

THE LION KING

A PICO Design Concept

HIGH CONCEPT

Based on the Disney animated feature "The Lion King" will be a game-oriented playspace. The product will allow the player to activate, animate and play games with Young Simba and Nala and some of their friends from the film.

CARTRIDGE SIZE

The Lion King cartridge will be an 8 megabit PICO cartridge with no battery backed RAM.

THE PAGES AND GAME DESCRIPTION

The first five pages of the storyware will contain scenes with Simba and Nala in environments recreated from the movie and will contain preschool games and activities in these settings. The sixth page will be devoted to the standard PICO drawing and painting activity. Each book page will have a corresponding computer screen with activities on the screen and each book/screen will launch 2 activities.

Each page will have several interactions for the child -- items that launch animations and /or sound effects when the child selects them with the stylus. In most instances, these will be designed with several variations, so that things do not always have the same animation or sound when they are selected. Different behaviors will have a variety of destinations, paths and quantities. For example, when Simba swipes playfully at a butterfly, one time it will fly off the screen to the left; another it will swoop down, land on his nose and then fly off the top of the screen; another it will fly rapidly to the right, doing loop-de-loops as it flies.

In addition, each page will have hotspots that launch games or activities. There will be a minimum of two of these games per book page. These games will be a combination of educational and action games. The educational activities will all be in the form of games or entertainment activities so that the emphasis will be on fun while the player is learning or developing skills.

To allow the player to return from each activity to the game page, each activity will have either a visible "EXIT" using a standard icon or will use the PICO standard of clicking on the book with the stylus.

CURSORS

In each game or activity, a cursor will allow the child to select "hot" items (objects they can activate or which launch activities or games). For all the book page screens and for most activities, the player will control a "lion's paw" cursor. In some games a different cursor (such as a bug or a leaf) may be used if it is more appropriate to the gameplay and the particular playspace. Cursors will indicate when they are over a "hot area" by changing graphically. In some activities, the player will control one of the characters instead of a cursor. For example, in the Bug Patrol game, the player controls Pumbaa's movement and action instead of guiding a cursor.

HOTSPOTS

On each book page, there will be many "hot" elements. These will include sprites that are part of "click and watch" activities and hotspots in the background that launch games or other actions. These hotspots will be saved in a grid data table and the cursor will "snap" to the center of the closest hotspot on the grid. This will help to avoid some of the ambiguity between the screen image and the book image because it will bring the cursor to the nearest hotspot. As the child moves the stylus on the screen, it will jump from hotspot to hotspot instead of resting on the inactive areas in between the hotspots.

Hotspots will be positioned so that they are never closer than 16 pixels apart. This will prevent the potential problems caused by the error rate of the PICO stylus.

One benefit to "snapping" the pen to a hotspot is that wherever you click the pen on the book or pad, an action will happen. This should help younger players and players with less developed motor skills in being in control of the PICO.

CONTROLS

On each storyware page, the player will use the stylus to select objects or to activate hotspots. The PICO also has directional button controls and a single large "action" button that will be used in some activities.

In the games and activities, the controls will be activity specific, allowing us to use the most intuitive controls for each. At the beginning of each game or activity, a sprite will flash on screen to show which control or controls (sometimes the player has a choice) can be used in the activity. As soon as the child first uses an appropriate control, the hint sprite/s will disappear.

The control or controls that will be used by each game or activity are specified in the relevant section of the design.

TARGET AUDIENCE

PICO Lion King is designed to have the most appeal to pre-schoolers, ages 3 through 6. The PICO Lion King games and activities will have the most appeal for a pre-reading audience and skills taught will be introduction to letters and numbers as well as other pre-reading activities such as matching and sorting, presented in entertaining game formats.

STORYWARE BOOK PAGE AND ACTIVITY DESCRIPTIONS

Title Page

A title screen will be developed that is appropriate to the target age of the PICO product. It will feature Young Simba and Young Nala animating in one of their cheerful settings. The title of the product will be featured on both the book page and the screen and is to be determined by marketing. Simba and Nala will each have at least 2 animations that can be activated on this screen. On this screen, Simba and Nala will be very playful, setting the tone for the entire product and will be “mugging it up” as their animations. They will make silly faces such as the ones in the sequence where they are teasing Zazu.

