

Ninja vs. Pirate

Design Document

Version 1.0

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CSC1 191

I. Game Overview

Ninja vs. Pirate is an action/adventure game based in a harsh future full of strife and turmoil. The basic goal of the game is to work toward the overthrow of an oppressive government formed by brigands and marauders that have banded together to form a force large enough to conquer and control the majority of the habitable land left behind by global conflict. A group of resistance fighters has been able to organize and prepare a major assault against the Pirate government. The resistance force has trained to master a martial art practiced by the greatest warriors known throughout history. They have trained to become Ninjas. Unknown to the Ninja rebels, a Pirate spy has infiltrated the secret Ninja Dojo that is being used to stage the assault. Before the Ninja's can launch their assault they must first deal with the consequences of the Pirate spy's infiltration.

The task to be performed by the player is to prevent the Pirate spy from escaping with vital information that could lead to the complete annihilation of the resistance movement. Through the process of stopping the spy, the player gains possession of an important piece of technology that can be used to gain information that will allow the Ninja rebels to strike a major blow against the rule of the Pirate government. The player must then prevent a Pirate raiding party from overtaking the secret Ninja Dojo before the Ninja rebels can use the obtained technology to retrieve critical information from the Pirate government's encrypted communication system.

Ninja vs. Pirate has an in-depth and slightly humorous storyline that is presented to the player through a series of cinematic sequences. To experience the full story the

player must complete a series of tasks that unlock the cinematic sequences. The game begins with an opening sequence which describes the game world and introduces the first task. With the completion of the first task, a new cinematic sequence is unlocked which leads the player to the next challenge. As the game progresses, the cinematic sequences introduce new challenges that the player must complete to advance the storyline. The game ends when the player has successfully completed the final challenge and viewed the final cinematic sequence. The current version of the game includes one simple challenge and two difficult challenges.

II. Game Mechanics

Overview

Ninja vs. Pirate is both a third-person, floating camera and first-person action/adventure game. Game play contains elements of exploration, cinematic storytelling, and action fighting sequences. To accommodate the mix of game play modes the player controls are designed to provide a balance of visual exploration of the game world for exploration and cinematic sequences and visual focus on enemy combatants during the action sequences.

Camera

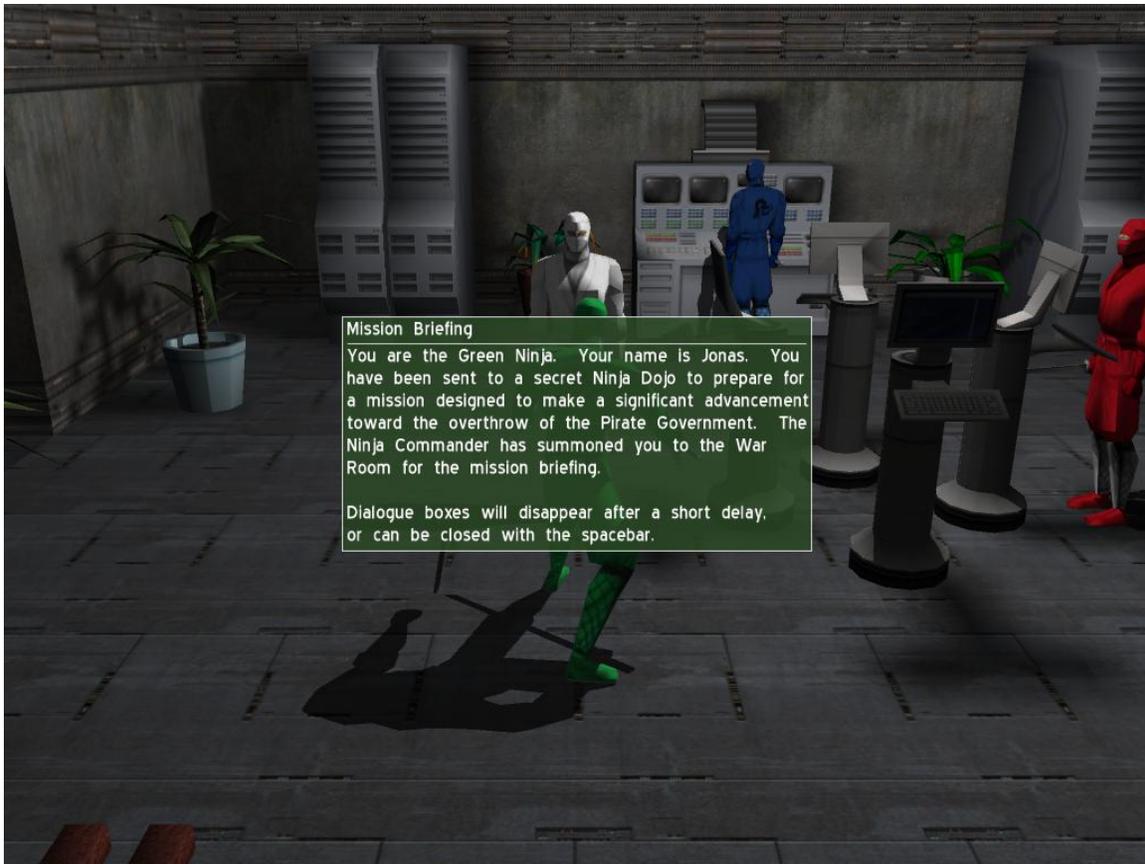
For the game, the player controls Ninja warriors fighting against Pirates that direct an oppressive government. At all times, the character controlled by the player appears in the center of the screen. During the third-person challenges, the camera is placed behind and slightly above the player controlled character. The location of the camera is fixed so that it always remains at the same location relative to the player controlled character. When the player controlled character turns, the camera will turn at the same rate to remain directly behind the character. During the first-person challenge the camera is placed to provide the player with a view of the world as if seen through the eyes of the player controlled character. The camera will pan left to right and up to down as the player looks around the game world.



