

## Level Design Document of a Boss fight in Kim Possible



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## Historic




Nom	Date	Description
Francis Touchette-Drolet	01/08/17	Document creation
Francis Touchette-Drolet	01/08/23	Finishing the document

## Presentation of the level

### Level 6: impossible Chemical

**Location :** In a high-tech factory

#### *Visual references*

	<p>To put the emphases on the industrial idea.</p>
	<p>The desired color for the interior of the building</p>
	<p>The building will have a huge space</p>

## General characteristic of the boss

**Name :** Red Gorilla King

**Size :** approximately 50 meters

**Weight:** 4 tons

**Race:** Red Gorilla

**Habitat:** Inside a factory in a pool of lava

### *Visual references*



The monkey has special skin that allows him to live in the lava.



An image of King Kong in order to grasp the side of the gigantic creature.

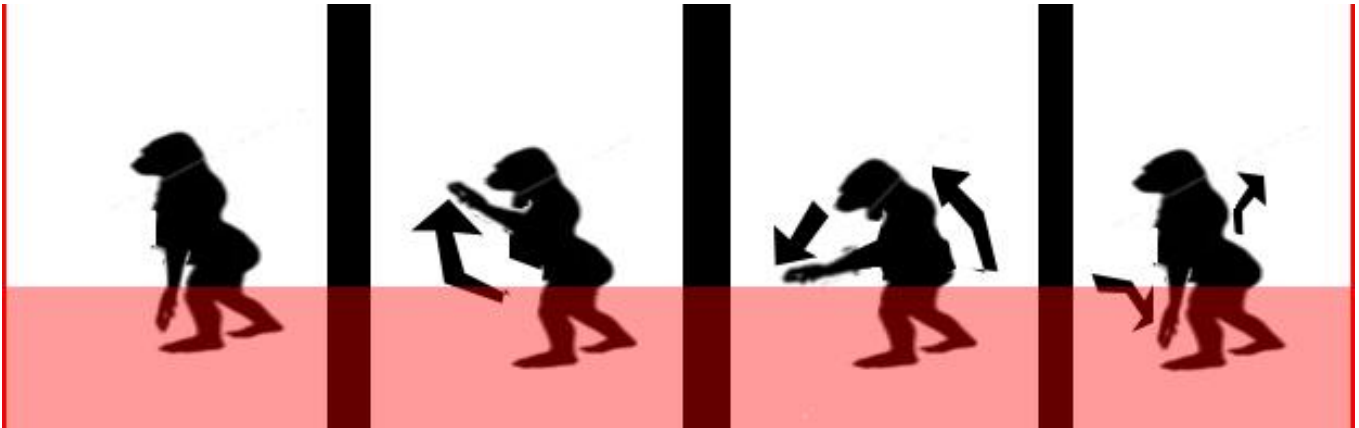


To show the desired cartoon style of the creature.

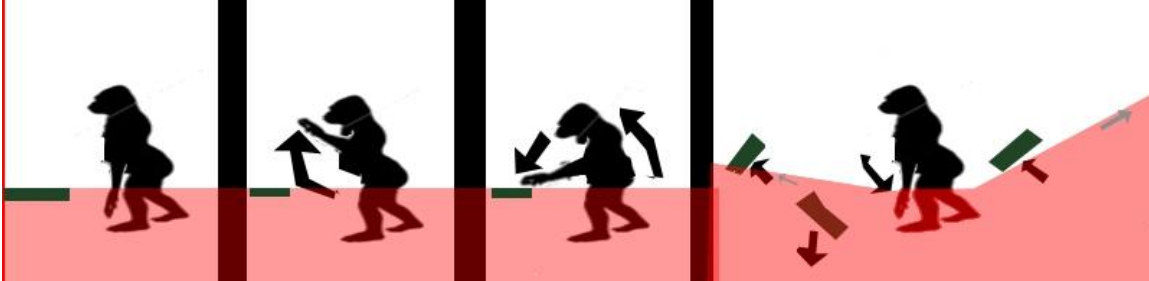
## List of animations

### Hitting the hero on the ground (Phase 1)

- The character raises his arm and hand up.
- His hand will then fall straight to the ground.
- At the same time, he will slightly bend his back.
- If he does not hit anything, he puts his hand back into the lava.



## Hit the hero on the ground(Phase 3)



- The character raises his arm and hand up.
- His hand will then fall straight to the ground.
- At the same time, it will slightly bend his back
- At the same time, he sinks into the lava platform
- At the same time, the character creates a stir and raises the lava around
- This causes the two platforms adjacent to the old lift and projects it a few meters away.
- The platforms are always keeping the direction of the flow.

## Turn to Kim Possible (Phase 1,2, and 3)

- The character is normally straight.
- When Kim moves, it leans slightly and rotates to keep watching Kim.
- When Kim stops moving, the character becomes straight again.



## Raise lava(phase 3)

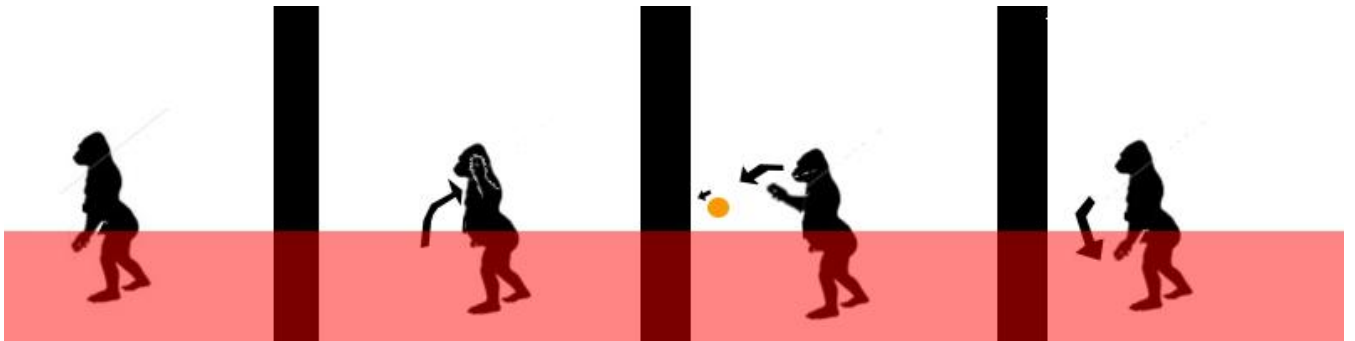
- The character raises his arms in the air as a warning (for 10 seconds).
- Finally, he plunged his arms into the lava.
- he further raises his arms upward and initiates a wave of four meters in height.





## Throwing rocks (Phase 2)

- The character raises his arm above his head.
- He lowers his arm slightly in a 30 degree angle.
- Then he throws a rock on Kim Possible position.
- Then, the character lowers his arms.



## Moving his head when Kim strikes (Phase 3)

- When Kim hits the character, it rotates the head laterally in the direction of Kim
- If Kim hits to the horizontal, the head shakes from left to right.
- If Kim hits vertically, the character's head flies back to the top.



## A spasm when it receives electrical damage (Phase 1 and 2)

- When Kim makes an electrical damage, the character reacts instantly.
- The character arches his back
- He brings at the same time his hands against his head.



## Move hand to chase Kim out of his shoulder (phase3)

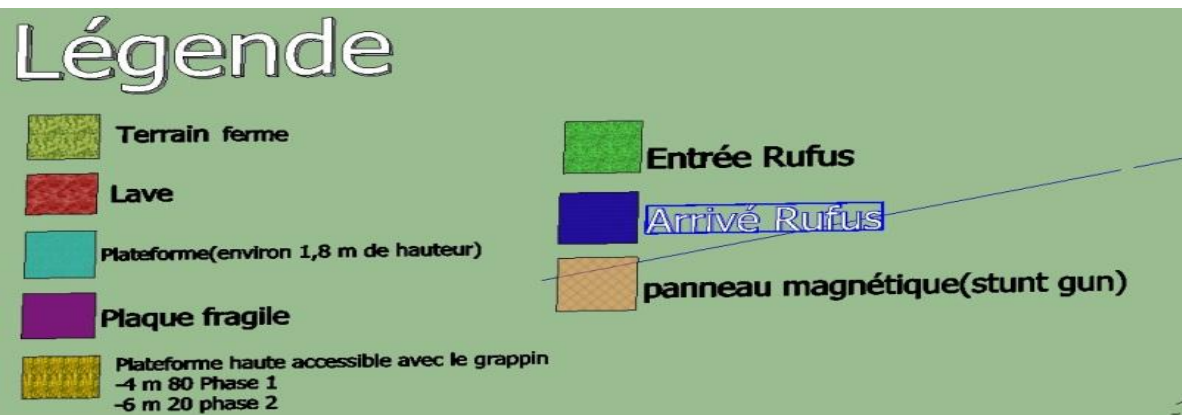
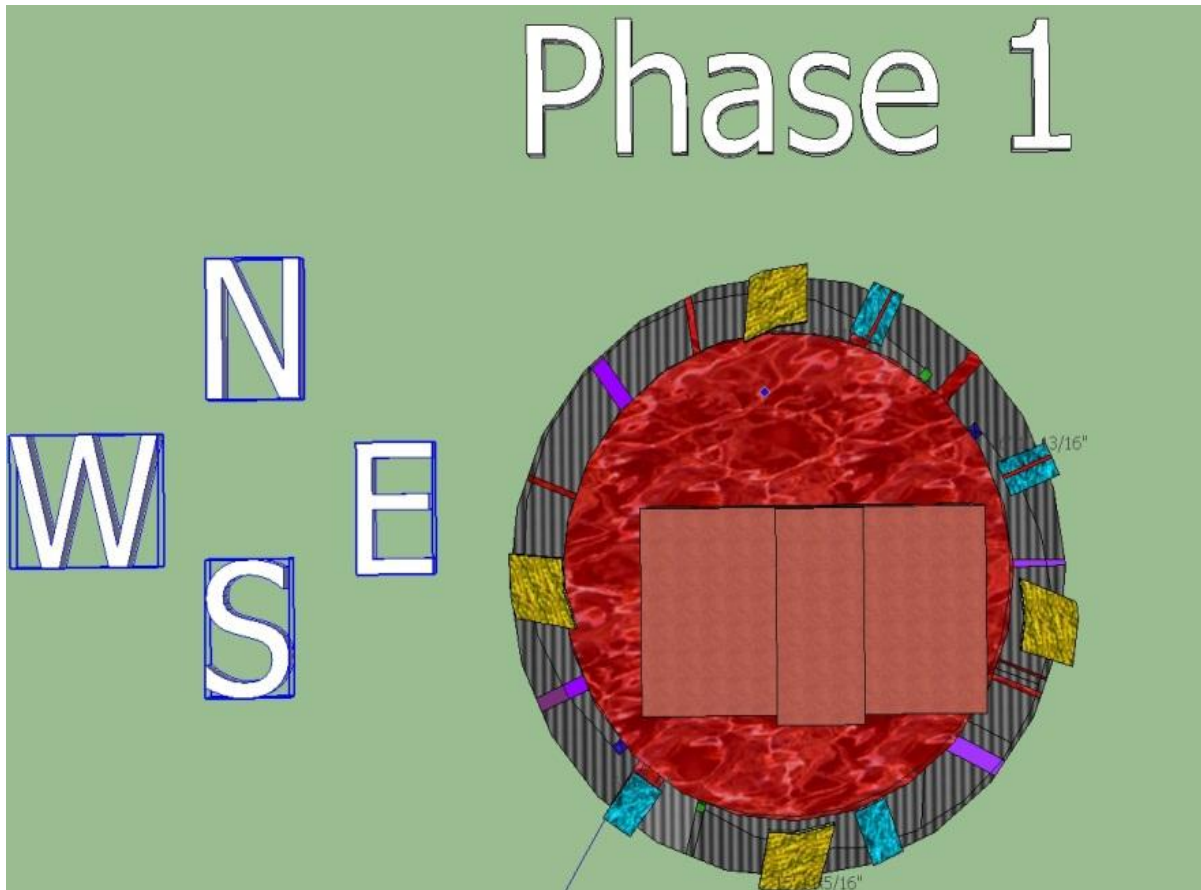
- The character raises his hand on his shoulder.