Page One

Simba is born -- Mufasa's Lair

This screen and its associated book art will display a comfortable scene of the happy new parents and their baby cub. Sarabi will be lying down with Simba nestled against her chest. Mufasa stands over them proudly and Zazu hovers nearby. Sarabi and the baby will be treated as 1 hotspot. The cave entrance (an arched hole in the cave wall) is visible and through it a panoramic view of the pridelands can be seen.

Hotspots

Sarabi &

Baby Simba: 0) When not selected Sarabi rests with her head down by Simba, we see slight movement as she breathes
1) Sarabi washes Simba, one lick
2) Sarabi washes Simba, two licks
3) Sarabi washes Simba, three licks
4) Sarabi nuzzles Simba

Mufasa: 0) When not selected, Mufasa stands proudly, looking from Sarabi to Zazu

1) He takes 2 steps forward to nuzzle his wife and child
2) Walks to cave entrance and roars

Zazu: 0) Zazu is perched and is moving slightly in his “excited-agitated” fashion.

1) Flies over to Sarabi and Simba and reaches out with his wing, flies back to his perch. (Flies in one of 4 different paths)

Cave entrance: 0) When the cave entrance is selected, Zazu flies out the archway and the screen fades to the Zazu flying game (see activity 1)

Activity 1 -- Zazu Flying Game

This activity uses either the stylus or the directional buttons.

We need to do further size studies to determine if we can use Zazu in this activity or if we need to use another bird or a larger land-based character.

Control Zazu trying to fly and spread the news of Simba's birth through the Pride Lands.

This will be a side-view scrolling action game combined with a classic hidden pictures activity. There will be at least 15 randomly selected Serengeti outdoors physical maps. Each of these maps will have randomized appearances of the animals in hiding places so that every time the player goes through, the combination of map and hiding places will be distinctly different. In each of these maps, Zazu will have to fly through the brush, avoid tall rocks and trees and “find” all of

the hidden animals to share the message that Simba is born. Each map will have an interactive foreground through which Zazu will fly and a scrolling (non-interactive) backplane.

To "find" a hidden animal, Zazu will simply have to fly by and touch it (with any part of his body). This will make a sound effect occur and will make the animal animate (for example, it will raise its head in greeting) to show that it has been located. The player's score will also increment.

The game will have a "forced scroll" that requires the player to keep moving left to right. The speed of the scroll will be tuned to the target age group in focus testing, but it is anticipated that it will be quite slow.

Each map will have 2 or 3 species (with multiple occurrences of each species in more difficult levels) for which the player and Zazu are searching. The species in each map will be shown in a "demo sequence" at the beginning of each map showing Zazu "finding" the animal and collecting points. The difficulty levels of the maps will "ramp up" and will be determined both by the physical length of the map and by the number of animals to be located. For example, an "easy map" will be 4 screens wide with 3 animals to locate. The most difficult level may have a 20 screen wide map with 25 hidden animals. The difficulty level will be adjusted based on the current success level of the player; once a player completes an easy map, locating all of the animals, the game will progress to a moderate difficulty map. If the player locates some, but not all of the animals, a map at the same difficulty level will be loaded. The game will be play tested with the target audience to determine the appropriate difficulty settings. The hidden animals will be:

- giraffe
- zebra
- antelope
- rhino
- lioness
- ostrich

Zazu can fly through brush, but can not fly through "solid" objects such as large boulders or trees that may impede his path. There will also be obstacles such as flying buzzards that Zazu must avoid. If Zazu bumps into an obstacle, he will have a comedic reaction and will be "stunned" for a second or two. For example, if the player bumps Zazu into a rock instead of flying him over it, feathers will fly off of him, and he will appear dizzy for a second.



If the player locates the required number of animals (for example 2 out of 4 in easy mode and 8 out of 12 in a moderate mode), a congratulatory "win" screen will appear with Zazu appearing quite proud.

Activity 2 -- Simba Simon

This activity uses the directional buttons and red button

This is a "Simba Simon" where the player controls Simba in a variety of 3/4 perspective view maps. The player has to use the stylus to make Simba "pounce" to different locations on the screen, following the "pattern" set by the leader.