In-Game GUI

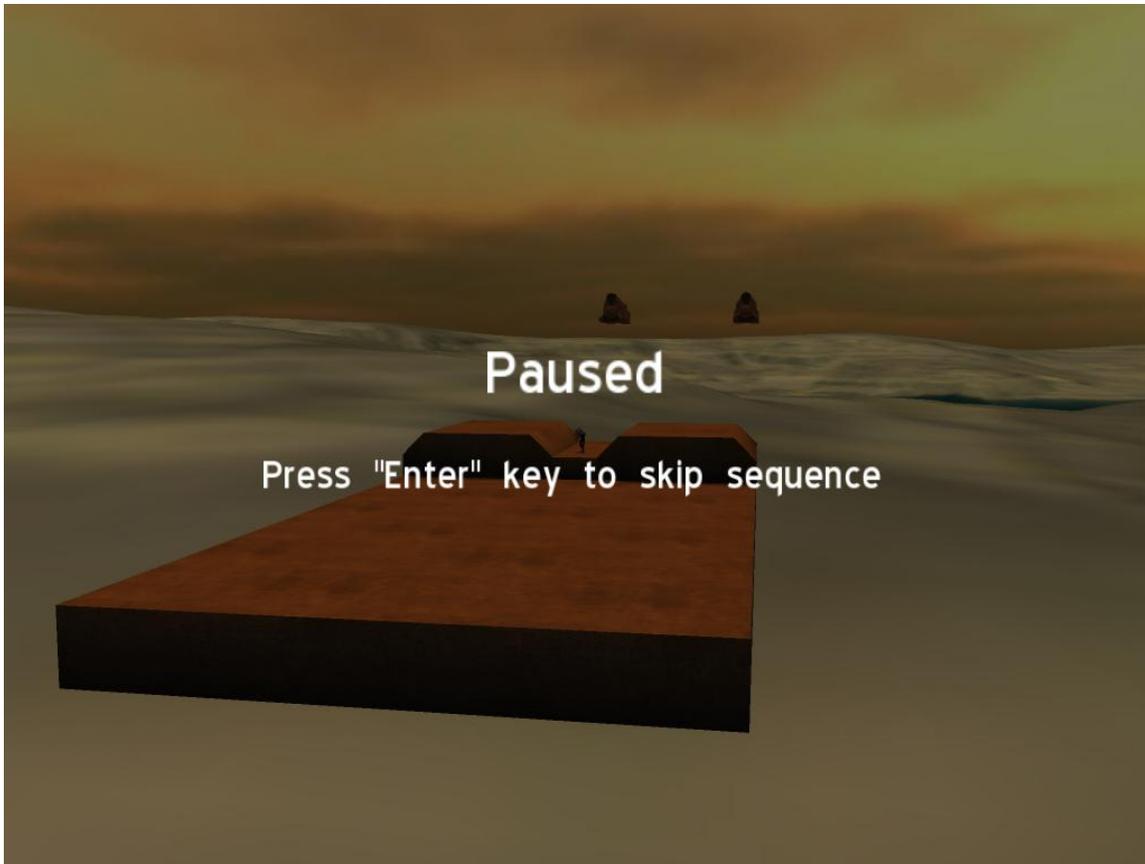
The majority of the screen is used to display the game world viewed by the player. Important messages and dialogue are displayed to the player through text boxes and specialized dialogue boxes. At the beginning of each challenge the player is provided with game play instructions that appear as text boxes that are drawn in the upper-left corner of the screen. The text boxes consist of white text with a 32 point font drawn on top of a semi-transparent dark green background. Messages provided by text boxes instruct the player on game play controls and challenge objectives.

Specialized dialogue boxes are used during cinematic sequences to illustrate dialogue spoken between game characters. Dialogue boxes are a specialized form of text box having a title, a white line separating the title from the dialogue text, and a white border that surrounds the semi-transparent dark green background. The title text of the dialogue box can be used to associate the dialogue text with the name of the current speaker, or associate challenge instructions with the title of the challenge.



During the last challenge of the game, the player is provided with an additional specialized text box that displays the time remaining before the challenge is complete and the health meter providing the status of the entity that the player is defending. Modified text boxes with large fonts are used for both displays. The backgrounds of the text boxes are allowed to overlap to create a slightly darker semi-transparent dark green material which serves as a divider for the time and health displays.

When the game is paused the screen is covered with a slightly modified text box that is adjusted to fill the entire screen. The pause screen places a semi-transparent black material over the entire screen to darken the player's view of the game world. The word "Paused" is drawn in the center of the screen with a large white colored font. During cinematic sequences the pause screen includes a message indicating that the player can skip the cinematic sequence by pressing the enter key. The skip sequence text is placed in the middle of the screen directly below the "Paused" text.



