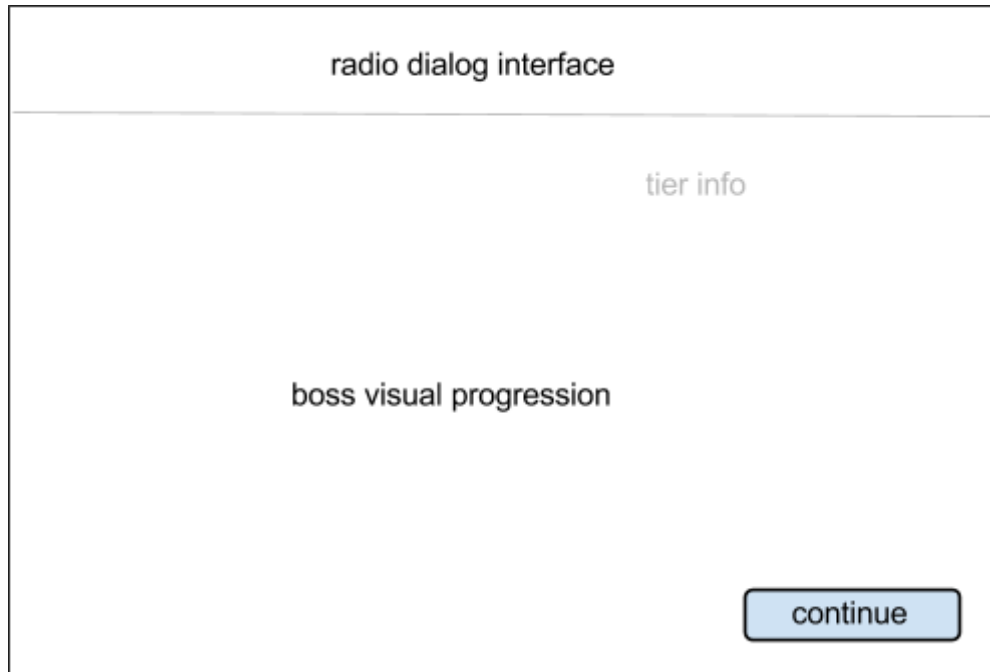




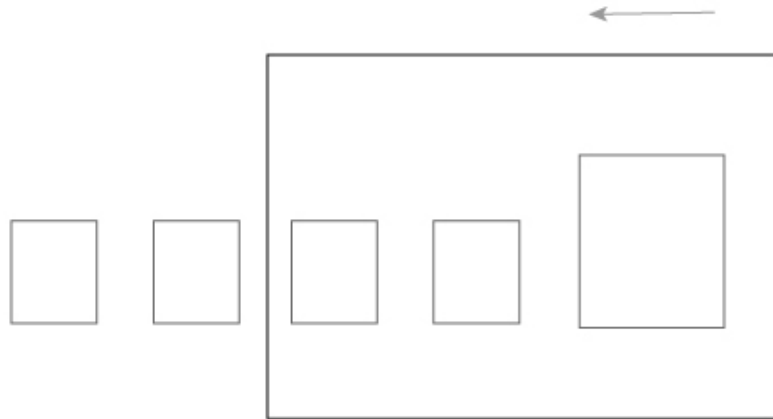
Framework:

- Radio:
  - Used to encase all dialog content explaining progress to user.
    - Image for head kat or any boss
    - Enough room for two lines of dialog at once
- Tier Info
  - Used to display clear progression in text, integrated into art to appear part of board (i.e. not straight on)
  - Tier Title, Tier Faction, Tier Boss ( 1 / 3 )
- Boss Progression
  - Used to display visual progression using boss art and transitions

