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Design Document

**Character Design**

*Boy*

Background: Boy was just separated from his friend, carried away by the bear, and dropped in the bear’s cave to be eaten as a later snack. He feels lost, alone, and especially scared that the bear will come back before he can escape. Boy solves puzzles in the cave to both escape, and find food to keep the bear busy, or at bay.

Movement: Sneaking quietly in the cave. Crawls into cave openings/holes. Tosses food to bear, then runs past it (Animated halt in the game?). Picks up food items or rocks in different sections of the cave to complete puzzles or to feed the bear. Pushes heavier rocks to close gaps, or to help reach high places.

Character Development: Boy is absolutely scared of bear at the beginning. After a while, the boy recognizes that the bear just wants food. Toward the end, the boy realizes that the bear has a hard time attaining food, so the boy helps him get the last item.

*Bear*

Background: The bear plays the part of the antagonist. He reappears every so often to munch on some food in his lair, and seems especially hungry for the boy. However, he seems happy enough to munch on whatever food is tossed to him. He stays in place when he eats food.

Movement: Bear can roar, sit and eat, and follow the boy around. At the beginning, we don’t see the bear very much, but as time progresses, the bear appears more often to the point that he follows the boy (expecting food). The bear will kill the boy if food is not presented.

Character Development: Bear stays away from boy at the beginning, until he realizes that the boy equals food in other ways than his own body. A bit of trust is developed between the two, to the point that the bear allows the boy to exit his cave without a scratch.

**Gameplay**

*Background*

Bear has just left the younger boy in the cave, leaving time for the boy to try to escape. (Boy wakes up from passing out because of the bear) Boy looks around, and finds a crack in the wall he can just squeeze through. Finding food, he decides to always have food by his side so that he can feed the bear if it ever comes along. After going through a few puzzles, the boy makes it outside, and the game ends when he sees his brother (and is brought to safety). Whenever boy pushes aside a boulder or rocks, a text appears, telling him what is underneath (Later used for a puzzle).

*Challenges*

Berries: After the boy squeezes through the first opening, he finds himself in an open room in the cave. Passes by a bush to eat berries, then realizes that he should be carrying them around. However, the berries are gone, but he sees more on a ledge. Pushes boulders to be able to climb higher, notices a crack in the wall, climbs through, and magically appears on the other side of the cavern, but level with the berries. Ledge has lever that unlocks more boulders to push around. Goes back through crack and pushes boulders into stairs that lead up to berries. Pick up berries. Find another crack behind the berries, and enter. Opens to a small room with bear at the end. You toss the berries to the bear, and safely pass through. Another crack in the opposite wall.

Fish: Enters new area with past knowledge. We see a still pool in the middle of the room, with the bear waiting on the other side. Pushing a boulder, boy climbs to a ledge to some protruding roots. Pulls stick out, and text says he found a fishing pole. When boy reaches side of the still pool with fishing pool, the game pauses, a text appears telling him he needs bait. He remembers a time in the other room when he rolled over a giant rock and finds worms in the ground. Goes back, picks up worms, later fishes with both stick and bait. Catches fish for bear. As he crosses pool, the boy tosses the fish to the bear, and runs past toward the next crack in the wall.

Honey: This time as boy enter the room, he can see the opening of the cave, but the bear is behind the boy, and follows him everywhere. He doesn’t kill the boy, unless he exits the cave. We understand that the boy must feed the bear one last time to get occupied enough to leave the cave. Roots on the sealing of the cave has a beehive attached to them. This puzzle implements all past knowledge we learned in the other rooms. Under a rock we find a hook. On the sticking out of a wall, there are sticks we can use to stretch how far we can reach. In a hidden room, we find another switch/root that triggers a rock fall in the other room. With all this added help, we are able to reach the sealing, and the beehive. As soon as it is picked up, the bear sits and starts eating. You are now free to exit the cave, and win the game.