When transitioning between different game sequences a text background is used to fade the screen to black and from black. A full-screen text box with a black background and no text is drawn on top of all other screen objects. The transparency of the background is adjusted from completely transparent to completely opaque to simulate a fade out effect. The transparency of the background is adjusted from completely opaque to completely transparent to simulate a fade in effect.

The final GUI element is a retry screen that is presented to the player after a challenge has been failed. The replay screen is similar to the pause screen without a semi-transparent text background. The replay screen places the phrase “You Lose” in the center of the screen with a large white font. A message instructing the player to press the enter key to retry the challenge appears in the center of the screen directly below the phrase “You Lose.”

Replaying

If the player fails either of the two difficult challenges, the player is provided with the opportunity to reattempt the challenge. Upon failing a challenge, the player is presented with a failure message explaining that the challenge can be restarted by pressing the enter key. The challenge will restart at the beginning of the challenge and will not redisplay any of the preceding cinematic sequences or instruction text. The player can not fail the first challenge, which does not require retry capability.

Control Summary

Each of the three challenges requires the player to control a different entity, each with a unique set of controls. The first challenge requires that the player control a Ninja warrior, with a set of controls for navigating a room. The second challenge requires that the player control an aircraft to pursue and attack another aircraft. The third challenge requires that the player control a minigun to defend a Dojo against a Pirate raiding party.

Ninja Navigation Control

The Ninja Navigation control allows the player to move the Ninja forward and backward, and to rotate the Ninja to change the direction of motion. Control is provided through the keyboard, with two sets of keys. The player has the choice of using the arrow keys on the right side of the keyboard, or lettered keys on the left side of the keyboard to control the Ninja. The up arrow and 'w' keys are used to move the Ninja forward, the down arrow and 's' keys are used to move the Ninja backward, the left arrow and 'a' keys are used to turn the Ninja counter-clockwise, and the right arrow and 'd' keys are used to turn the Ninja clockwise. The Ninja rotates at a rate of sixty degrees per second and moves forward and backward at a rate of fifty units per second, where a unit is defined by the size of the game world. When moving forward and backward, the Ninja entity is animated with a basic walk animation.

Aircraft Navigation Control

The Aircraft Navigation control allows the player to fly an assault aircraft in pursuit of a fleeing aircraft piloted by a Pirate spy. The player can fire laser cannons and adjust aircraft speed, yaw, pitch, and roll. Control is provided through the keyboard with two

sets of keys. The player has the choice of using a combination of arrow and special function keys from the right side of the keyboard or lettered keys from the left side of the keyboard to navigate the aircraft. The player also has the choice of using the spacebar or the control keys to fire the laser cannons. The aircraft is pitched down with the up arrow and 'w' keys, pitched up with the down arrow and 's' keys, rolled counter-clockwise with the left arrow and 'a' keys, and rolled clockwise with the right arrow and 'd' keys. The aircraft rudder is controlled with the '<' and '>' keys or the 'z' and 'c' keys. The '<' and 'z' keys yaw the aircraft in the counter-clockwise direction and the '>' and 'c' keys yaw the aircraft in the clockwise direction. The page down and 'q' keys decrease the speed of the aircraft and the page up and 'e' keys increase the speed of the aircraft.

The yaw, pitch, and roll controls all employ an ease-in/ease-out functionality to programmatically adjust the angular velocity of the aircraft. As the player presses and holds a key, the angular velocity is increased by one degree per frame. The angular velocity is incremented until the maximum angular velocity is achieved. The maximum angular velocity for yaw, pitch, and roll is 45 degrees per second. When the user releases the key, the rate of motion is slowly decreased to zero, with a ninety percent reduction per frame achieved by multiplying the current angular velocity with 0.9. This provides a nice angular acceleration that creates a non-immediate reaction to user interaction. As the yaw, pitch, and roll of the aircraft are adjusted, a secondary adjustment of the aircraft orientation is applied which temporarily increases the attitude of the aircraft by a maximum of 35 degrees. This adjustment also employs an ease-in/ease-out control system. As the user presses and holds a key the attitude adjustment is increased, and when the user releases a key that attitude adjustment is decreased until the aircraft has leveled off and attained the new orientation.

The speed of the aircraft ranges from a minimum velocity of one hundred units per second to a maximum velocity of three hundred units per second, where a unit is defined by the size of the game world. The initial aircraft velocity is one hundred and ninety five units per second. The aircraft accelerates at a rate of one hundred units per second squared.

The aircraft has three laser canons which fire at different rates. The center laser cannon fires at a rate of eight rounds per second and the left and right laser canons fire at

a rate of five rounds per second. Each round moves at a rate of five hundred units per second. The left and right laser canon fires rounds directly forward. The direction of the center laser rounds is slightly jittered with an angular offset randomly selected from a range of 0.0 to 0.25 degrees, preventing the rounds from consistently flying straight.