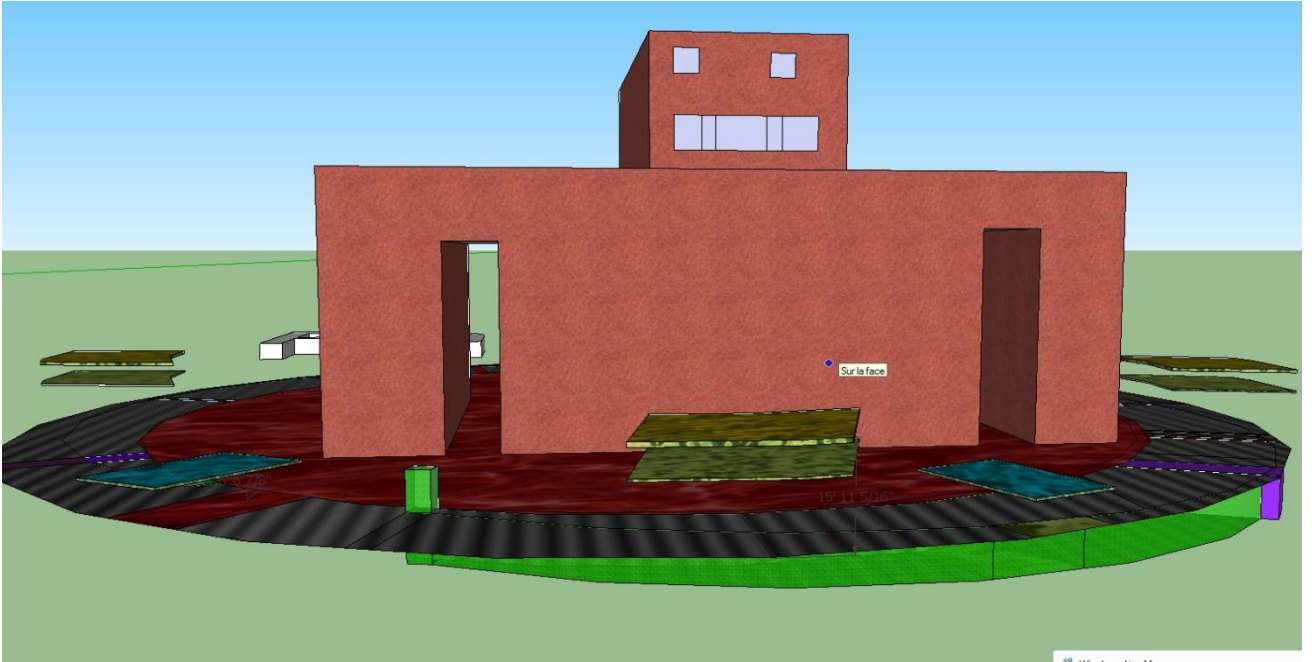
## Phase 1

### Views

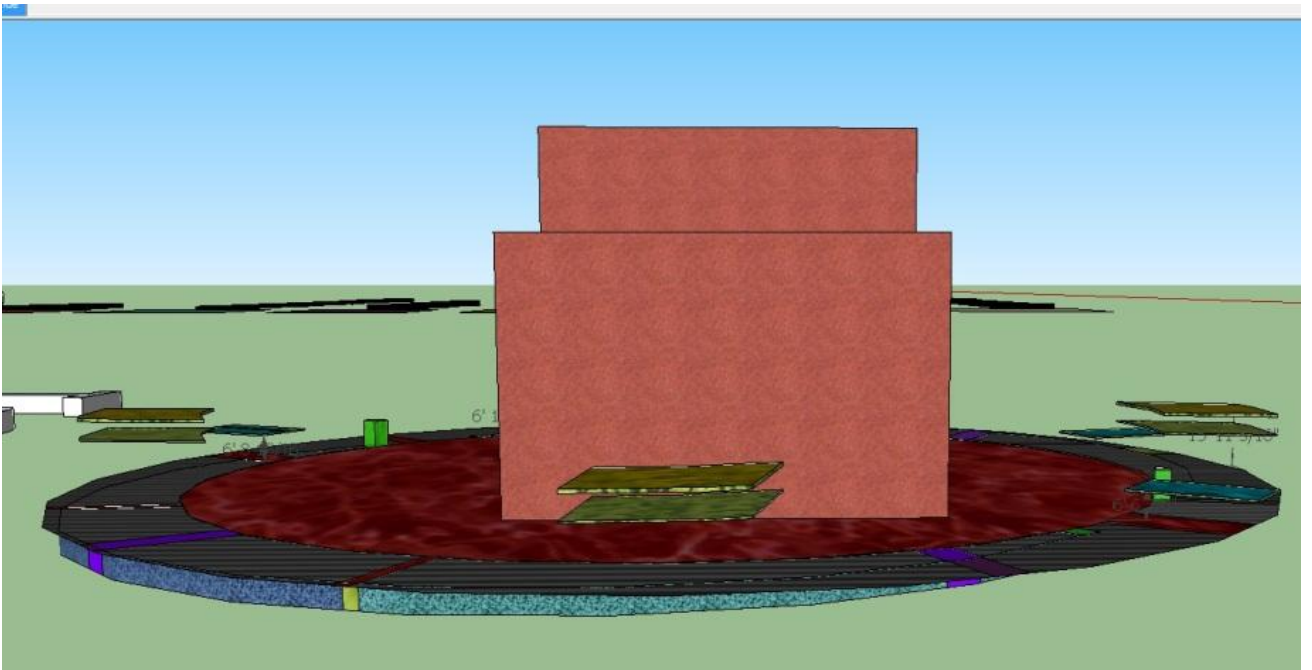
#### Top view



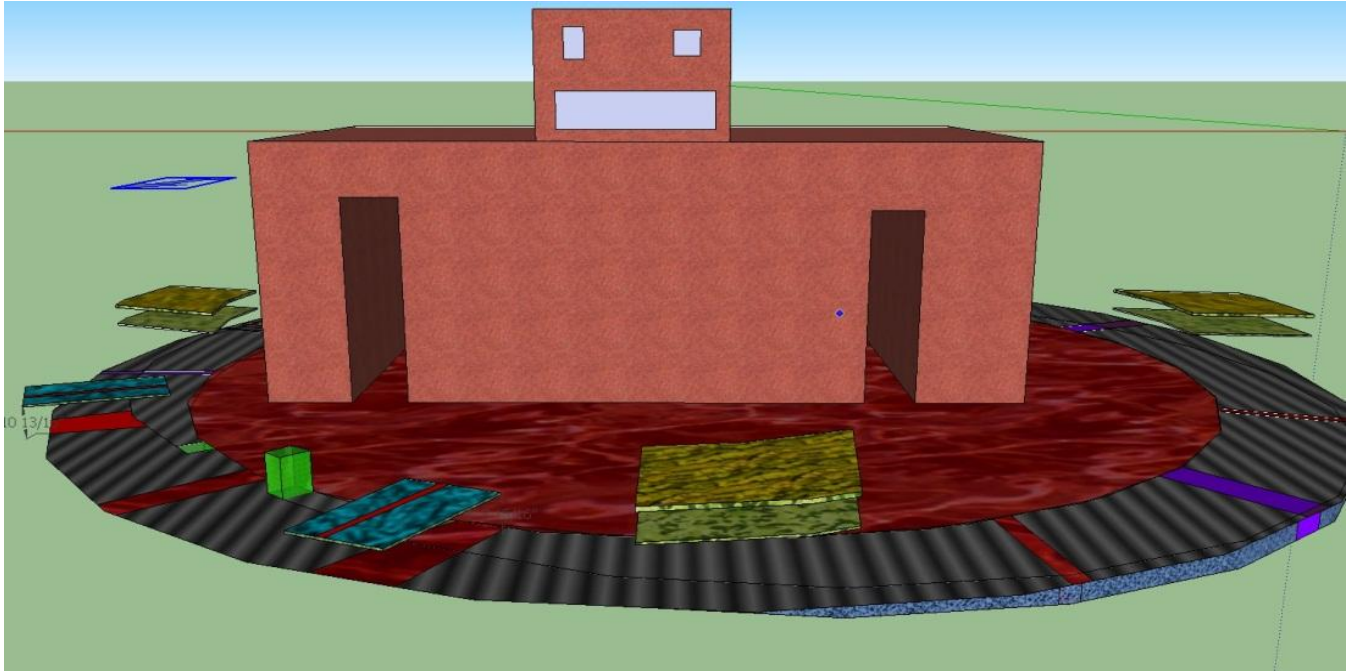
## South view



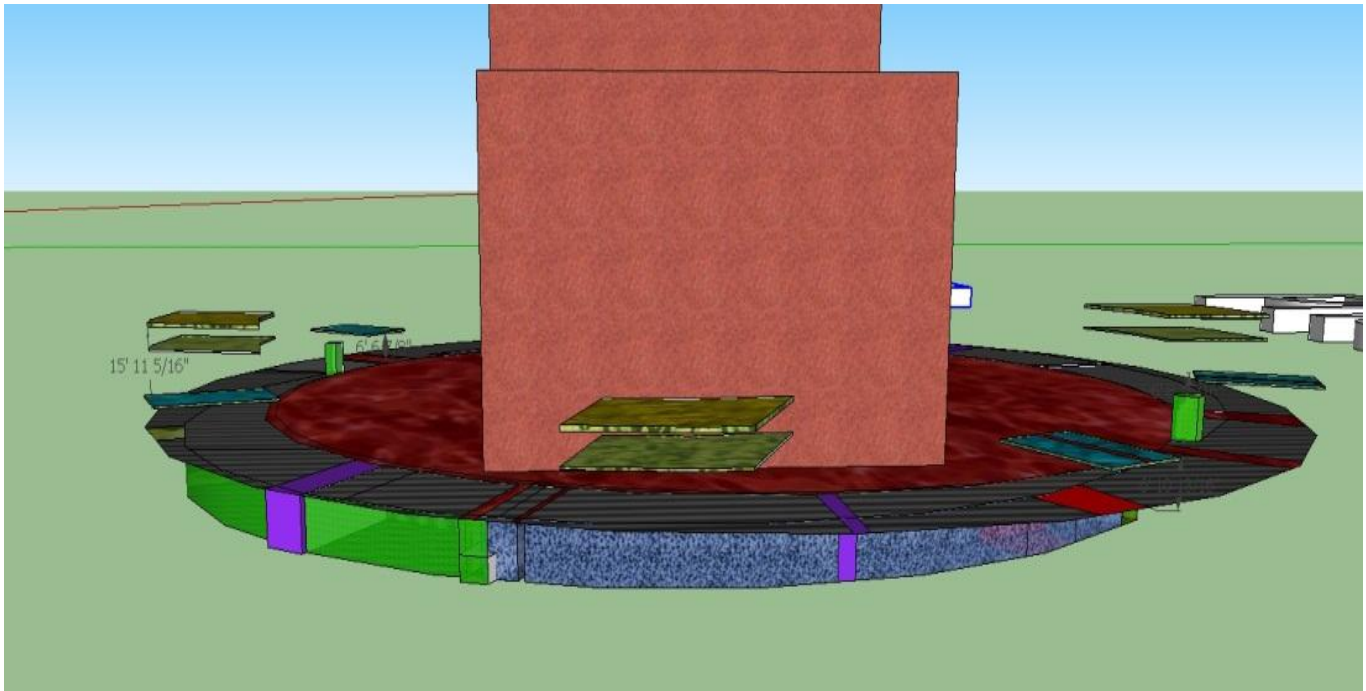
## West view



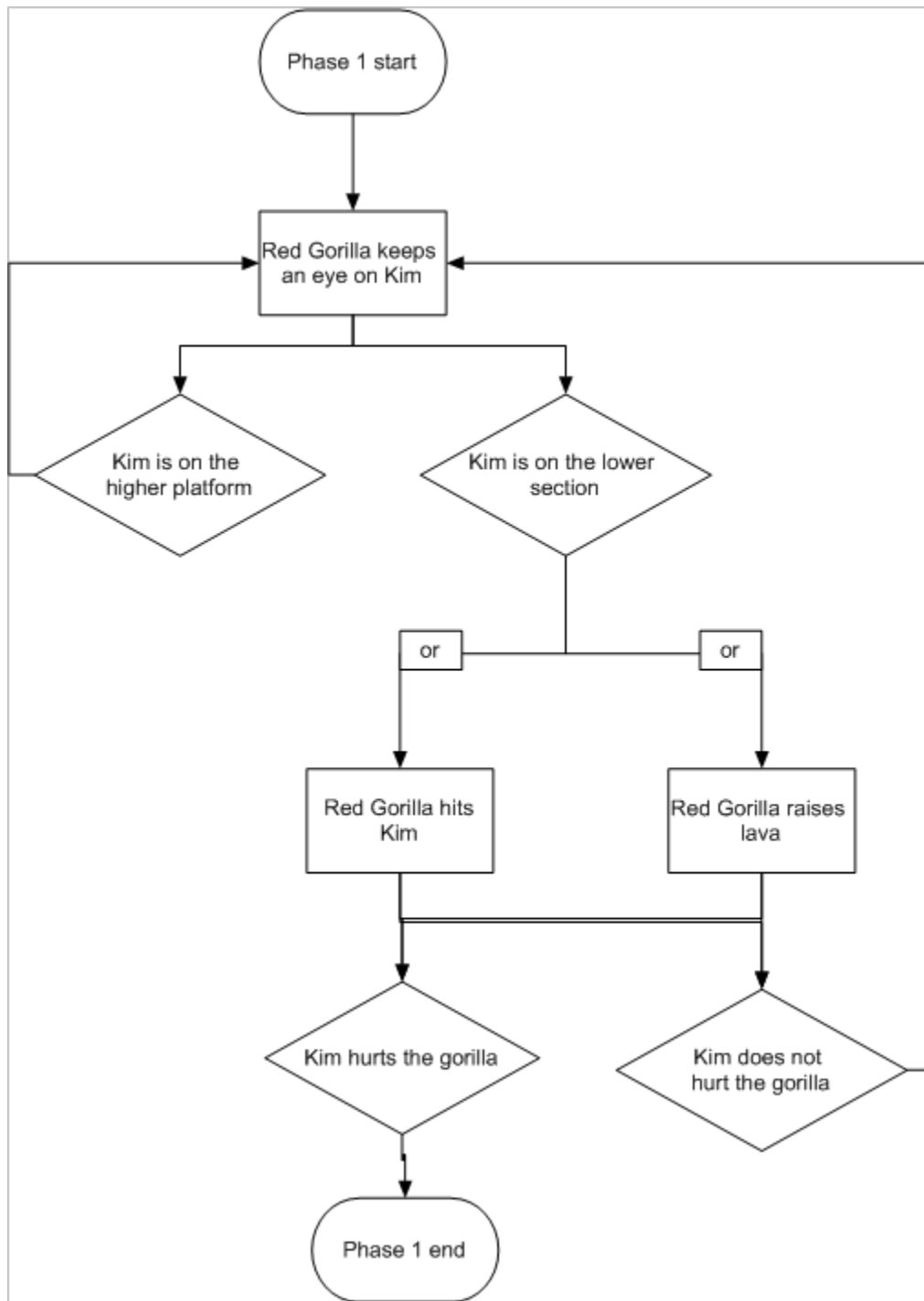
## North view



## East view



## Phase 1 flowchart





## Attacks Statistics

### **Attack 1: hit the hero on the ground**

**Amount of damage:** half hit point

**Attack frequency:** every 8 seconds.

**Area of the attack:** 1,5 meter

**Location strike:** where Kim was a second before striking.

**Sign and feedback:** The monster let out a howl a second before his hand goes down on the ground.

(For a diagram of the attack, please refer to the animation section of this document)

### **Attack 2: Raise lava**

**Amount of damage:** half a hit point

**Attack frequency:** every 10 seconds.

**Area of the attack:** The entire area up to 3 meters

**Location strike:** All the area

**Sign and feedback:** The monster screams and raised his arms in the air three seconds before plunging into the lava hands and lifts it.

**Particular condition:** The player can't be on the upper platform accessible with the grapple.

(For a diagram of the attack, please refer to the animation section of this document)

## Rufus description



### **Rufus presentation**

- Rufus is a mole Kim companion
- He will have a decisive role to defeat the boss.

### **Statistic**

- Hit point : The animal can't have damage.
- Speed : 5 km /h(half Kim speed).
- height : 2 foots.