Each map has several "safe" places to stand, broken down into clearly divided areas, for example stepping stones across a body of water (or tree stumps in a field of grass or big flowers in a meadow). The "leader" is a large grasshopper that jumps from stepping stone to stepping stone on the screen. Each stone will highlight as he jumps to it and will remain highlighted until he leaves for the next one. Simba cannot start pouncing until the grasshopper completes his pattern.

In addition to having many maps with different layouts (of tree stumps or stepping stones) each map will have randomized patterns. For example, there may be only 6 stumps on the screen, but the grasshopper will be programmed to jump from one to another in any order. This will make the game different every time the child plays.

Once the grasshopper completes his jumping pattern, the player uses the directional buttons to move Simba to each of the stepping stones that the grasshopper jumped on, in the appropriate order. The jumping patterns will increase in difficulty so that the first one may only have the grasshopper jump to 3 stones, but if the player successfully follows a 3 stone pattern twice, the grasshopper will now jump to four stones. The difficulty level will continue to increase to a maximum number of stones (8-10 as a maximum, final maximum number to be determined in focus testing). The difficulty level will *only* increase if the player is completing each round successfully. Otherwise, depending on the percentage correct, the difficulty level will either remain the same or the game will get easier. The game will be play tested with the target audience to determine the appropriate difficulty settings.

If the player follows the pattern correctly, they hear a correct sound effect and play again with a more difficult pattern. After the player has correctly completed several rounds successfully (for example 3 easy rounds) a congratulatory screen will be displayed before the player moves on to a moderate difficulty level.

If the pattern was not followed correctly, the player will hear a (silly or lighthearted) wrong sound and will have the same pattern replayed again.

Page Two

Bathtime or “Gee Mom, Can’t we go play now?”

This is a sheltered prideland rock and brush scene, based on the movie scene where Nala was bathed by Serena. Serena is washing a slightly impatient Nala. Sarabi is relaxing, stretched out on a rock. Simba waits anxiously for his friend’s bath to be complete. Zazu perches on one of the rocks. Several bugs go about their jobs.

Hotspots

- Young Simba: 0) balances his weight from side to side impatiently
1) runs over to Nala and gestures with his head as if to say “come on”
2) pounces after the grasshopper (in a variety of different patterns/lengths of pounce etc.)
- Sarabi: 0) washes (licks) her own paw
1) if Simba is in his default position and has not moved (for example if he was just selected he might be over by Nala), Sarabi will reach her paw out to him, swoop him toward him and give him a quick head lick until he wiggles away
2) If Simba is not in range, she will gesture to him with her paw and he will walk over to her and she will give him a quick head lick
- Serena & Young Nala: 0) Serena washes Nala (small movement)
1) Nala wiggles to get away
2) Serena uses paw to hold Nala tighter and washes her more thoroughly
- Zazu: 0) sits perched, ruffling his feathers
1) flies over to Sarabi
2) preens
- Grasshopper: 0) hops across screen in slow long jumps
1) hops across screen in little rapid jumps
2) hops, then stops and waits, hops, then stops and waits...
3) hops in super high, bouncy jumps
- Ladybug: 0) flies in nice smooth sine wave across the screen
1) starts to fly in loop-de-loops
2) starts to fly in fast spiky sine wave pattern
- Slug: 0) moves across ground
1) stops, turns around and moves the other direction

Activity 1: Mazes

This activity uses the stylus or the directional buttons

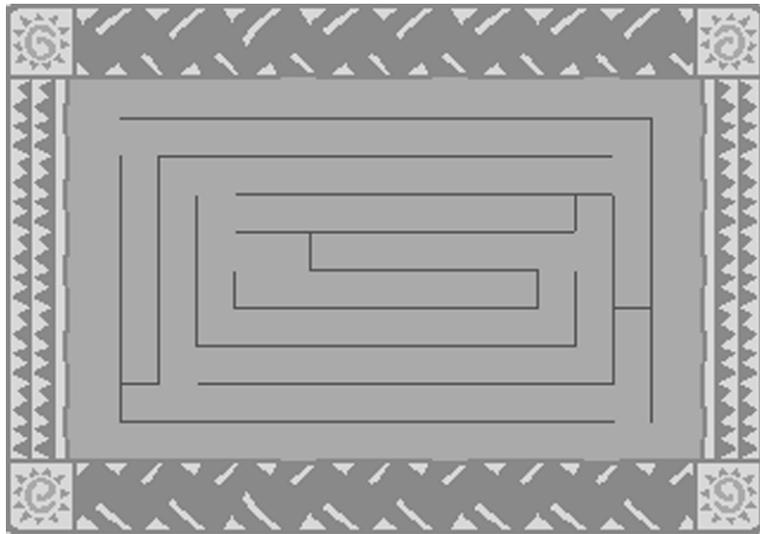
This is an automatic maze generator (an algorithmically generated maze), allowing a different simple maze to be played every time. A line will be drawn by the player to show where the player has gone through the maze. The line will “trail” behind the cursor as the player moves the cursor along a path. (This line will use one of the 2 available background planes) When the activity starts, a maze will be displayed on screen. The player will then have the option to complete the current maze or the player may select another maze. The player will also be able to “clear” the current maze at any time, erasing the lines that have been drawn and starting over at the beginning.