Minigun Control

The Minigun control allows the player to use a minigun to defend a Dojo from an invading Pirate raiding party. The player can fire the minigun and adjust the azimuth and elevation of the minigun. The position of the minigun is fixed and can not be changed. Control is provided through the keyboard, with two sets of keys. The player has the choice of using the arrow keys on the right side of the keyboard, or lettered keys on the left side of the keyboard to control the minigun. The up arrow and 'w' keys are used to angle the minigun up, the down arrow and 's' keys are used to angle the minigun down, the left arrow and 'a' keys are used to angle the minigun left, and the right arrow and 'd' keys are used to angle the minigun right. The minigun moves with an angular velocity of twenty four degrees per second when idle, and a velocity of six degrees per second when firing. The player has the choice of using the spacebar or the control keys to fire the minigun. The minigun fires at a rate of six rounds per second. While firing, the roll of the minigun is adjusted by sixty degrees per second providing a full rotation of the minigun once per second. The bullets move with a velocity of five hundred units per second.

Cut-Scenes

Detailed cut-scenes are employed by the game to describe the plot to the player and to introduce challenges. Cut-scenes are executed before and after each of the three challenges provided by the game. The game also provides an introductory cut-scene that describes the game concept and a final cut-scene provides a sense of completion to the player. The game's 3D engine is used to render the cut-scenes, using the same art work used during interactive game play. Use of the same rendering engine and artwork for both cut-scenes and game challenges provides an identical look for all components of game play. Cut-scenes include conversation between Ninjas and other Ninjas, and Ninjas

and Pirates. The dialogue describes the purpose of the challenges and the reasons for performing the challenges. The dialogue also describes the results yielded by a successfully completed challenge.

Cut-scenes are performed by an event framework that employs multiple event queues to allow multiple events to execute concurrently. Events are used to control entity motion, rotation, and animation. Events are also used to modify the state of the scene, display text on the screen, and display dialogue on the screen. Custom events can also be defined for each level as needed.

Cut-scene sequences may occur at different locations for the different cut-scenes of the sequence. When transitioning between cut-scene locations the display will fade from the current scene to black and from black to the next scene. Transitions between cut-scenes and challenges that take place in different locations also employ the fade to black technique.

Levels

Ninja vs. Pirate provides three challenges which take place in three different environments. Each of the three environments can be considered a different level of the game. After a challenge has been completed, the player will not return to the challenge specific level as part of another challenge, although the game may revisit a level as part of a cut-scene.

Secret Ninja Dojo

The first environment encountered by the player is the War Room of a secret, underground Ninja Dojo where a group of Ninja rebels has gathered to plan a raid on a Pirate government communication facility. The War Room has one large room with two barrels, four plants, four computer terminals, one large computer unit, and two sets of computer storage units. The Ninja leader, the main and secondary characters controlled by the player, and three background characters are present in the large room. The large room has two wall grates and a floor grate. Two opposing hallways are found in the large room, with one leading to the War Room exit and one leading to a smaller room. The

smaller room contains one background character, one computer terminal, two wall grates, and an assortment of crates and barrels.

The walls, ceiling, and floor of the War Room are mapped with detailed high-tech textures. A light map was created to pre-compute shadows for all of the static objects in the room. The War Room lighting can be adjusted from a white ambient light of medium intensity, to a red ambient light with an alarm siren and a flashing red alarm light. The lighting is adjusted based on the situation, where white light is used for normal conditions and red light is used for emergency situations.



Desert Terrain

The second environment encountered by the player is a desert terrain through which an aircraft can be flown. A large desert terrain is generated from a height map specifying elevation of the terrain. The terrain is texture mapped with an image depicting a desert landscape containing small bodies of water. The terrain is surrounded by a sky box depicting a slightly cloudy orange sky reminiscent of sunrise or sunset. A directional

light and linear fog with an orange hue are employed to provide a tint matching the sky color to scene objects and to blur distant scenery.

The Tarmac

The third environment encountered by the player is an aircraft runway with two aircraft hangars located above the underground Ninja Dojo. The runway is situated within the desert terrain area, and is meant to be the point of origin for the aircraft that appear in the Desert Terrain level. The runway contains a Ninja with a minigun located on an elevated section between the hangars, two multi-troop transport vessels, and a squad of hostile robots. A Pirate that commands the robots is also found on top of one of the hangars during a cut-scene.

The runway and hangars are texture mapped with a detailed concrete texture and a light map provides pre-computed shadows of the hangars on the runway, and on the sides of the hangars and runway segment. The runway model is placed at the center of the Desert Terrain scene.



III. Game Elements

Entities

Game entities consist of living and inanimate objects with which the player can control or interact. The main game entities are Ninjas, Pirates, robots, aircraft, and a minigun. The player controlled entities for the game are a Ninja, a fighter aircraft, and a minigun operated by a Ninja. The Ninja entity controlled by the player can explore the Secret Ninja Dojo scene, while the fighter aircraft and minigun controlled by the player can attack enemies.

Ninja

The Ninja is the positive force of the game. The Ninja faction consists of a group of rebels fighting against an oppressive government controlled by Pirates. Ninjas are skilled fighters with advanced capability for stealth, including the ability to become invisible. The Ninjas have a large research and development group that is constantly developing new weapons and technology to aid with the fight against the Pirate government.

