The CAMERA pans down to a rooftop.
   a. **NARRATOR BOX:**
      i. *MOMENTS LATER*

2. Maxwell awakens, alone.
   a. **THOUGHT BUBBLE:**
      i. *"Where am i?" – M*
   b. **WORD BUBBLE:**
      i. *"Lily?!?" - M*
      ii. *"I'm here!" – L*
      iii. *"Stay there. I'm coming." – M*

3. The CAMERA pans over to Lily on an adjacent rooftop. It pans back, showing Maxwell the route.
   a. **MOVE FORWARD:**
      i. Maxwell moves forward using the Movement Keys.
   b. **JUMP OVER:**
      i. Maxwell jumps up the steps to the balcony of the Bank

4. Maxwell recovers his NOTEBOOK lying on the covered balcony of the Bank. Ahead of him is a fire escape and the only way up is to break the lock – but Maxwell can't reach it.
   a. **PUZZLE: BREAK THE LOCK:**
      i. *"I'll need to create something to break that lock!" - M*
         1. **SPAWN OBJECT:**
            a. Maxwell must create an object to assist him in breaking the lock.
         2. **DRAG AND EQUIP:**
            a. Maxwell must drag the object to himself and equip his created object.
         3. **ATTACK:**
            a. Maxwell clicks on the lock and attacks it. The lock POOFS and the ladder slides down, now accessible.

5. Maxwell jumps up and out the window onto the fire escape and forward to the ladder.
   a. **WAYPOINTS:**
      i. Maxwell uses the newly created ladder, a Waypoint, to travel up to the rooftop to reunite with Lily.

6. Maxwell and Lily are reunited.
      i. *"Maxwell, get rid of that before you hurt yourself." – L*
   a. **UNEQUIP AND TRASH:**
      a. Maxwell uses the Action Stack to unequip the weapon he used to break the lock.
      b. Maxwell deletes the object by dragging it into the Trash Can.

7. Lily stands over the broken globe.
      i. *"My globe? How will we get home?" – L*
      ii. *"First things first… where are we?" – M*
         1. A flash of light and the night sky is illuminated with THE BAT SIGNAL. The camera pans to an adjacent building rooftop where Batgirl and Commissioner Gordon are located.
   b. **RECENTER CAMERA:**
      i. Maxwell uses the Center Camera button to re-center the camera on himself.
         1. *"Commissioner Gordon! We should get to him. Maybe he can help us get home!" – L*

8. Maxwell and Lily move across the rooftops towards Batgirl and Gordon.
   a. **RELEARNING MOVEMENT/JUMPING/WAYPOINT:**
      i. Maxwell moves, jumps and uses a way point to reach the top of GCPD where Batgirl and Gordon are.

9. As they get to the top of the GCPD roof, the camera pans over to see a Parademon Scout swooping down over the GCPD roof. It attacks Gordon and he falls to the ground, injured. Batgirl throws batarangs up at the sky as the scout flies away.
   a. **PUZZLE: HELP GORDON:**
      i. *"It looks like he's hurt. Give him something to cover his wound." – L*
         1. **RELEARNING: SPAWN OBJECTS/DRAG OBJECT:**
            a. Maxwell creates a bandage and drags it over to Gordon.

10. Gordon patches himself up and stands.
      i. *"What are you two kids doing on this roof?" - G*
      ii. *"Incoming!" – B*
         1. Camera pans to show a flock of Parademons coming towards the roof.
      iii. *"I feel weak, I don't know if I can fight again?" – G*
      iv. *"Maxwell, can you boost his confidence without him knowing it?" - L*
         1. **ADJECTIVES:**
            a. Maxwell modifies Gordon with an ADJ and makes him strong or confident/brave.
      v. *"I'll push through... I always do. FOR GOTHAM!" - G*
      vi. *"* confused emote* " - B*

11. Gordon rises to the occasion, just as the Parademons arrive.
      i. *"My weapon! That beast must have taken it." - G*
   a. **PUZZLE: DEFEAT THE DEMONS:**
      ii. *"Gordon needs something to defend himself with." – L*
         1. Maxwell provides an object for Gordon to use as a weapon.
      iii. *"It's not powerful enough to harm them." – G*
         1. **RELEARNING: ADJECTIVES**:
            a. Maxwell modifies the weapon to make it more powerful.
               i. Gordon is able to destroy the Parademons around him.
      iv. *"I need more Batarangs!" – B*
         1. **JIT DC OBJECTS/EASTER EGGS:**
            a. Maxwell spawns a Batarang.
         2. **RELEARNING: DRAG/EQUIP 2.0**:
            a. Maxwell equips Batgirl with a batarang.
               i. Batgirl is able to knock away the Parademons.
      v. A Starite Spawns over Maxwell's head and he grabs it.

12. CINEMATIC:
   a. With two of their pack down, the remaining Parademons swoop down on the group, lifting them all off the ground. Before it's too late, Robin leaps down and throws a flurry of batarangs knocking out the lot. The group falls to the ground, and the screen fades to black.

Maxwell and Lily reawaken inside The Batcave.