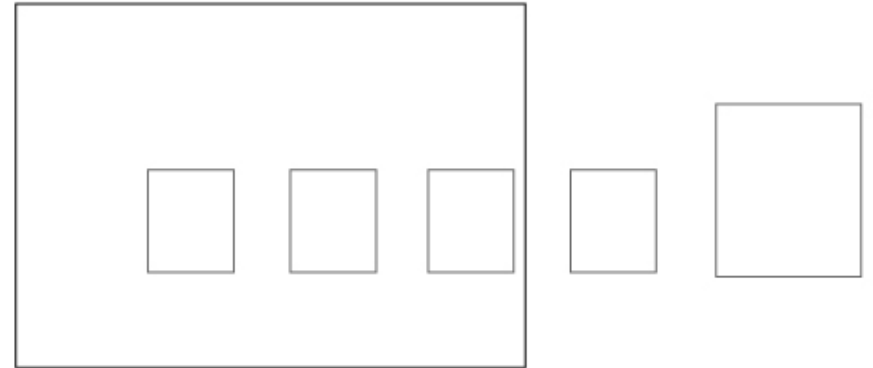


Tier Intro:

- Transition, only seen first time user fights a sub boss per tier

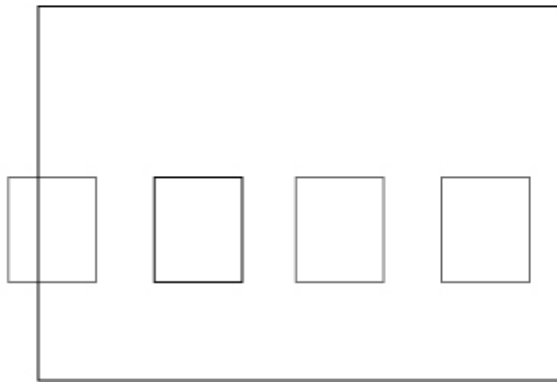


1. Start on Tier Boss, Pan left

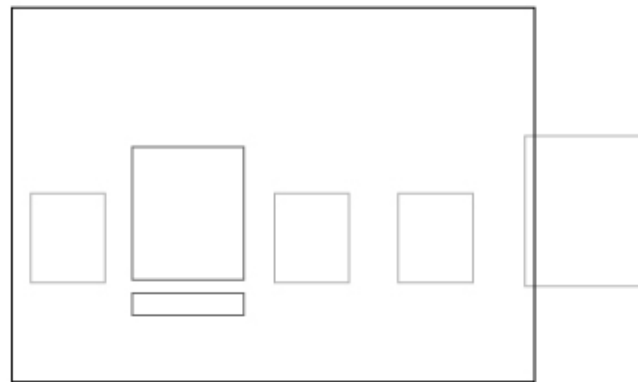


2. Stop when active boss is one over from left. (note first boss will leave a gap on left)

Sub Boss Intro:

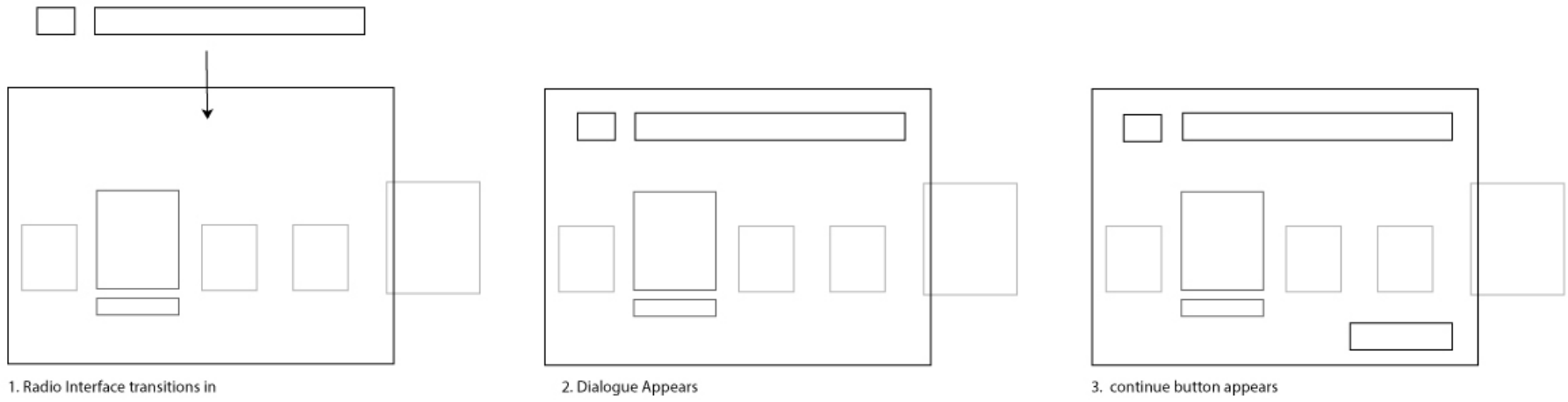


1. start with active sub boss one boss over from left



2. enlarge active sub boss while minimizing other bosses (smaller, depth of field), transition name of active sub boss on

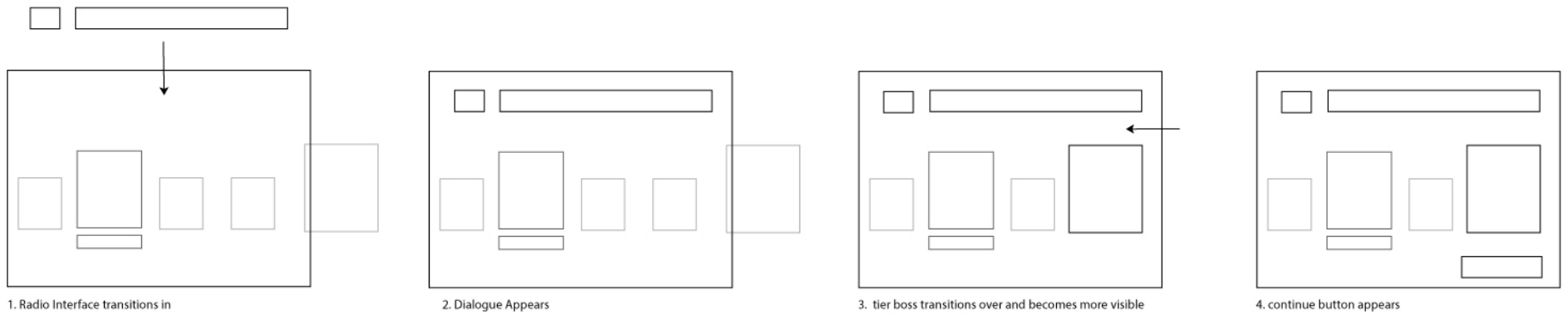
Sub Boss Intel:



Sub Boss Results:

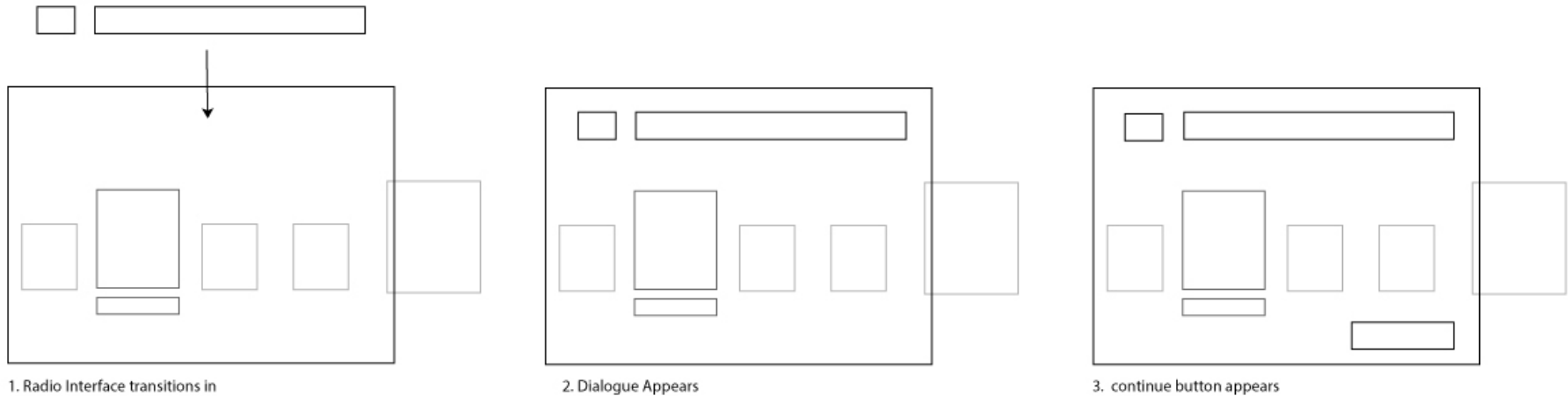
Victory:

- Check mark over sub boss.
- notice it starts at same point as sub boss intel visually



Defeat:

- Escaped over sub boss
- Sub boss taunt from radio
- notice it starts at same point as sub boss intel visually



Dialog Content per Tier:

- Sub Boss 01 Intro | Kat gives intel on sub boss over radio
- Sub Boss 01 Mission Complete | Kat acknowledge win, explains how new intel from win will lead to big boss
- Sub Boss 01 Mission Failed | Sub Boss taunts over radio
- Sub Boss 02 Intro | Kat gives intel on sub boss over radio
- Sub Boss 02 Mission Complete | Kat acknowledge win, explains how new intel from win will lead to big boss
- Sub Boss 02 Mission Failed | Sub Boss taunts over radio
- Sub Boss 03 Intro | Kat gives intel on sub boss over radio
- Sub Boss 03 Mission Complete | Kat acknowledge win, explains how new intel from win will lead to big boss
- Sub Boss 03 Mission Failed | Sub Boss taunts over radio
- Sub Boss 04 Intro | Kat gives intel on sub boss over radio
- Sub Boss 04 Mission Complete | Kat acknowledge win, explains how new intel from win will lead to big boss
- Sub Boss 04 Mission Failed | Sub Boss taunts over radio
- Tier Boss Intro | Kat gives intel known on boss, mentions 3 missing intel over radio
- Tier Boss Mission Complete 01/03 | Kat acknowledges almost catching him, goes over intel dropped by boss during getaway over radio
- Tier Boss Mission Complete 02/03 | Kat acknowledges almost catching him, goes over intel dropped by boss during getaway over radio
- Tier Boss Mission Complete 03/03 | Kat acknowledges win, goes over last intel dropped, introduces next tier + next tier boss over radio
- Tier Boss Mission Failed | Boss taunts, mentions your intel is not enough to really catch him, suggests "upgrade" passively over radio

Non Dialog Content per Tier:

- Tier Number
- Tier Faction Title/Logo
- Boss name

Sub Boss: [user selects map node]

- Storyboard Intro:
  - Pan Map full of connections,
    - check off previous target (if a sub boss had been defeated)
  - Pan Map further, circle target
  - Slide in trainer w/ Dialog (intel on your current target)
  - [Take Flight Button]
- Player Lose:
  - Slide in Sub Boss w/ Dialog (taunt + suggestion)
  - Pan map (stamp escaped)
  - [Retry] [Continue] ---> [Mission Results loop]
- Player Win
  - Slide in Big Boss w/ Dialog (taunt , teases next boss)
  - [Continue] ---> [Mission Results loop]

Big Boss:

- Storyboard Intro:
  - Pan Map full of connections, check off target (of previously defeated sub boss)
  - Pan Map further, circle target
  - Slide in trainer w/ Dialog (intel on your current target)
  - [Take Flight Button]
- Player Lose:
  - Slide in Big Boss w/ Dialog (taunt + suggestion)
  - Pan map (stamp escaped)
  - [Retry] [Continue] ---> [Mission Results loop]
- Player Win: [Tier hand off]
  - Slide in Trainer w/ Dialog (congrats, teases next location)
  - Pan map (check off boss, zoom out so player can see full map completed)
  - Pan to new map
  - [Continue] ---> [Mission Results loop]