Pirate

The Pirate is the evil force of the game. The Pirate faction consists of a large group of marauders that was able to conquer the majority of the remaining habitable land through sheer force of numbers and brutal, ruthless tactics. Pirates aren't very tough, even with their lasers and robots. Their large numbers and violent behavior are the only attributes that make them a force to be reckoned with. Pirates constantly fight amongst themselves for power within their government. Scientific research and development is a foreign concept to the Pirates who simply steal technology from those that they have conquered.



Robots

The robot is an entity owned and operated by the Pirates. The Pirates use killer robots to do a large amount of their fighting. The robots have powerful guns mounted on their arms and have infrared vision making them capable of detecting invisible Ninjas. Robots are fairly tough to destroy.

Aircraft

Three different types of aircraft exist within the game. Two of the aircraft are assault craft while the third is a transport craft. The transport craft can carry up to twenty entities, and has heavy armor and light weapons for basic offensive capability.

The RZR-002 class fighter aircraft is an older fighter aircraft of medium speed and small size. The RZR-002 has light armor and two laser cannons, but is unable to carry missiles.

The Interceptor class fighter aircraft is an advanced fighter recently developed by the Ninja faction. The Interceptor is a high speed, heavy armored aircraft with three laser canons and the capability to carry both high-precision thermal bombs and air-to-air missiles.



Minigun

The minigun is a weapon available to the Ninja faction for defending the Secret Ninja Dojo from Pirate invasion. There is a minigun available on top of an elevated section between two hangars that are located on the runway that sits on top of the Secret Ninja Dojo.



Characters

Game characters consist of friendly and hostile entities with which the player can interact. The game contains multiple Ninja characters that are important to the story and two Pirates that are important to the story.

Jonas

Jonas is the Green Ninja who is the main character of the game. He is the character controlled by the player for two of the three challenges. Jonas is the most skilled and powerful Ninja of the Ninja faction and is considered an unofficial leader by many of the Ninja faction members. Jonas pilots an Interceptor class fighter with a sleek gray look.

Sawyer

Sawyer is a Brown Ninja who is a secondary character of the game. He is controlled by the player for one of the three challenges. Sawyer is a senior member of the Ninja

faction, providing essential support to the Ninja Leader and other senior members of the Ninja faction.

Ninja Leader

The Ninja Leader is the White Ninja found in the War Room of the Secret Ninja Dojo in the beginning of the game. The Ninja Commander provides orders to both Jonas and Sawyer.

Wakefield

Wakefield is a Brown Ninja that is a senior member of the Ninja faction. Wakefield provides air support to Jonas while fighting in the Desert Terrain scene. Wakefield pilots an Interceptor class fighter decorated with the silhouette of a Viking.

Kubiak

Kubiak is a Brown Ninja that is a senior member of the Ninja faction. Kubiak provides air support to Jonas while fighting in the Desert Terrain scene. Kubiak pilots an Interceptor class fighter decorated with a dark gray, purple, and fluorescent green color scheme.

Pirate Spy

The Pirate spy is a secret agent that has infiltrated the Secret Ninja Dojo. The Pirate spy escapes from the Dojo with electronic documents containing locations and access codes to all of the Ninja faction's secret facilities while the Ninjas are planning their attack on the Pirate government. The Pirate spy escapes in an old RZR-002. When Jonas is attacking the fleeing RZR-002 with his Interceptor, no health bar is presented to the player. Instead the RZR-002 emits a smoke trail which gets thicker as the RZR-002 is damaged. When the RZR-002 is destroyed the color of the smoke is adjusted so that the craft appears to be on fire.

Pirate Robot Wrangler

The robot wrangler is a Pirate that commands the attack on the Secret Ninja Dojo. Sawyer and the other Ninjas encounter the robot wrangler during a cut-scene where the wrangler confronts Sawyer who is then saved by Jonas, Wakefield, and Kubiak.

The Hangar

The hangar is the entity that Sawyer defends from the invading Pirate force. The robots shoot the hangar while attempting to break through the hangar doors. The health of the hangar doors is displayed in the upper left of the screen as a percentage. Sawyer must keep the hangar's health above zero for two minutes.