The mazes will have a border and a “start” icon at one end and a prize or “win icon” at the other. There will be a variety of these icons and they will animate when the maze has been successfully completed.

Icons examples proposed include (These can be changed or additional ones can be added):

Start: Simba	Win: Bugs
Start: Simba	Win: Mufasa
Start: Nala	Win: Flower

The maze itself will be solid lines borders against a solid colored background through which the player must move the lion paw cursor.



A “hint mode” will allow the child to press the red button to see a sparkle trail through the correct path of the maze. When the red button is pressed, a small sparkle will start at the Start icon and move through an unblocked path to reach the win icon. This hint can be obtained at any time. It can also be launched immediately at the beginning of the first map when the child starts the game as a “demo” mode.

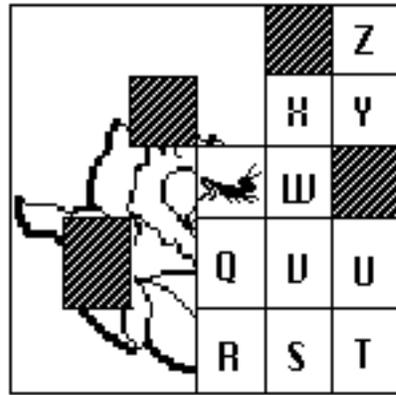
Activity 2 -- Alphabet block pathfinder

This activity can use either the stylus or the directional buttons.

In this activity, a grid of letters will be displayed. The size of the grid will be adjusted based on the current difficulty level of the game, but in the easiest mode the grid will be a 6x5 grid. In each of the grid squares, alphabet letters will be displayed. The player must click on the letters sequentially (or use the d-pad) to move a grasshopper in order to spell out the entire alphabet. When the player moves the grasshopper, he will jump to the next letter. If the letter is correct, he will chirp and the block will flash a different color. Then, that block will disappear to uncover part of a picture hidden beneath the alphabet. If the letter is incorrect, a silly buzz sound will play, the color of the "wrong" block will flash (a different color than when the right letter is chosen) and he will jump back to the last (correct) letter so that the player can try again. The first time the player enters the game in a play session, the "A" will flash so that the player knows where to start.

Like the mazes activity, the alphabet paths for this game will be generated automatically. This will allow for a high level of replayability.

E	D	C	B	█	Z
F	G	█	A	H	Y
I	H	O	P	W	█
J	█	N	Q	U	U
K	L	M	R	S	T



When the alphabet is completed, the blocks will have all disappeared to display a simple picture (one randomly selected from many) that was hidden beneath them. If there were "blanks" in the puzzle, they will disappear to reveal the final picture as soon as the player reaches "Z".

A hint mode will make the next correct alphabet block flash to show the player where to move the grasshopper next. Hint mode can be enabled by pressing the red button.

Page Three

The Watering Hole

Simba and Nala play in the tall grass that grows near the watering hole. In the near distance, animals drink and congregate at the Prideland watering hole.