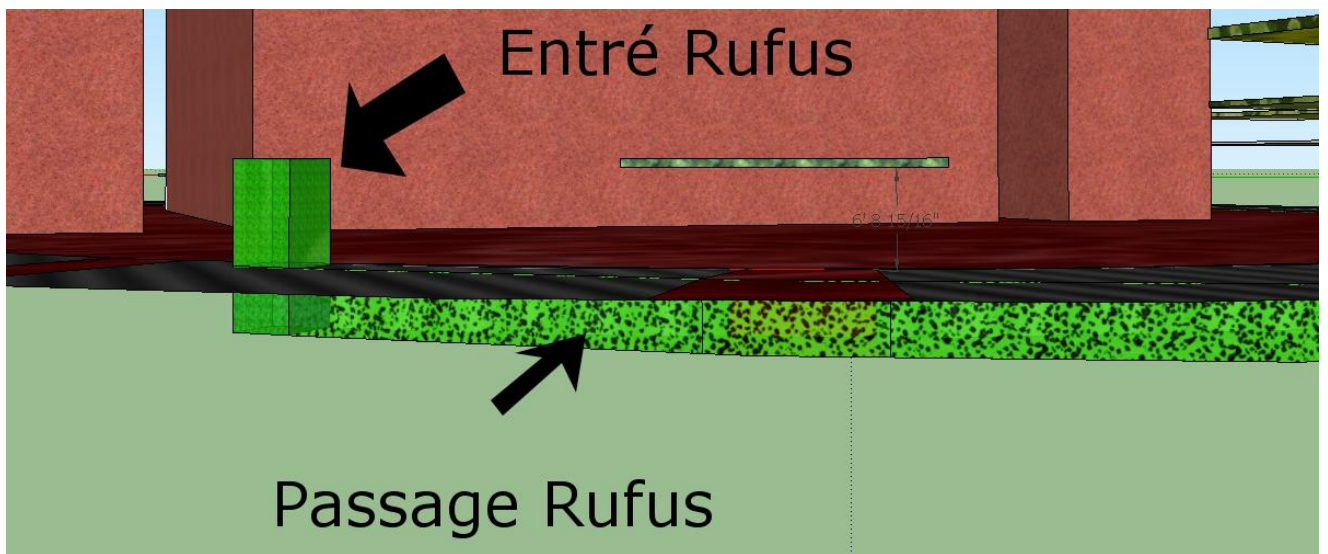
## Fight description

- Kim enters the room.
- A scripted event present where to place Rufus, implying it is the way to defeat the Boss.
- The Boss goes into his attack position.
- Kim must avoid Red Gorilla punch.
- Kim must also be on the higher platforms when the boss raises his arms in the air because it is about to raise lava (another scripted event will tell the player what to do now).
- Kim must place Rufus where indicated.
- Kim must follow Rufus.
- Rufus will be quickly blocked by a block
- Kim must stand near the block and ensure that the Boss strikes there.
- If the Boss strikes above the block, he destroys it and Rufus can continue his progress.
- If Rufus reaches the desired point, it activates a mechanism and the Boss takes damage.
- The boss will then move to Phase 2.

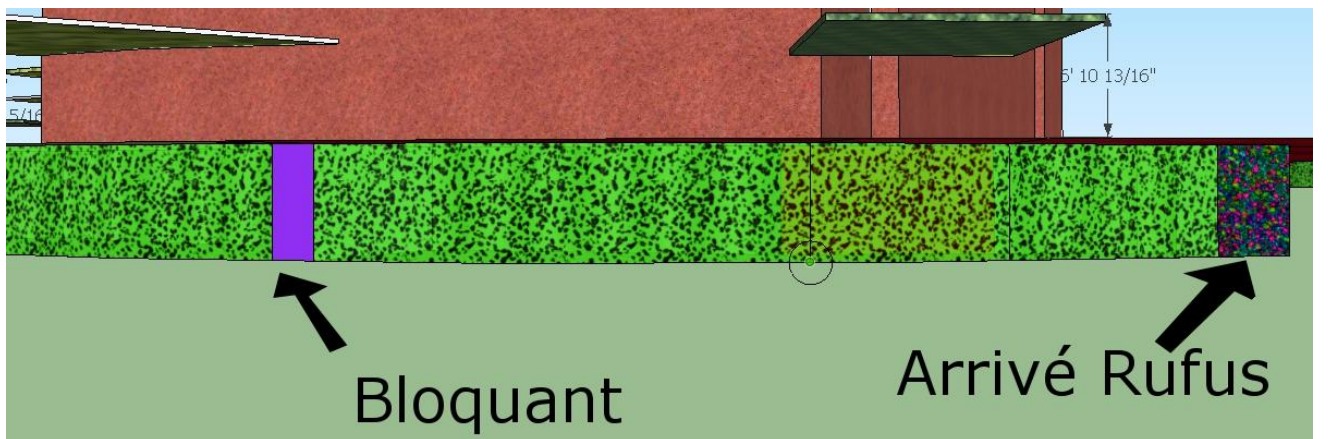
## Rufus mechanic description

### Mechanic presentation to the player

- The camera lowers and presents where to put Rufus.



- Then, the Camera moves to show the Rufus destination.



**Arrow**

- When Kim deposits Rufus in the duct, she must follow him.
- If Rufus goes out of scope, arrows appear on the screen to indicate where he is.
- Since the room is spherical, the game will show the nearest road.

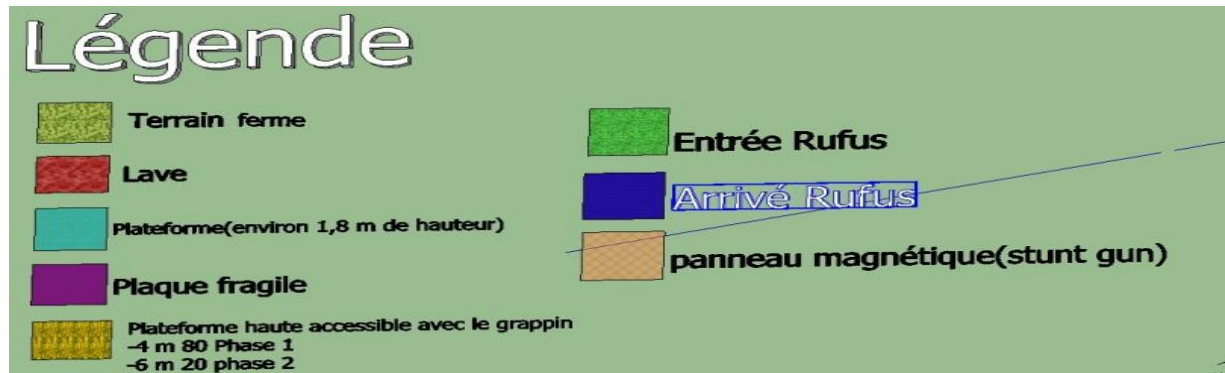
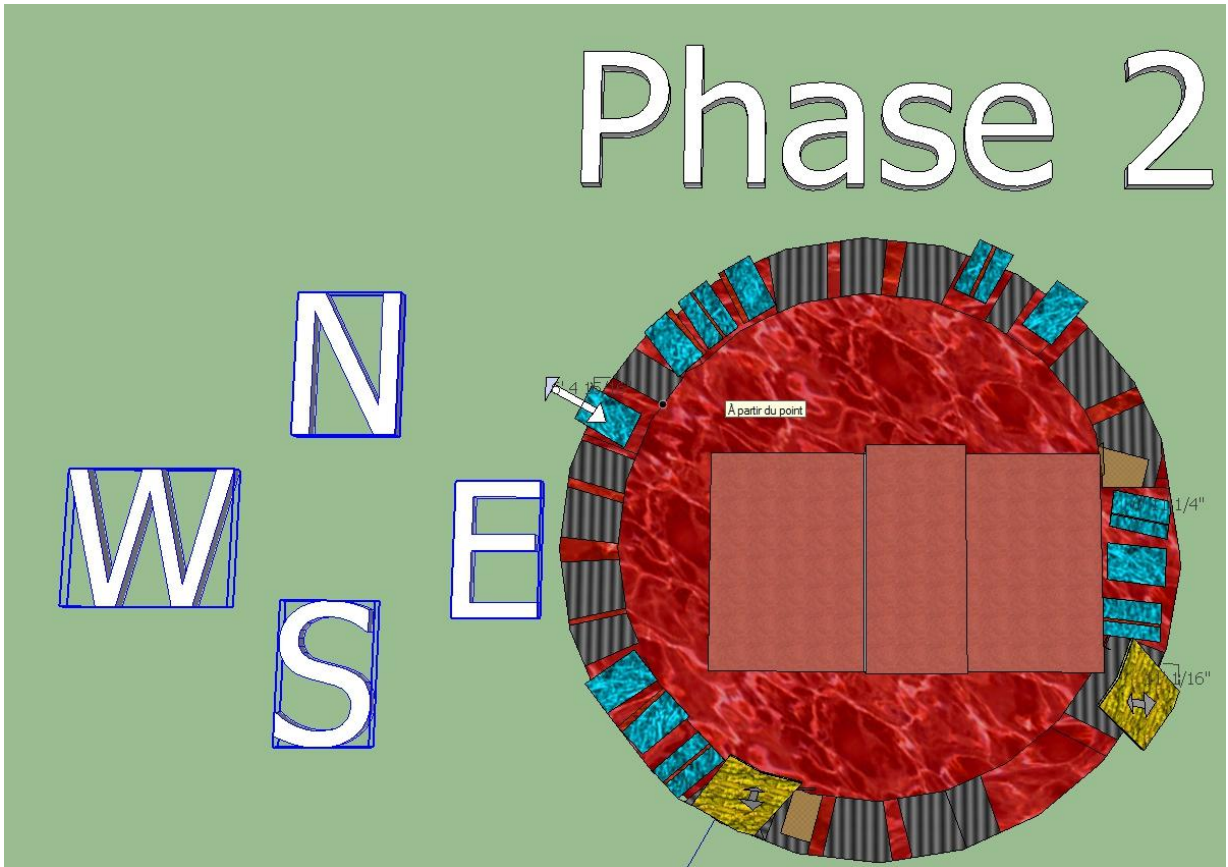
**Camera**

- When Rufus will be inside the passage, the camera will move away slightly.
- This will allow the player to always see both the screen and see the advanced Rufus.
- When Rufus comes out of the passage, the camera comes closer again.