IV. Game Progression

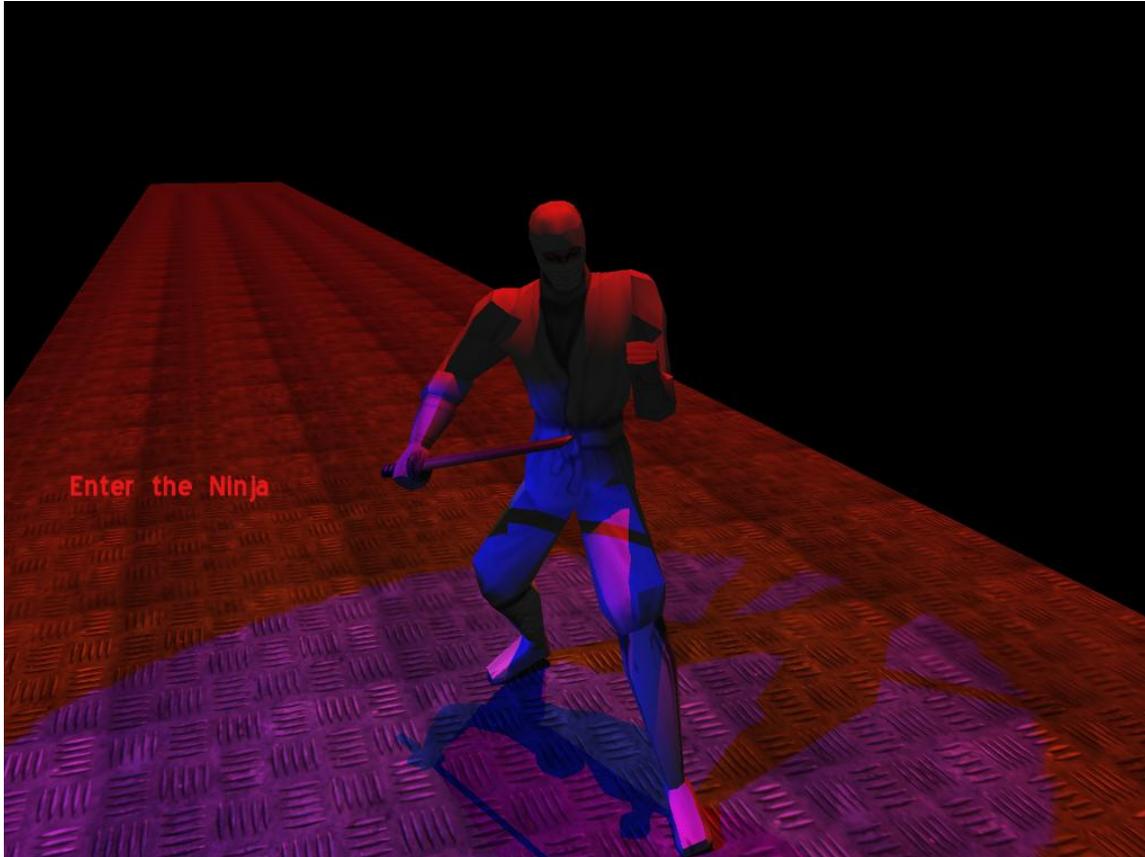
Opening Sequence

Ninja vs. Pirate opens with a sequence that introduces the player to the game world. The sequence portrays a white Ninja walking along a large corridor with a metallic floor. The camera is placed directly behind the Ninja and the lighting in the corridor is initially very dark. As the Ninja walks along the corridor, ominous music plays in the background and text describing the game world and plot fade in and out along the left hand side of the screen. After the first set of text has been displayed from top to bottom of the screen, the camera begins to slowly rotate around toward the front of the Ninja and the lighting begins to fade to a red ambient light with a blue spotlight shining on the Ninja to provide an eerie purple light. The intensity of the ambient light and the spotlight increases as the ninja moves forward. After a second set of text has been displayed, the Ninja stops walking and executes a sword swinging animation. The screen then fades to black and the title screen slowly appears by fading from transparent to opaque. The title screen reads "Ninja vs. Pirate" and "Ultimate Enemies Collide" in a stylized font. Instructions to start the game by pressing the enter key are displayed at the bottom of the title screen. The text that is rendered to the screen during the opening scene provides the following narration:

"The year is 2071. Global conflict has decimated the population. Communities attempting to rebuild are destroyed by marauders interested only in the natural resources to be taken. Over time the marauder force has grown large enough to control most of the remaining habitable land. Those that refuse to live under the control of this 'pirate'

government are sent to forced labor camps. Those that cooperate are granted the 'freedom' to live under constant surveillance and oppression. Rediscovery of an almost forgotten martial art has created hope that an organized group of resistance fighters can overthrow the 'pirate' menace. Known for their ruthless cunning, unmatched stealth, and tendency to flip out and kill people, these skilled warriors have adapted an ancient art to a modern battle. A new force has risen to challenge the marauder rule.

Enter the Ninja".



Scene 1: Secret Ninja Dojo

The Secret Ninja Dojo Scene opens with a dialogue box providing the mission briefing.

The mission briefing contains the following text:

"Mission Briefing"

"You are the Green Ninja. Your name is Jonas. You have been sent to a secret Ninja Dojo to prepare for a mission designed to make a significant advancement toward the overthrow of the Pirate Government. The Ninja Commander has summoned you to the War Room for the mission briefing.

Dialogue boxes will disappear after a short delay, or can be closed with the spacebar".

After the mission briefing disappears, the player is provided with an unobstructed view of Jonas facing the Ninja Leader. Two blue Ninjas and a red Ninja are also visible in the background. The blue Ninjas are science officers working at computer terminals and the red Ninja is a security officers watching over the area. The Ninja Leader describes the current mission to Jonas with the following dialogue text:

"Ninja Commander"

"As you know, the Pirates have been unable to create new technology. They either steal technology from those they conquer or simply salvage and repair old technology. "

"Ninja Commander"

"We have discovered that the pirates are using old military encryption hardware for secure communication. We have been able to acquire some of the same crypto units, making it possible for use to decode Pirate transmissions if we can obtain one of their encryption keys. "

"Ninja Commander"

"We have also located a poorly guarded facility that you and a small team will infiltrate to retrieve the crypto key from a practically unguarded communication station. Fortunately for us, the facility is in a remote desert area and Pirate magic only works on water..."

