

- Hero Bear
- Exploration
- Collection

The main objective of the game would be for the bear to bring the younger brother back home. We could have a background reference before the game starts (much like the scrolling introduction at the beginning of Star Wars). Whether the older brother and younger brother are separated in the middle of the forest (when the bear finds the younger boy), or we could have the older brother out to kill the younger brother because of a battle for kingship ("""). In any case, the game should start out where the bear is either leading (or carrying) the younger boy through the game, collecting berries or fish in order to be strong enough to finish the particular level. For example, collect ten fish to be strong enough to move the boulder, or to climb the tree at the end of the level. On the side of the screen, we could have a health bar to show how many more fish you need, as well as have the bear grow in size. If the bear were to come by a bad berry, or a bad fish, then he shrinks/loses power in the health bar. If you finish the level without enough fish, you have to start the level over. The older brother will be on the other side of the boulder/tree. That, or the younger boy's house, along with a Japanese Shrine. The Bear is the hero of the day. Quick, simple, and with good motive.

