

Bear Game Mechanics

Bear

- Walking: Normal Bear movement
- Running: allows for faster movement and increased attack power
- Attacking: Allows to bear to eliminate enemies and obstacles, normally a claw attack but after running is a bite
- Eat: Eating fish fills a meter, once meter is full bear can destroy 1 stationary obstacle

Younger Brother/Older Brother

- Walking: Normal movement
- Running: Allows the player to escape from attacking animals
- Ride Bear: Allows to player to attack enemies and ignore thorns
- Collecting Fish: Fish are needed to give the bear strength to destroy obstacles
- Dropping Fish: when the player takes damage the fish are dropped
- Feed Bear: Gives fish to bear so he can destroy obstacles

Fish

- Swimming: normal fish movement
- Flopping: when a fish is dropped it flops briefly before disappearing or being recollected
- Being Collected: Fish swims around player and then fades letting the player know they've been collected

Obstacles

- Rocks/Trees: Stationary object, prevents progress until enough fish have been collected
- Thorns: Stationary object, harms player unless riding the bear
- Evil Bear(s): Same movement as Bear, tries to harm player and steal fish (Boss?)

End Game

- After leaving the jungle the boy(s) turn and wave to bear then head into town, the Bear returns to the jungle.