The Ninja leader is then interrupted by the sound of an alarm and flashing red alarm lights. The scene lighting dims from a white ambient light to a dark red ambient light. After the alarm sounds, Sawyer enters the room. The Ninja Leader turns to speak to Sawyer who explains the situation with the following dialogue text:

"Sawyer"

"Commander, a Pirate spy has infiltrated the facility and escaped with data containing the locations and access codes for all of our secret facilities!!"

The Ninja Leader responds with the following dialogue text:

"Ninja Commander"

"What?!"

"Ninja Commander"

"How could this happen?!?!"

"Ninja Commander"

"Begin preparing for an evacuation! The Pirates will most certainly attack soon in order to prevent our escape. "

"Ninja Commander"

"Jonas, the mission is canceled. Take one of the new Interceptor class Fighters and stop the spy from delivering the information! I will send Wakefield and Kubiak with you. "

The player is now free to control Jonas. Instructions for controlling Jonas are displayed at the upper left of the screen. The goal of locating the exit to enter the hangar and board an interceptor is also displayed in the upper left corner of the screen. This is the first challenge and is very simple. The player can take this opportunity to explore the War Room or can proceed directly down the hallway to the War Room exit. After reaching the War Room exit the scene ends and the screen fades to black.



Scene 2: Desert Terrain

The Desert Terrain scene opens with a cut-scene showing three Interceptor class fighters flying over a large sand dune. Wakefield and Jonas have a conversation describing the current situation to the player through the following dialogue text:

"Wakefield (Radio Communication)"

"Jonas, long-range scanners are detecting a squadron of escort fighters protecting the spy's ship. One ship appears to be breaking away. It must be the spy. It's heading toward what appears to be a motionless transport vehicle. "

"Wakefield (Radio Communication)"

"The transport probably contains a mobile communication system that can transmit the stolen data as soon as the spy arrives. That can't be allowed to happen. We'll take care of the escort fighters, you stop the spy! "

"Jonas (Radio Communication)"

"Alright guys, get pumped!!"

"Jonas (Radio Communication)"

"I mean really, really pumped!!!"

When the dialogue is complete, Wakefield and Kubiak change course and fly from view to engage the enemy and the screen fades to black as the cut-scene ends.

The interactive challenge begins after the first cut-scene completes. The challenge opens with Jonas' Interceptor located directly behind the Pirate spy's RZR-002. The RZR-002 is moving with a velocity of 200 units per second which is slightly faster than the Interceptor's initial velocity of 195 units per second. The RZR-002 also performs simple evasive maneuvers where it moves from the center of the screen to the upper and lower left and right corners of the screen. As the Interceptor hits the RZR-002 with its laser cannons, the RZR-002 sustains damage and begins to smoke. The smoke gets thicker as the RZR-002 sustains greater damage. When the RZR-002 is destroyed it pitches toward the ground and an explosion sound is played. A futuristic laser type sound is also played while the Interceptor fires its laser cannons. After the RZR-002 is destroyed, the scene fades to black as the challenge ends.



The cut-scene following the end of the challenge shows a scene of Jonas' Interceptor viewed from the front as it flies past the destroyed RZR-002 which continues to emit a smoke trail as it descends toward the ground. Jonas communicates with Wakefield to provide his status and attain the status of the other two Ninjas through the following dialogue text:

"Jonas (Radio Communication)"

"Wakefield, the spy's ship has been destroyed. What is your status?"

"Wakefield (Radio Communication)"

"We've dealt with the escort fighters. Kubiak's ship is badly damaged, and I'm fresh out of laser batteries but still making noise. We're close to the transport so we might as well see how they like the sound of a high precision thermal explosive. "

"Jonas (Radio Communication)"

"Check for any useful information in the wreckage when you're done. I'm going to make sure that no one survived the crash of the spy's ship. "

The cut-scene ends when the dialogue is complete and the screen fades to black. The screen then fades to the next cut-scene which is set on the ground. The burning RZR-002 is seen in the distance and the Pirate spy is staggering away from the wreckage. Jonas is

seen sneaking up behind the Pirate spy. The following dialogue text is displayed on the screen:

"Pirate Spy"

"Where is that Elite Guard Unit that I called for? They should be here by now... What the..."

"Jonas"

"..."

The Pirate spy looks over its shoulder and sees Jonas, who gets closer and closer to the spy and finally jumps in the air to attack the spy. The cut-scene ends and fades to black just as Jonas' sword comes down on the pirate spy.

The final cut-scene of the level shows a view from behind and slightly above Jonas' interceptor as it flies over the wreckage toward the Secret Ninja Dojo. The following dialogue text is displayed on the screen:

"Jonas (Radio Communication)"

"Wakefield, the spy has been dealt with. What is the status of the transport?"

"Wakefield (Radio Communication)"

"We're looking at the damaged transport now, and you won't believe what we found. The communication antenna was completely destroyed, but we have a fully functional crypto unit that is powered up and keyed for use!"

"Wakefield (Radio Communication)"

"It's been rigged with a simple battery to make it portable. We should be able to remove it from the wreckage and bring it back to the Dojo without powering it down. Then we'll be able to connect it to a comm system and have full access to the pirate government's communication network!"

"Jonas (Radio Communication)"

"I don't know what most of that means, but make sure you do whatever it is you plan on doing fast. There's an Elite Guard unit on the way and none of us are equipped to handle that kind of fire power. Get the unit and get out of there."

