Chrystel Buhler

-Hero Bear

-Exploration

-Collection

The main objective of the game would be to find a way for the bear to bring the younger brother back home. We could have a background reference before the game even 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 leading the younger boy through the game, collecting berries or fish in order to be strong enough to finish the particular level. Say, 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 filling bar to show how many more fish you need, as well as have the bear grow in size. If you finish the level without enough fish, you have to start 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. If the game were a side scroller game, then if the bear were to come by a bad berry, or a bad fish, then he shrinks/loses power in the side bar. Quick, simple, and good motive.



 