Hotspots

- | | |
|-----------|--|
| Simba: | 0) swings his tail back and forth
1) swipes playfully at a butterfly
2) roars |
| Nala: | 0) bats at a bug on the ground with her paw
1) bats at Simba's tail (to which he pulls back and playfully roars at her)
2) rubs her nose against Simba
3) pounces Simba so that he rolls over on his back and she is on top |
| Zebra: | 0) standing @ watering hole, his head up
1) looks up and around
2) lowers head to drink, leaves head down unless selected again
3) raises head again if action 2 has been done |
| Ostrich: | 0) stands near water, head up
1) when selected, leans down and drinks, keeps head down unless selected again
2) raises head again if action 1 has been done |
| Waterfowl | 0) flies across screen at intervals
1) if you click on it, player can control trajectory across screen |

Activity 1: Lion Race

This activity uses the directional buttons and red button

Choose to play as either Simba or Nala in this side-scrolling “racing game”. Control your cub along a scrolling track. The PICO will make the cub slowly run from left to right. The player is responsible for making the cub jump (using the red button) and may slow down or speed up the cub’s progress by using the directional buttons. Whichever cub the player does not choose is completely controlled by the PICO.

The game will scroll along with the player’s cub, keeping him or her in the 2nd quarter (from left to right) of the screen. There will be multiple race maps (at least 10), with a variety of obstacle placements. Maps will be randomly selected so that the player will play a different racetrack every time the activity is entered.

As the cubs race, obstacles such as rolling boulders, sand pits and branches have to be jumped. If the player does not make the jump, the lion is simply bounced back (in the case of boulders or branches) or left in place (in the case of a sand pit) to try the jump again. The PICO controlled cub will have lower sprite priority so that the player’s cub will always be clearly visible, even when the cubs are racing closely.

The PICO controlled cub will be a less than perfect competitor, but as the player improves in skill so will the competition. This will allow the game to adjust in difficulty level to the skill level of the player. The game will be play tested with the target audience to determine the appropriate difficulty settings.



Activity 2--Bug Catch

This activity uses the directional buttons

In this game the player will maneuver Pumbaa to catch bugs as they fall down from the sky. By using the left and right directional buttons, the user can make Pumbaa walk left and right. The bugs will travel down from the top of the screen. Pumbaa will catch the bugs with his mouth. We will send art for approval as we experiment with how Pumbaa looks in this activity.

In easy levels, the bugs will travel in straight vertical lines from top to bottom. As the levels progress, bugs will start to travel in slightly angled (up to a maximum angle of 45 degrees) trajectories. As the game becomes even more difficult, bugs will take on other movements, such as falling in zig-zag or sine wave patterns. Also, as the levels increase, more bugs will be on the screen at one time and the bugs will move with increasing speed.

The goal of the game will be to catch x bugs on each screen. X will be a variable number that increases each time the user clears a level. The user will have a limited amount of time to clear the level. Each time a level is cleared, Pumbaa will perform a congratulatory animation.

If the level is not cleared when the time ends, the level will restart at the same difficulty level again. The game will be play tested to determine the appropriate difficulty settings.

The first time the game is launched in each play session, there will be a short demonstration sequence where Pumbaa will show the player how to catch the bugs.

Page Four

I Just Can't Wait to be King

On this vividly colored screen, Simba and Nala and an elephant and an ostrich from the I Just Can't Wait to Be King production number of the movie are shown against a soft animal print background. Simba is wearing the brightly colored flowery/leafy mane from this movie scene.

Hotspots

- Simba: 0) stands, swaying to the music
1) shakes his mane happily
2) does a somersault
- Nala: 0) stands, swaying to the music
1) chases her tail happily
- Ostrich: 1) moves side to side as Nala jumps onto, then bounces off of her back
2) bends her neck down and tosses Simba playfully into the air
- Elephant: 1) picks up and swings Simba in a loop-de-loop with his trunk
2) picks up Nala, tosses her up onto his back where she bounces, then slides down his trunk

Activity 1 -- Animal match (baby-parent match)

This activity uses the stylus

This activity will have an assortment of animals (in parent / child pairs) that will be randomly chosen and displayed in groups of 4 or 6 (4 being easy mode, 6 being more difficult). The player will need to select either a baby or parent and place it with its family member. When a pair is successfully matched, the animals will animate and a success sound effect will play.

When all of the items on the screen are successfully matched, a success song will play and a new set of animals will be loaded. The player may at any time leave the current matching set and choose a new set to play or may exit the activity to the book page by clicking on the book.