When the dialogue is complete the cut-scene ends and the screen fades to black.

Scene 3: The Tarmac

The Tarmac scene opens with a cut-scene that returns to the War Room. The scene opens with a simple mission briefing conveyed through the following dialogue text:

"Meanwhile..."

"Back at the secret Ninja Dojo the evacuation is nearly complete, but not everyone can leave..."

The player is then presented with a clear view of the War Room which contains only the Ninja Leader. The alarm is still sounding and the red alarm light is still flashing. Sawyer approaches the Ninja Leader who has just learned of the crypto unit acquired by Jonas, Wakefield, and Kubiak. The following dialogue text is displayed on the screen:

"Sawyer"

"Commander, the evacuation is nearly complete. The last transport vehicle is preparing to leave now. We should head to the evacuation area immediately. "

"Ninja Commander"

"I have just received a communication from Jonas. They have stopped the spy, and managed to acquire an operational crypto unit. The unit must be connected to a network terminal before the Pirates realize what has happened and re-key their crypto systems. "

"Ninja Commander"

"Unfortunately, a Pirate raiding party is approaching the Dojo. You must stay behind and prevent the Pirate raiding party from overtaking the Dojo before the others arrive with the crypto unit. "

"Ninja Commander"

"All but one of the network terminals in the War Room have been set to self-destruct. You can use that terminal to access the Pirate's network and obtain the locations of the Pirate facilities that we are looking for. "

"Ninja Commander"

"The others are only a few minutes away. You should have no problem delaying the Pirate raiding party until they return. "

"Sawyer"

"No problem. That doesn't sound like anything that a Ninja with a minigun can't handle. We'll see you at the rendezvous point. "

When the dialogue is complete the cut-scene ends and the screen fades to black. The following cut-scene opens with a view of the runway on the desert terrain. The camera is positioned behind the end of the runway at a high altitude looking toward Sawyer who is standing between the hangars at the other end of the runway. Text indicating that two transports are about to land on the tarmac is displayed in the upper left corner of the screen, and two transports are seen approaching from a distance. The transports stop at the end of the runway and descend to land on the runway. When the ships land, the cut-

scene ends and the camera pans and rotates from its current position to the first person view to be used during the challenge.

When the challenge begins, the player is looking directly toward the end of the runway. Two transports are parked at the end of the runway and eleven killer robots are lined up at the end of the runway. The robots begin to move forward with a randomly assigned velocity ranging from ten to twenty units per second. When the robots reach the hangar, they stop walking and begin to shoot at the hangar doors. The robots fire one round per second that does 0.15% damage to the hangar door. When the hangar door is shot, an explosion sound is played. The player must defend the hangar from the robots with the minigun for a total of two minutes. A gunshot sound is played whenever the player fires the minigun. The time remaining and hangar health are displayed at the upper right corner of the screen. When two minutes has elapsed and the player has prevented the hangar health from reaching zero, the challenge is successfully completed and a cut-scene begins.



The cut-scene starts with the camera panning to the left corner of the left hangar and rotating to face the center of the opposite end of the runway. Victory music plays in the background, and five explosions erupt on the runway as Jonas, Wakefield, and Kubiak return and destroy the transports and any surviving robots. The cut-scene ends when the returning interceptors have flown across the screen, and the screen fades to black.

The next cut-scene begins with Sawyer standing on top of the right hangar, facing two robots and a Pirate robot wrangler. The robot wrangler walks toward Sawyer and the following dialogue text is displayed:

"Pirate"

"Well Ninja, you may have slowed us down long enough to allow your friends to return but you won't be getting out of here alive. Our Pirate magic may only work on water, but who needs magic when you have lasers and robots. "

"Pirate"

"Your Ninja power of invisibility is worthless against our killer robots with their infrared vision. "



While the Pirate is speaking, Jonas, Wakefield, and Kubiak have used their power of invisibility to position themselves behind the Pirate and the Robots without being detected. The three Ninjas suddenly become visible and Wakefield and Kubiak destroy the two robots with their swords. Jonas then speaks to the Pirate and the following dialogue text is displayed on the screen:

"Jonas (Green Ninja)"

"You were right about one thing, Pirate. Sawyer definitely slowed you down long enough for us to return. But you were wrong about two things."

"Jonas (Green Ninja)"

"First, your killer robot's infrared vision only defeats our power of invisibility when the robots are looking in our direction."

"Jonas (Green Ninja)"

"Second, Ninjas may cut off heads all the time and not even think twice about it, but there's no way we'd leave another Ninja behind for the likes of you. Now, if you'll excuse us, we have some data to access."

When the dialogue is complete, Sawyer raises his sword to strike the Pirate. The screen fades to black and the cut-scene ends as Sawyer's sword approaches the Pirate's head.

The final scene of the game shows the four Ninjas standing before the only functional computer terminal remaining in the War Room of the Secret Ninja Dojo. The alarm siren is still audible and the flashing red alarm light is still active. The words "The End" are displayed at the center of the screen with a stylized font. The final scene provides the player with the sense that the Ninjas have successfully accessed the Pirate government's computer system and obtained the information required to make major advancements toward the overthrow of the Pirate government.