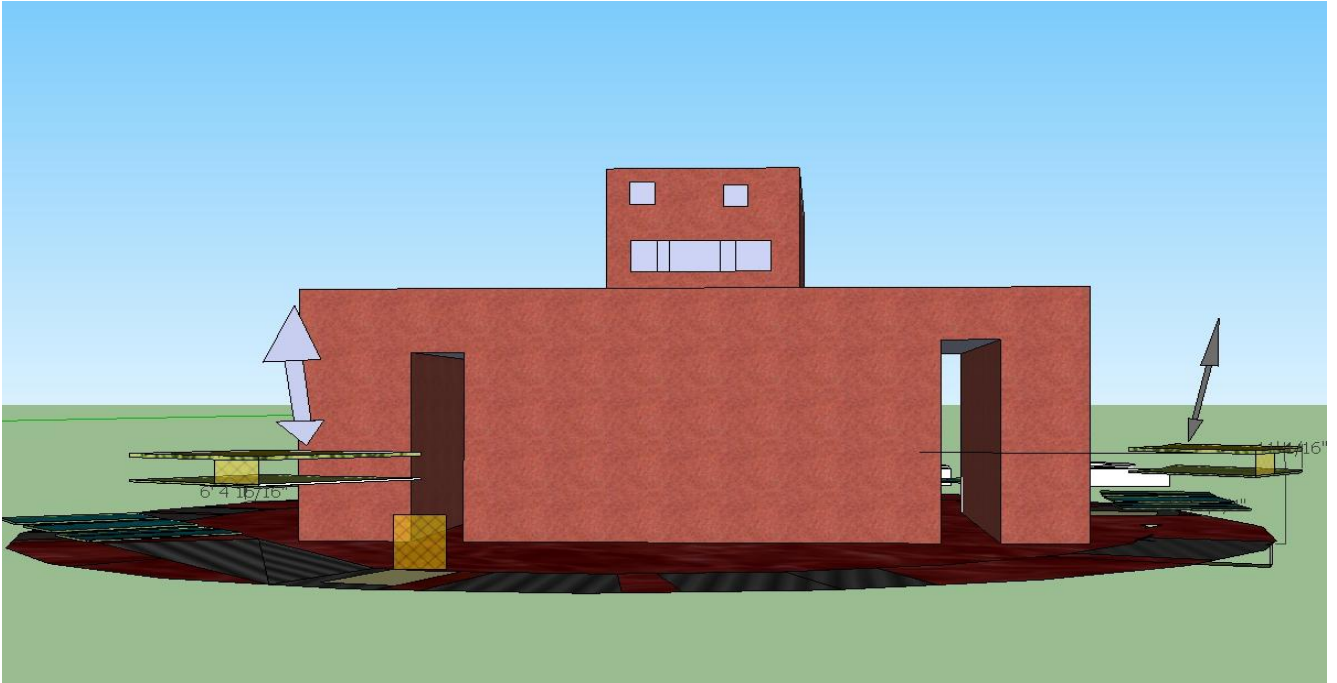
## Phase 2

### Views

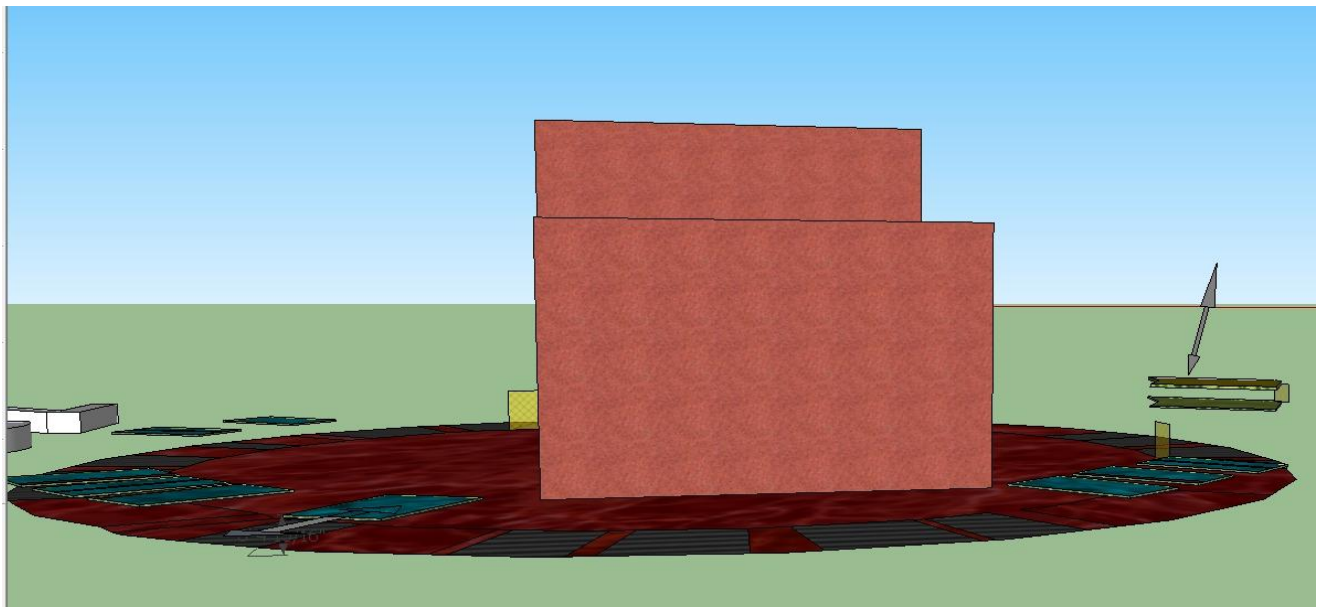
#### Top view



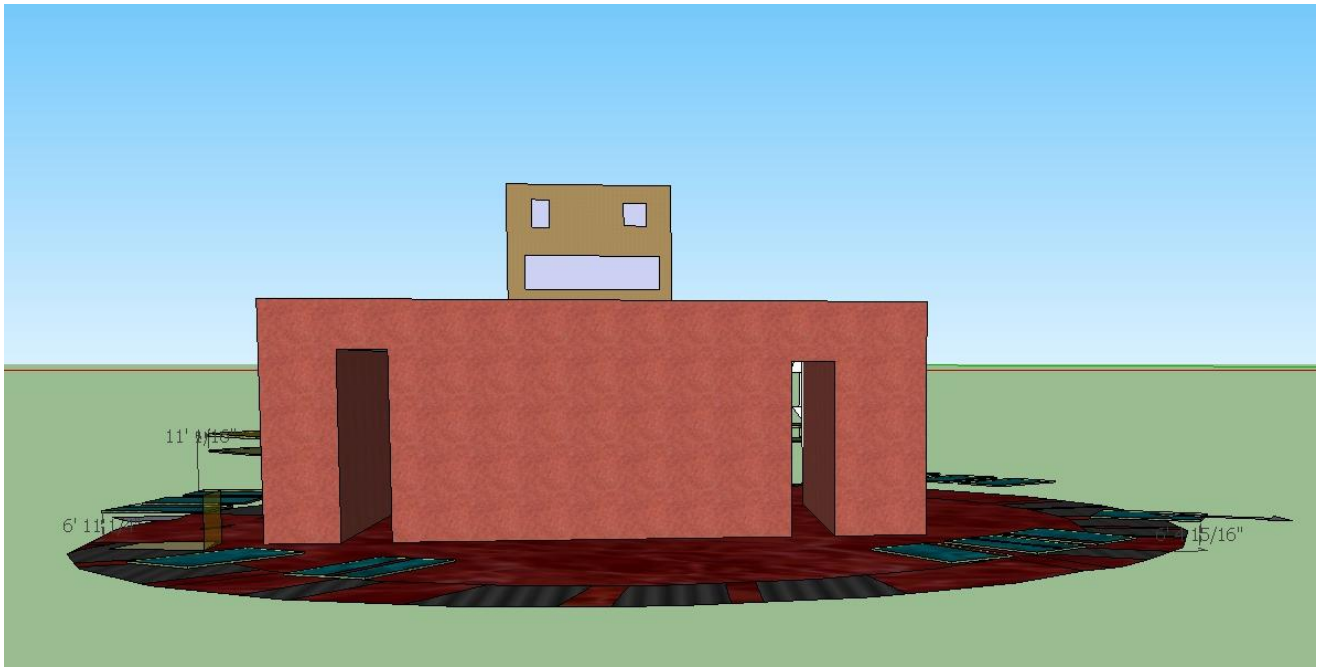
## South view



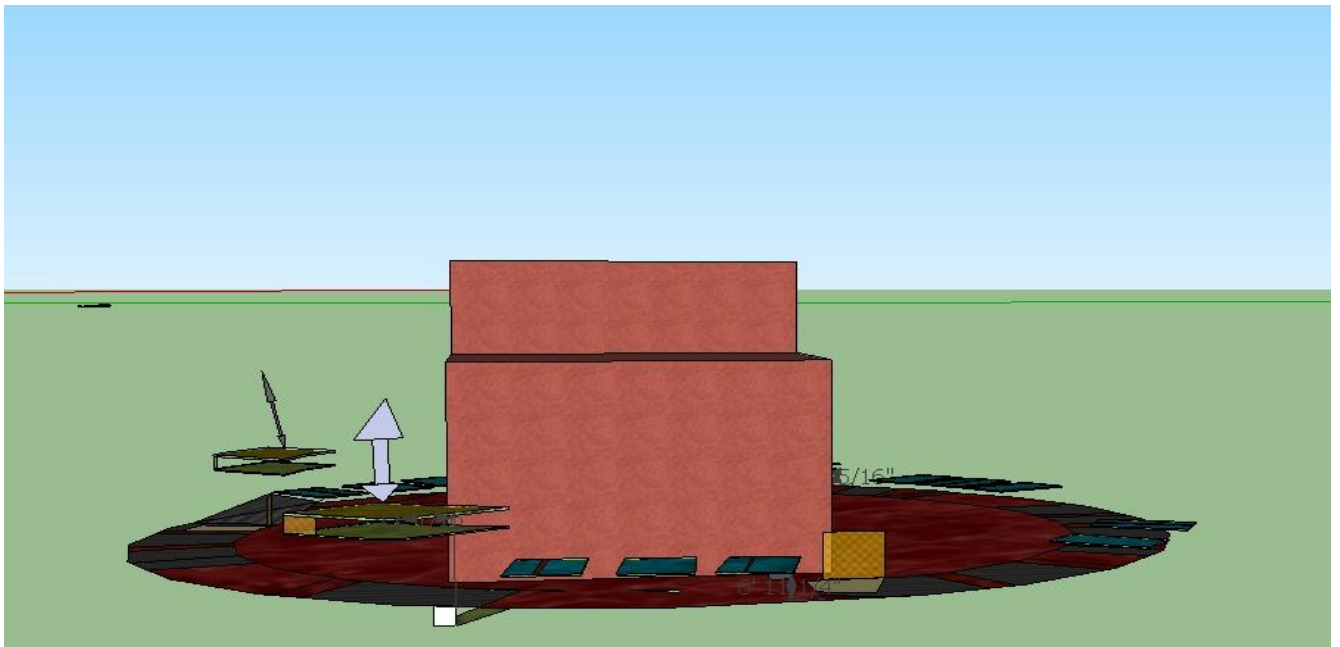
## West view



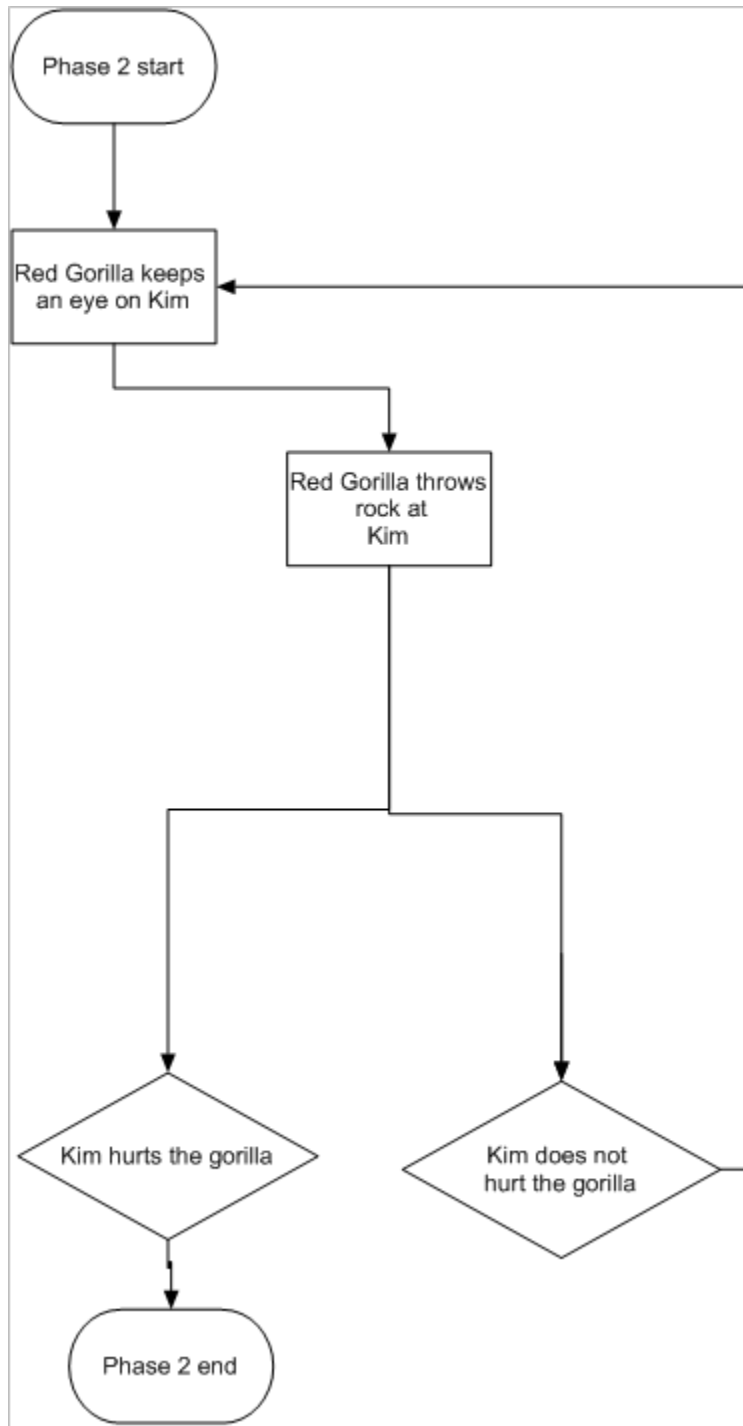
**North view**



**East view**



## Phase 2 Flowchart





## Attacks statistics

### **Attack 1, Throwing rocks**

**Amount of damage:** one hit point

**Attack frequency:** every 3 seconds.

**Area of the attack:** 1,5 meter

**Location strike:** where Kim was a second before striking.

**Sign and feedback:** The monster raises a rock before throwing it.