The adult (non-character) animals for this activity will also be used in the jigsaw game. The animals for this activity will include:

- * Zebra & baby
- * Ostrich & baby
- * Mufasa & Simba
- * Serena & Nala
- * Giraffe & baby
- * Monkey & baby
- * Hippo & baby
- * Gazelle & baby

Activity 2 -- Animal Jigsaw

This activity uses the stylus

There are approximately 20 (exact number TBD) screens, each with the silhouette of an animal or animals against a simple Serengeti background and the "jigsaw" pieces that are missing to fill in the completed animal/s. The animal will animate once the jigsaw puzzle is completed.

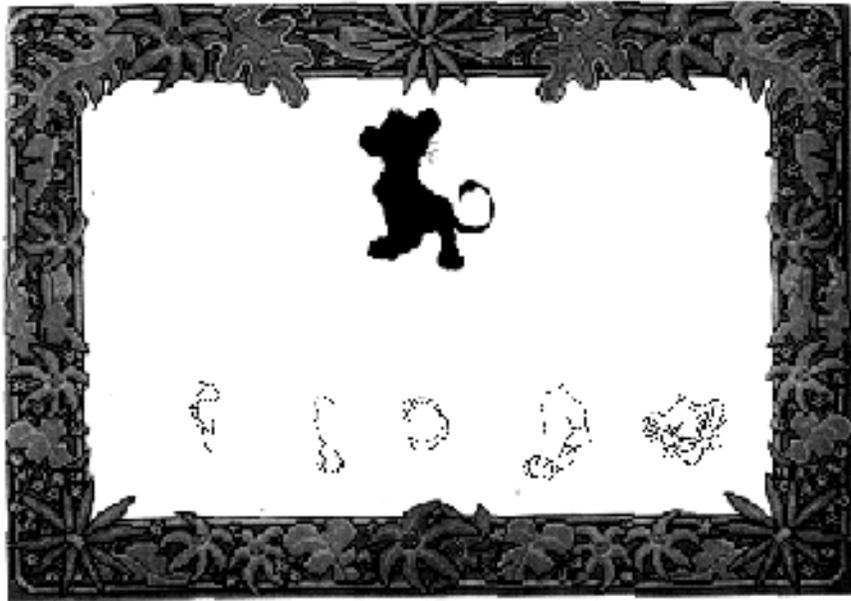
Each animal will be broken into a varying number of pieces depending on difficulty level. For example, a lion in easy mode might be broken into 4 or 5 pieces. But there will also be smaller "subset" pieces, so that the same lion can be used in a more difficult mode where it would be broken into 10 pieces.

More advanced puzzles will have more than one animal on screen at once with the puzzle pieces mixed up, for example 2 zebras (facing opposite directions) or a giraffe and a zebra.

The outline will be a solid silhouette; the puzzle pieces will be fully colored pieces of the animal. The jigsaw pieces will be sprites.

The player will use the stylus to select a jigsaw piece and will be able to drag it to the silhouette and place it in the appropriate spot. The puzzle pieces will snap to a grid. When all of the pieces are in their correct places, a success song will play, the animal will animate and the program will automatically forward to the next puzzle.

The player can select another jigsaw at any time, or may exit from the jigsaw activity to the book page screen by clicking on the book page with the stylus.



In the most difficult puzzle levels, the entire screen will be a jigsaw that the player must put together. Because the entire screen will be covered, rather than dragging pieces into place, the player will have to click on two pieces to "swap" them. When the screen is complete a success sound will play, but the jigsaw will not animate.

Numbers of pieces and piece size and shape can all be readily adjusted to the target age group.

Page Five
In the Jungle

Simba is hanging out in the jungle with Pumbaa and Timon. This is a very lush green forest scene with a waterfall and pond. Pumbaa, Timon and Simba hang out in a happy-go-lucky existence, with animations of them playing when selected.

Hotspots:

- | | |
|---------|--|
| Pumbaa: | 1) wags tail
2) leans down and eats nearby bug from ground
3) If Timon has his tray out already, eats bug from tray
4) rolls over onto back |
| Timon: | 1) pulls out a tray with a bug on it and offers it to Pumbaa
2) puts tray away and hula dances
3) tbd |
| Simba: | 1) chases tail
2) pounces a bug
3) teases Pumbaa by waving a bug in front of his nose |
| Bug1 | 0) slowly inches across the screen |
| Bug 2 | 0) flies at a leisurely pace across screen
1) flies down and "buzzes" Pumbaa |

Activity 1 -- Count the Stars.

