

Friendly Bear Game Mechanics

Younger Brother:

- When younger brother is alone:
 - Walk: Movement should be cautious and slow since he is in a dangerous forest.
 - Run: When running away from, or with the bear, movement will be fast, perhaps with glances to the side.
 - Collecting items: The boy will exclaim "Yah!" then continue on. No need to stop the game from rolling.
 - Completing a task: The boy will whoop, and wave his arms around.

Bear:

- When bear is alone:
 - Walk: A slow saunter to show the bear is observative, yet careless of its whereabouts.
 - Run: Great bounds to cover a lot of area in a short amount of time.
 - Attack: Viscous and absolutely frightening. This will scare either the brother, or scare an obstacle.
 - Collecting Items: Growls in acknowledgment, yet continues on.
 - Completing a task: (Stretch Goals)

Bear and Young Boy Together:

- When younger brother is with bear:
 - Walk: Boy will walk closely to the bear, perhaps holding on to the fur with his hand. Otherwise, the boy will be bouncing slowly on the bear's back (much like the pull of a horse, or a camel).
 - Run: Boy will climb on bear when the bear starts running. The bear runs faster than the boy, so this gives a sense of urgency and advantage to the game.
 - Climb on Bear: Swings leg up, and settles on the bear's back.
 - Finding items: Boy exclaims "Yah!" then game continues.
 - Completing a task: (Stretch Goals)

Older Brother:

- Older Brother may not be in production:
 - Run: Runs away from bear at a high speed, his arms waving about madly.
 - Climbing: Older Brother will climb a tree and either stay put, or disappear from view.
 - When younger brother is found: Yells, and runs to hug brother, or runs to catch up to him.

Environment:

- Normal objects:
 - Grass will move side to side.
 - Tree leaves can make a rustling noise when passed by.
 - Water moves around objects.
 - Camera shakes whenever large object is moved, or when a significant puzzle has been solved.

Collectables:

- Collectables will slowly spin until picked up. Or spring out of hiding if we decide to do that.
 - Good Food: Good food will shine white when picked up, then cause the bear to grow or regain health.
 - Bad Food: Will shine a dark color when picked up (accompanied by a “wah-wah” sound). Will cause bear/child to lose health.
 - Artifacts: Shine gold to show a special object has been picked up. May be used later?

Obstacles:

- Objects will remain motionless until triggered:
 - Falling: Trees or boulders that may fall will unsettle a few leaves, poofing them into the air for a moment.
 - Being “Handled”: Will shake for a moment, or sway in the direction of physics.
 - Bear Movements: If the bear stands up, the standing up will be slow, with one paw in front of the other. When it lands back down, the bear will land with front feet hitting at the same time.

Stretches for the Game:

- Bear Observations: Bear leans close to the object, and sniffs around. This simply slows the game down, and/or helps to discover items.
- Completion of tasks/game: The Bear rears onto his hind legs and roars. Boy whoops and dances around.
- Ending: Have both brothers hug each other toward the end. That, or have the bear be hugged by the brothers.