**Particular condition:** The player can't be on the upper platform accessible with the grappling hook.

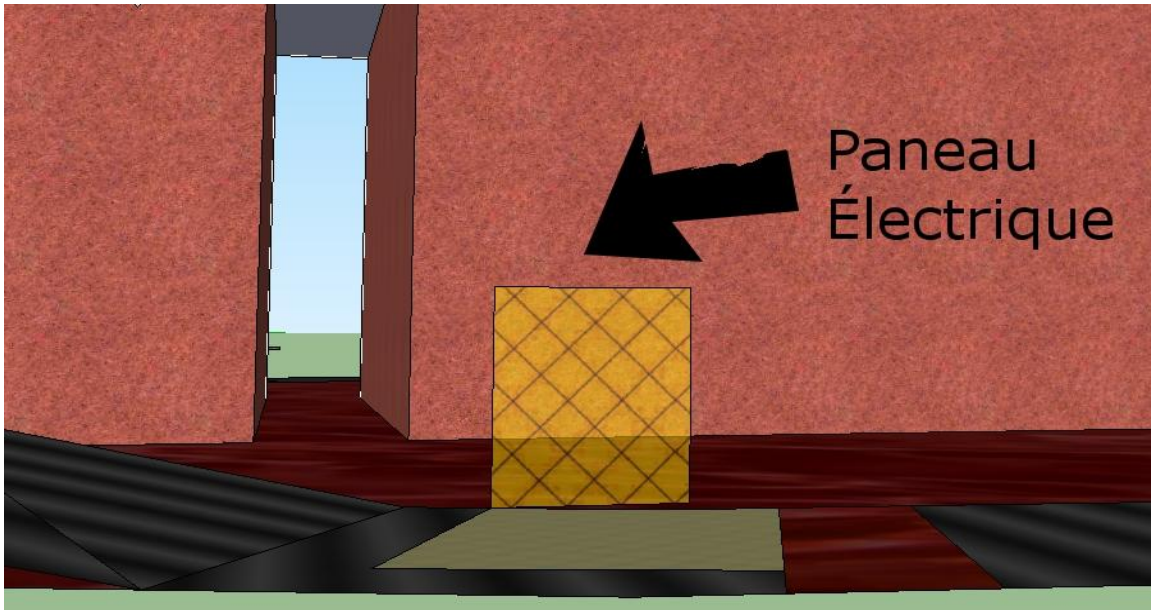
(For a diagram of the attack, please refer to the animation section of this document):

## Fight description

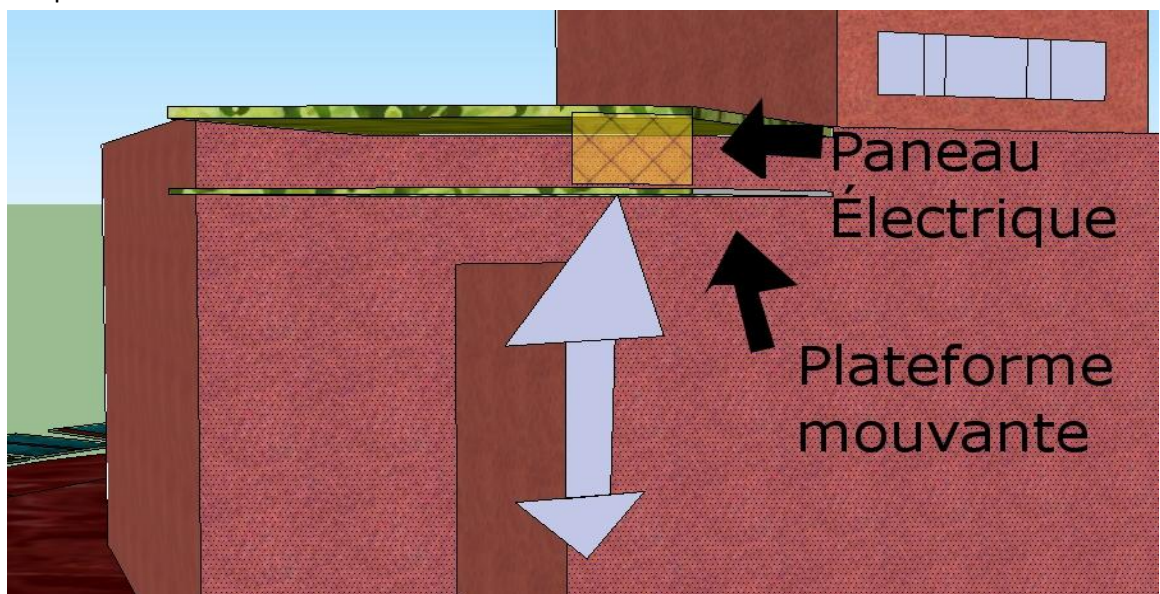
- Kim lands on a platform after the first phase.
- The game introduces her to the point to be reached (the electrical panel on a platform 10 meters high).
- The game then shows that this platform can be accessed with the grappling hook.
- Kim must use the electric gun on the electrical panel.
- The boss will then move on to phase 3.