This activity uses the stylus

Pumbaa, Timon and Simba are at the bottom of the screen on their backs looking up at the dark indigo sky. Different groups of stars appear on the sky screen. They are large and twinkle brightly. A "status bar" at the bottom contains numerals from 1 through 9 to choose from.

When the stars appear, the player needs to count the stars and then click on the number that is representative of the number of stars shown. For example, if there are 7 stars in the sky, the player will have to select the number 7; it will appear in the upper right of the screen next to the stars.

A correct answer will be rewarded with a correct song and Simba, Pumbaa or Timon will animate as part of a reward sequence. They will each have 2-3 reward animation sequences which will be randomly selected when a correct answer is given

When a wrong answer is selected, the number will appear briefly in the box, but it will flash, accompanied by a silly "wrong" sound effect. After it flashes for 1-2 seconds, it will disappear. The player will then have the opportunity to try again.

Difficulty level can be adjusted by adjusting the numbers (lower numbers are easier) and by adjusting the number of answer choices given to the player.



Activity 2: Hidden Bugs

This activity uses the stylus

This activity will be played on a (randomly selected from a variety of choices) single screen. The backdrop will be a simple lush jungle scene. The foreground will be an intricate leaf, vine and tree scene with multiple holes and gaps, through which the backdrop shows.

Each round, several bugs will be randomly placed with parts of them displayed at the gaps in the foreground. The player will use the stylus to click on each bug.

There will be several foreground maps developed with increasing levels of difficulty. Bugs will be randomly placed near the gaps in the foreground, allowing for a large number of different screens. For example, 10 maps could be developed, each with 15 possible locations for 5-10 bugs to be placed. The game will be play tested with the target audience to determine the appropriate difficulty settings.

Pumbaa will be in the bottom right corner of the screen. When a bug is located, it will come to him in the foreground and he will eat it. When all the bugs on the screen are located, Pumbaa will perform a "happy" animation/ reward sequence and a new screen with bugs hidden in different locations will appear.

Page 6 PICO Drawing Program

Page six is devoted to the PICO drawing program.

The book will allow the player to select from a variety of tools to create drawings, choose and animate their favorite characters and put together their own cartoon sequences.

The left hand book page will allow the children to select backgrounds, music and characters from the other pages of the product. There will also be black outline "coloring book pictures" (of the characters and icons such as pawprints and leaves) for the player to select, place and color. There will be a wide variety and large number of these to choose from.

The right hand book page will be the template of drawing and painting supplies from which the player can choose. They will be:

- * Thin paintbrush or colored pencil (will change to reflect current color)
- * Paintbrush (will change to reflect current color)
- * Erasers (big and little)
- * Fill bucket/paint tube (will change to reflect current color)
- * Clean page icon
- * Ten (final number and colors tbd) colors:
 - * black
 - * red
 - * blue
 - * yellow
 - * green
 - * orange
 - * purple
 - * brown
 - * pink
 - * grey
- * Coloring book pictures will include:
 - * Simba
 - sitting
 - standing
 - pouncing
 - swatting at a butterfly
 - * Nala
 - standing
 - taking bath
 - chasing tail
 - * Mufasa
 - * Sarabi
 - * Pumbaa
 - with bug hanging out of mouth
 - standing
 - rolled over on back
 - * Timon
 - with tray
 - standing, arms outstretched
 - * Zazu
 - perched
 - flying pose

- * Lion pawprint
- * Flower
- * Leaf
- * Grasshopper
- * Flying bug
- * Slug

MUSIC AND SOUND EFFECTS

If contract rights allow, the music for the PICO Lion King will use PICO arrangements of several songs from the original film score. These PICO arrangements will be re-arrangements from the sheet music of the film as opposed to digitized versions of the actual songs. **The list of desired movie and original themes includes:**

SCREEN/ACTIVITY	SONG
Title	
Page 1: Simba is born	<i>Circle of life</i>
Page 2: Bathtime	<i>Original Composition</i>
Page 3 Watering Hole	<i>Original Composition</i>
Page 4: I just can't wait to be king	<i>I just can't wait to be king</i>
Page 5: In the jungle with Pumbaa & timon	<i>Hakuna Matata</i>
All activities except animal dance	<i>Original Composition</i>
Animal dance game	<i>I just can't wait to be king</i>

