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Design Document

Overview

The Background of the game is the yard of a house. There are paths in the grass that the Bunny can take. The main character is a rabbit named Collei. The way to win is to get access to the carrots in the garden. The way to lose is to get eaten by the fox. There is a third way to end the game, but it is neither good nor bad. The third way to end the game is to get adopted by the people in the house.

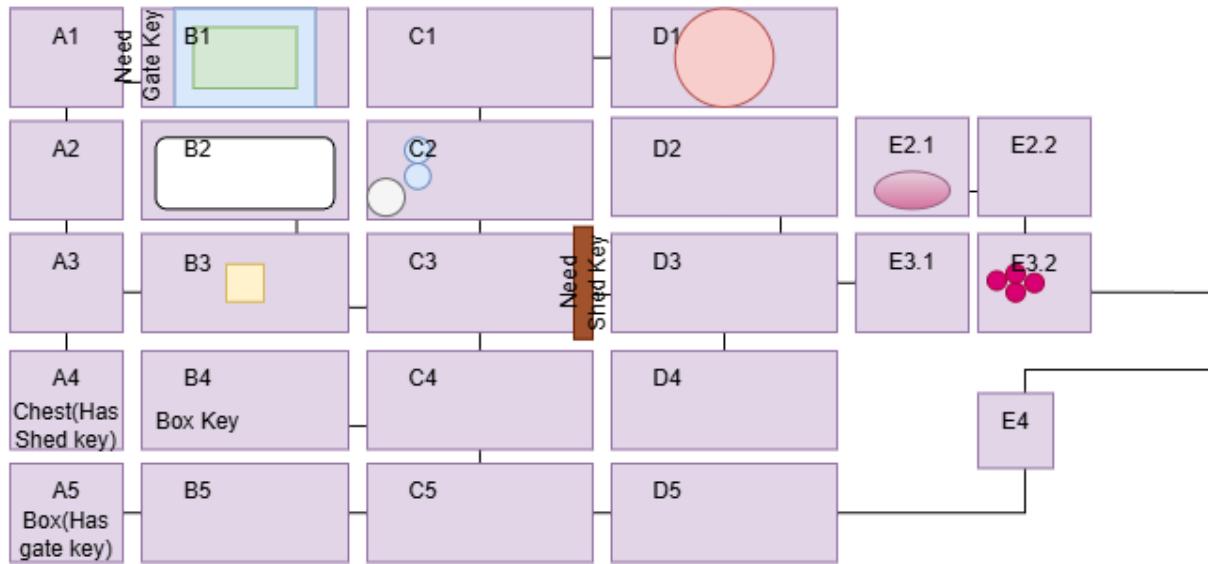
Player

The player or ‘main character’ of the game is a little white rabbit with a purple bow stuck onto its left ear. Her name is Collei.

Scoring

The most points a player can have is 200. They can get 100 points for getting the good ending, 50 points for getting the neutral ending, and they get no points for getting the bad ending. They get 20 points for getting the key to unlock the gate. They get 10 points for unlocking the chest. They get 10 points for talking to the mice. They get 5 points for opening the shed. They get 5 points for finding its key. They get 20 points for freeing the other bunnies. They get 10 points for finding the King Kandy statue in the barn. They get 10 points if they kick the king kandy statue over. They get 10 points for kicking the door of the house.

World



A1: It is a small clearing between the next house and the gate to the garden. They can go south and east. The gate to the garden is to the east. They can unlock the gate with the key to access the area to win the game.

A2: It is another small clearing alongside the house. Nothing of note here. The player can go north and south.

A3: It is a small clearing that leads to the north and the south. Nothing of note here.

A4: It has a small chest blocking the way. It can be opened to find a shed key inside. The player can only go north.

A5: You see the mail box of the house. You can open it if you have the box key. Inside it is the Gate key. The player can only go east.

B1: Go on this spot and you win!

B2: The house. It is a brick house with grey shingles on the roof. It looks like the humans are home. The player can kick on the door. It would not do anything though. The player can only go south.

B3: The square you start on. It is an open area. It is a grassy plain with paths to the north, east, and west. You see a barn to the east.

B4: You see a box key on the ground in the middle of the clearing. The player can only go east.

B5: You enter onto a concrete sidewalk. You can see the human's mailbox ahead in the distance. You can go east and west.

C1: It is a grassy clearing. You can see the garden westward, but you cannot get into it. Nothing of note. The player can go south and east.

C2: There are two mice arguing about who gets what's in the trash can. You also see fox tracts heading northeast. You can talk to them, but it will not do much. You can jump onto the trashcan. If you do that you end the game. The humans see you and decide to adopt you. The player can go north and south.

C3: A grassy clearing. You can see fox tracts heading north. You can see the door to the shed. You cannot open it without the shed key. The player can go north, east (if they have the shed key), west, and south.

C4: A grassy clearing. Nothing of note. The player can go north, west, and south.

C5: A concrete clearing. You can see the human's mailbox towards the west in the distance. You also see some bunny tracts to the east. The player can go north, east, and west.

D1: A fox! You died. You got eaten by the fox.

D2: A small broom closet in the barn. Nothing of note. The player can only go south.

D3: You can see three doors. One to the north, one to the south, and one to the east.

D4: Another small closet in the barn. It's got some straw and rotten carrots strewed about. Nothing else of note. The player can only go north

D5: You can see an abandoned rabbit burrow to the east. You may be able to dig into the barn this way. The player can go east and west.

E2.1: A human statue. It is a small statue of a man with a flowy beard and crinkled eyes. There is a plaque on it that reads “King Kandy”. The player can kick the statue over. It does not really do anything though. The player can only go east.

E3.1: You see a closed enclosure. You see four rabbits stuck in the enclosure. You cannot open the enclosure from here. Maybe you can find another way in.

E2.2: You can see a fancy door to the west. You are able to open the door. The player can only go west and south.

E3.2: You see the four rabbits. The player can talk to them, and tell them that they can escape. The player can go north and south.

E4: A small burrow. You can see a new tunnel that was started. This tunnel is heading north. The player can go north and south.

NPC's

There are two mice, a fox, four rabbits, and a human.

Additional Stuff

The player can jump, and kick things. There is a hidden ending by jumping onto the trashcan that the mice are fighting over. They can also free the other four rabbits from the enclosure in the barn.