## Electric gun mechanic description

- A script presents the electric pannel to the player



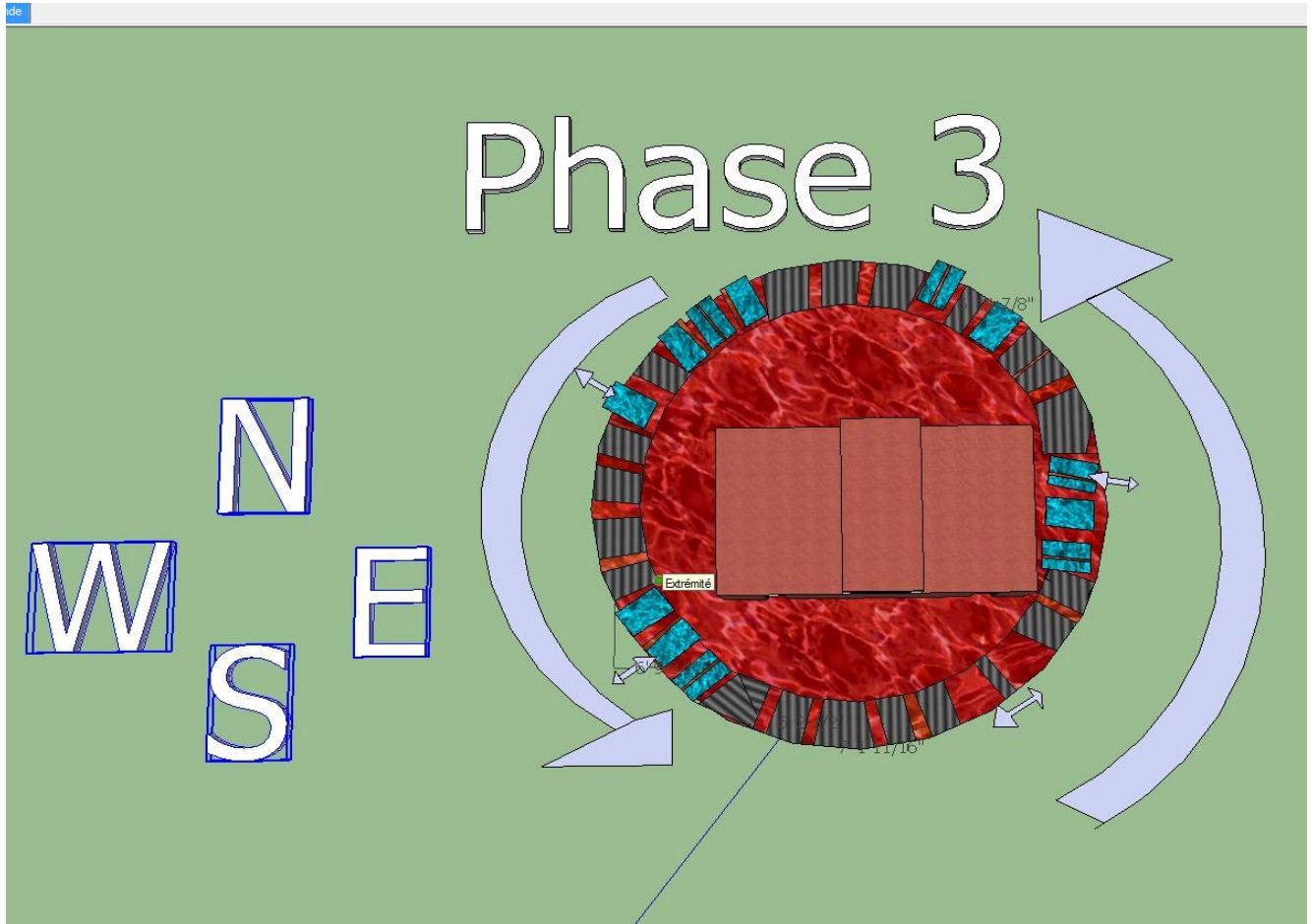
- The script will then follow the platform and explain that the panel can be used to lower the platform that is otherwise unattainable.



## Phase 3

### Views

#### Top view



## Légende



Terrain ferme



Lave



Plateforme (environ 1,8 m de hauteur)



Plaque fragile



Plateforme haute accessible avec le grappin  
-4 m 80 Phase 1  
-6 m 20 phase 2



Entrée Rufus

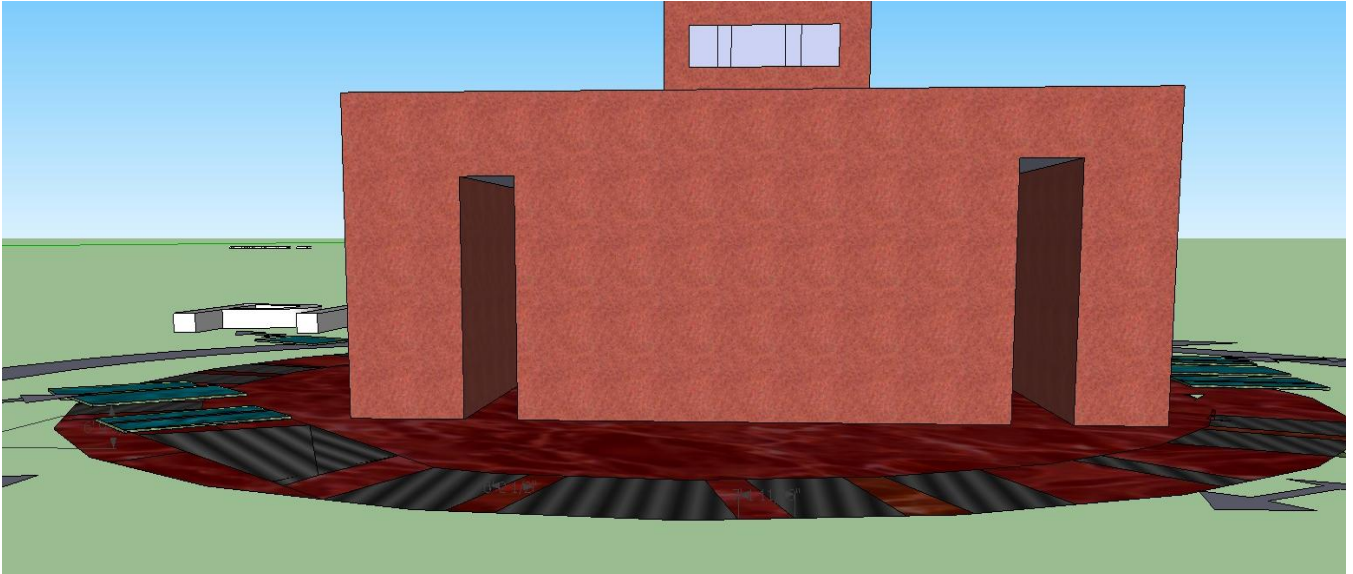


Arrivé Rufus

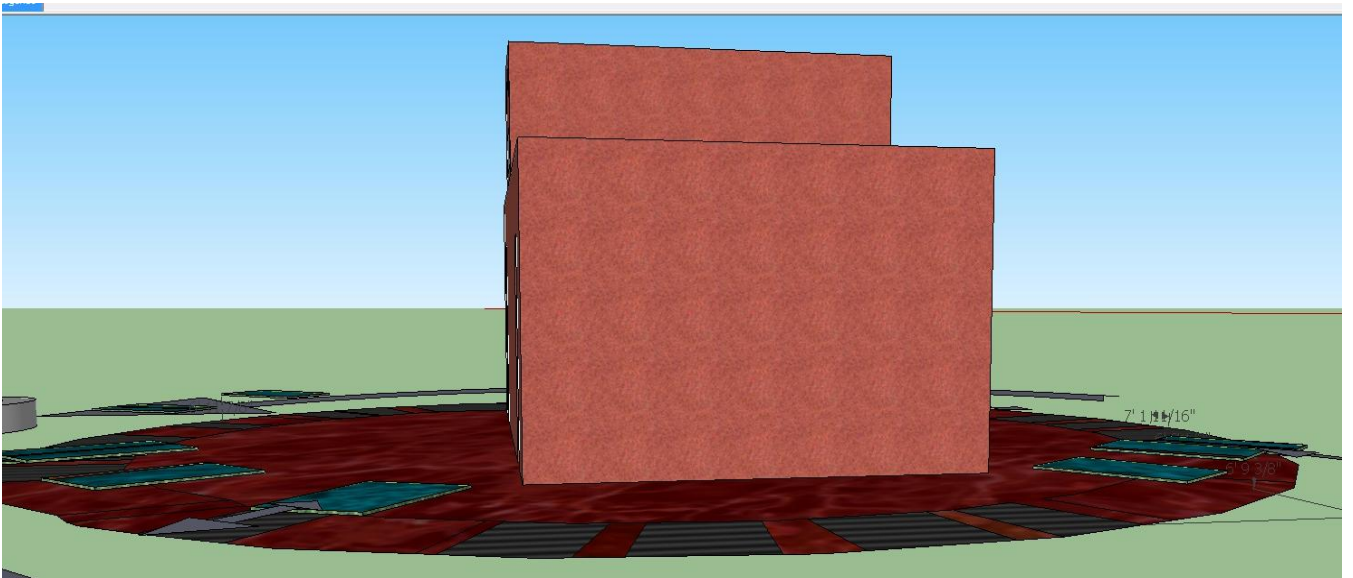


panneau magnétique (stunt gun)