Sound effects will be used to add fun, accent the action and complement the motions of the characters. **Sound effects include:**

Actor/event sound	Page	Description of sound	Sample or PICO
Page turn	all	jungle drums	S
Mufasa	1	roar	S
Baby Simba	1	soft purr	S
Pumbaa		juicy slurp	S
Sarabi	1	purring vibrado	?
Zazu	1	squawking	S
Zazu	1-1	1 wing flap (trigger each time)	P
Simba as cub	3	little roar	S
Zazu	1-1	bumps into an obstacle	P
Success -find an animal	1-1	trilling "pings"	P
Grasshopper	1-2	jumping	P
Simba	1-2	playful pouncing "spring"	P
Maze --select new maze	2-1	ding	P
Maze successful complete	2-1	"trumpet fanfare"	P
Simba Smon try again snd	1-2		P
Simba Smon success snd	1-2		P
Washing slurp	1, 2	soft slurp	?
Zazu feather ruffling	2		?
Alphabet pathfinder	2-2	line draw sound effect	P
Alphabet -try again snd	2-2	electronic "uh-oh"	P
Alphabet -success snd	2-2	happy xylophone	P
Simba paw swipe	3	"whoosh" (white noise)	P
Nala pounce	3	sproing	P
Simba rolls backward	3	silly thud	P
Flap of distant bird wings	3	waterfowl fly in distance (3)	P
Boulder rolling	3-1	rough roll	?

Log rolling	3-1	smooth roll	?
Sand pit	3-1	thud & spray of sand particles	P
Start race!	3-1		P
End race	3-1		P
Simba shakes mane	4	soft tinkling of bells	
Animal match-success	4-1		
Animal match-try again	4-1		
Bug fall trajectory 1	3-2	slide whistle--zhoop	P
Bug fall trajectory 2	3-2	hissing sound	P
Bug fall trajectory 3	3-2		
Bug caught sound	3-2		
Elephant throws in loop	4	slide whistle	
Zebra toss	4	sproing	P
Jigsaw -pick up piece	4-2	blip	P
Jig - place piece (correct)	4-2		P
Jig - place piece(try again)	4-2		P
Pumbaa -bug slurp 1	5	juicy slurp - long (slug)	
Pumbaa -bug slurp 2	5	juicy slurp - short (tray bug)	
Hula riff	5		
Bug count - correct	5-1		P
Bug count - try again	5-1		P
Draw program-select tool	6	short ting-a-ling	P
Pencil sound (must loop)	6		P
Paint sound (must loop)	6		P
Erase sound (must loop)	6	scratchy	P
Select background	6		P
Select sprite	6		P
Select stencil	6		P

Sampled sound effects will be used to add realism to the product..

ART STYLE AND SUMMARY

The art in The Lion King for PICO will follow the art style of the Lion King movie and license guide as closely as possible.

An actor list is attached with descriptions of all of the sprite animations in the game.

The backgrounds in the game will include the following cutscreens (single screen width, non-scrolling screens) and scrolling maps:

Cutscreens

Title screen

Lair (book page)

Bathtime (book page)

Maze screens

Alphabet pathfinder game

Watering Hole (book page)

I Just Can't Wait to be King (book page)
Animal match backdrop
Animal Jigsaw
Pumbaa & Timon's jungle (book page)
Count the stars
Hidden bugs
Congratulatory or "reward screens" (10)

Scrolling maps
Zazu flying game
Simba Simon
Lion Race

Addendum A

Alternate Activity (appropriate to replace Hidden bugs or other single activity)

Dominoes

The dominoes game can be drawn with either “traditional” dominoes with number dots on them or with other graphics that must be matched, for example Bug Dominoes, Alphabet Letter Dominoes or Digit Dominoes.

The player would have 8 (number tbd, it may increase to ramp the difficulty level and range from 6-10) dominoes at the bottom of the screen with which to play. The computer will display the first domino on the screen and the player will take turns (against the PICO) placing like pieces next to one another until all of their dominoes are gone. If the player does not have a domino that works he or she can “draw” additional dominoes to continue playing. The object is to correctly place all of the dominoes that have been drawn.

