Bill and Boge

Bill is a fox-like creature with a very eccentric personality, he can’t speak so he tries to communicate his emotions through charades.So he is very animated.

Boge is a spirit bunny and follows around Bill. He give Bill assistance and give Bill abilities

Boge is to Luma as Bill is to Mario. Bill is to Banjo as Boge is to Kazooie.

Things Bill can do

* Dash (X)
* Crawl (Down + Left/Right)
* Jump (A)
* Grab (X + Run into object)
* Look Up (UP)
* Drill Jump (R Bumper)
* Wall Jump (A of wall)
* Glide (A + A)
* Cast out Boge (L Bumper)
* There will also be various power ups things

General gameplay

An evil wizard named Jody Pickle-Nose (he has a long nose) opens up the Dream Realm and uses it to cause havoc on the Foxtail Kingdom. Bill and Boge wake up in the midst of this havoc and decide to go stop Jody. The game will take you through six worlds affected by the dream realm. The six worlds are Delicious Delites, Fairy Fields, Buzzy Blizzard Basin, Flamingo Factory, Lazy Loch Lair, and Spooky Skeleton City. After defeating the bosses in each of these areas you will get access to the Wizards Tower. There will be four main collectables, gems (which will be similar to coins), daisy’s (which restore health), Stars (which will have five in each level), and figures (there will be one per level). Gems will help towards the point count and will be used to buy hints to the locations of the stars and figures. You have the ability to have up to 30 health points and when hit you lose some, daisy’s will restore that. Stars will have five per level and finding all of them for each level in a world you unlock a secret level for that world. Figures will be added to a figure collection in the hub world, and after getting all of the figures you unlock Hard mode.

Hard Save: After castles or towers, or upon saving and exiting the game

Soft Save: save simple data but upon game over it is lost.

Normal Mode:

* Upon death, you lose gems and after every level there is a hard save.
* Enemy’s do normal damage
* There is no timer

Hard Mode

* There are now lives and a game over will bring you back to the last hard save
* Enemy’s do extra damage
* There is a timer