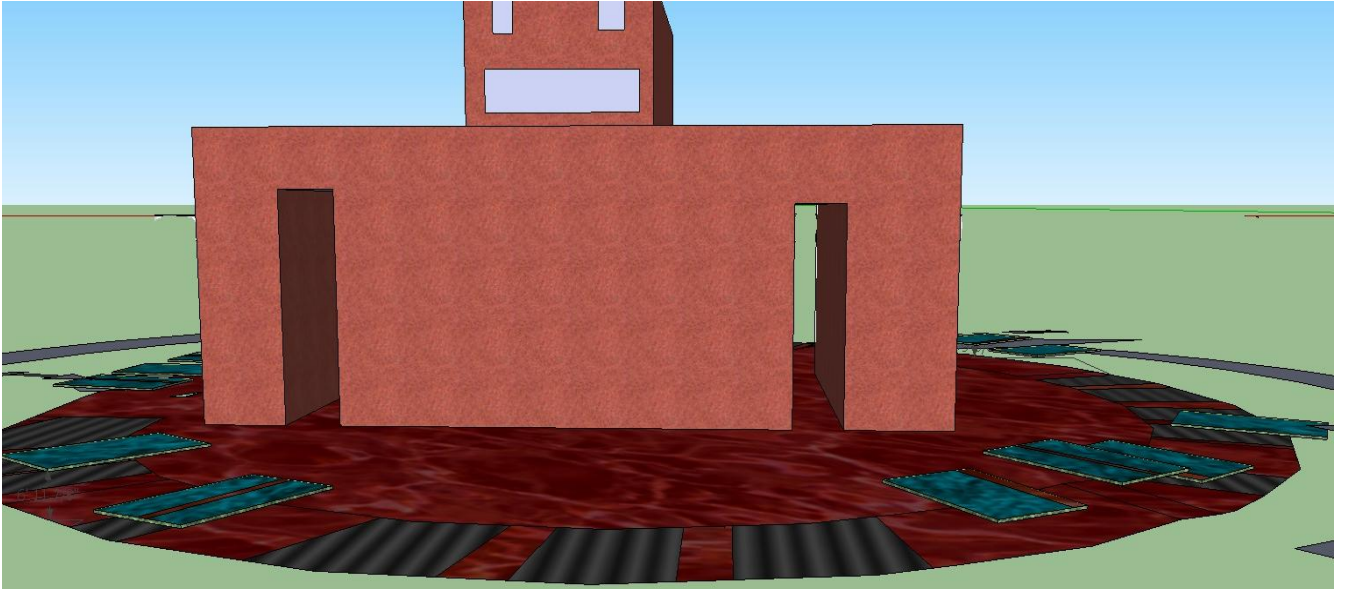
## South view



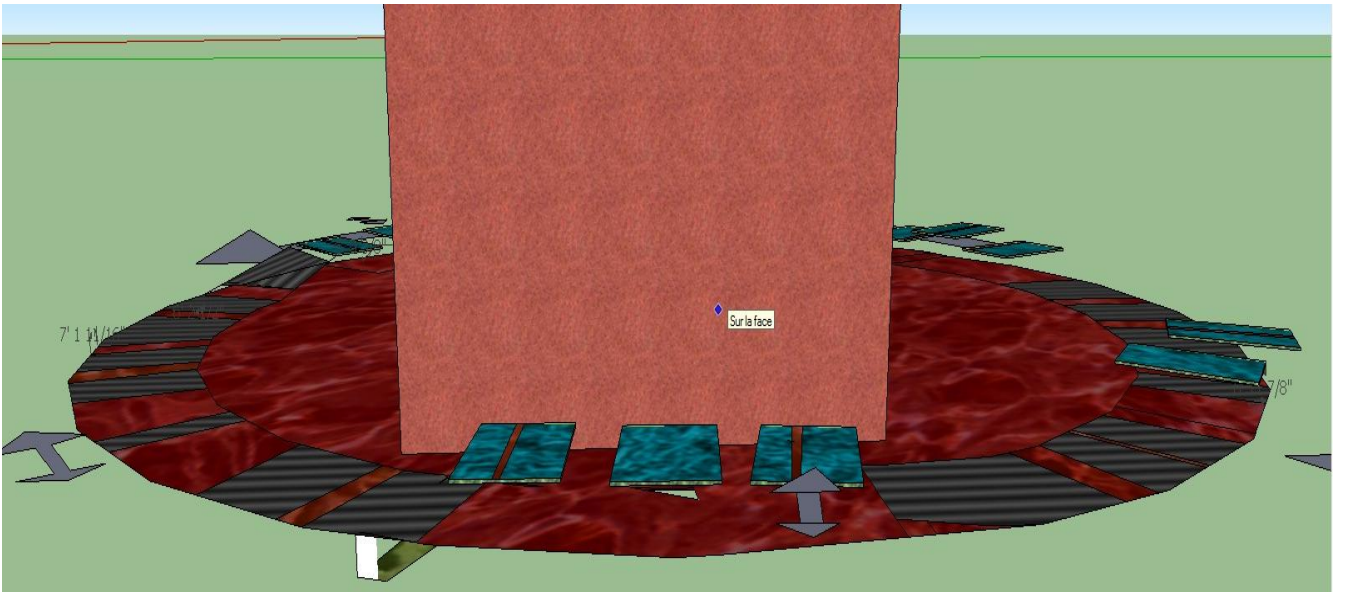
## West view



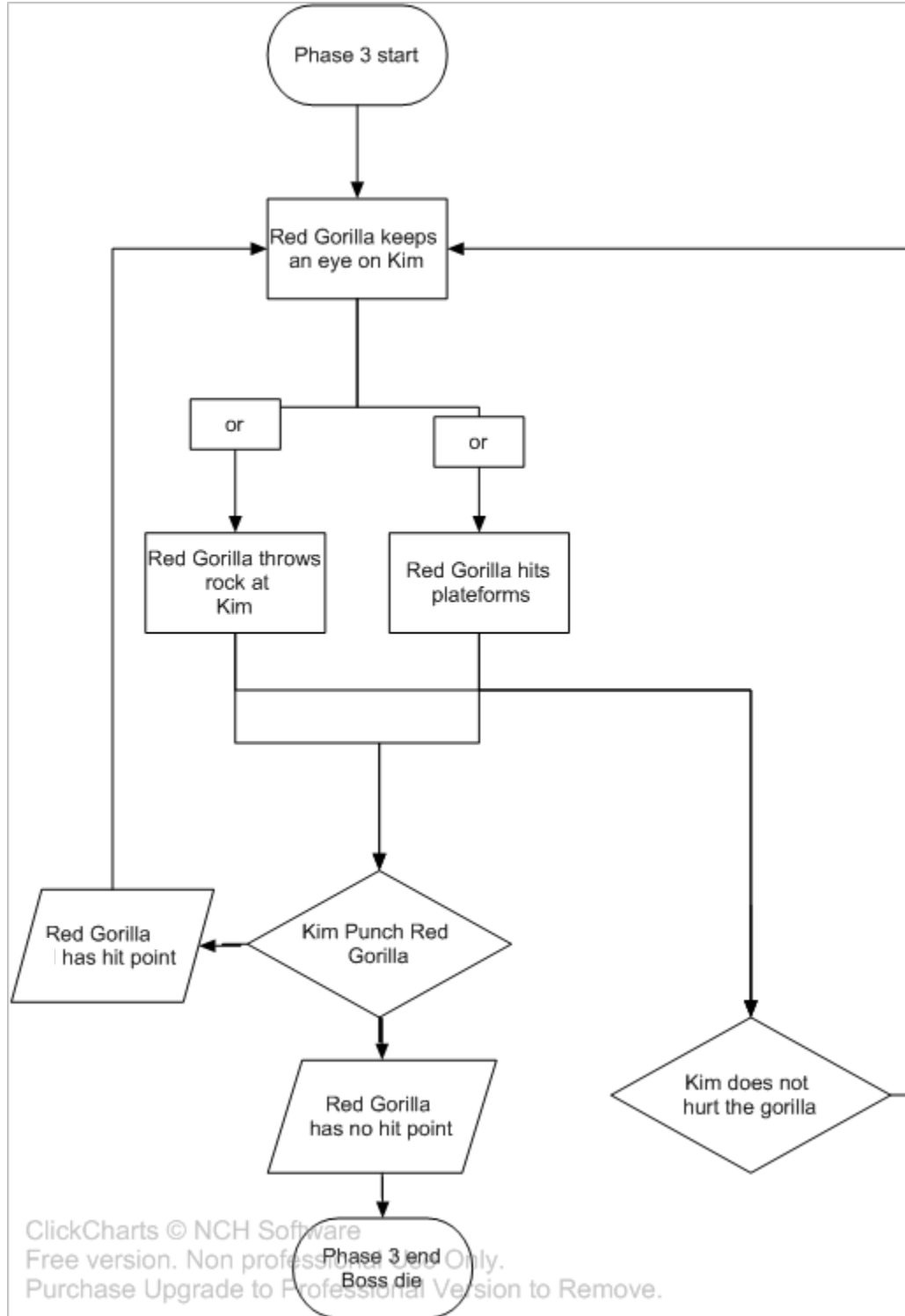
## North view



## East view



## Phase 3 flowchart



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Purchase Upgrade to Professional Version to Remove.

## Statistic

### **Attack 1: Throwing rocks**

**Amount of damage:** one hit point

**Attack frequency:** every 3 seconds.

**Area of the attack:** 1,5 meter

**Location strike:** where Kim was a second before striking.

**Sign and feedback:** The monster raises a rock before throwing it.

**Particular condition:** None.

(For a diagram of the attack, please refer to the animation section of this document):

### **Attack 2: hit a platform**

**Amount of damage:** one half hit point

**Attack frequency:** every 4 seconds.

**Area of the attack:** 1,5 meter

**Location strike:** where Kim was a second before striking.

**Sign and feedback:** The monster let out a howl a second before his hand goes down on the ground.

**Particular condition:** None.

(For a diagram of the attack, please refer to the animation section of this document):

### **Boss statistic**

**Hit point:** 40(Kim makes 4 hit point damage per kick).

**Time during the hand is accessible with the grappling hook:** 1 minute.

**Reaction time to take out Kim:** 10 seconds (with 3 optimal series, Kim can kill him).

### **Fight description**

- Kim landed on a platform after the second phase.
- The Boss makes a movement and platforms begin to move in a direction.
- The boss can now throw rocks and hit the ground.
- When striking the ground, he struck the platform collapses and the platform on which stood Kim will fly again in the direction of the flow.
- Kim will have to jump from platform to platform to cling to the hand of the Boss.
- Once Kim hooks the hand, she can climb on it and hit the Boss on the face.
- After some time, the Boss shakes his hand and throws Kim back on a platform.
- If the player manages to hit optimally when it is on the shoulder of the Boss, it should be defeated in three rounds.