Waterstreak

Concept:

* Levels will take place in day/night environments in a little kid’s home.
* Theme: Jim(enemy) is thirsty during these times and is looking for a bottle to drink(water, juice, etc).
* Continued: Bottle is alive and hides while reaching the end-point or until time runs out. (Maybe a skybox added, if there are windows/openings)

Environment:

* Tables, stands, chairs, lamp(s), couches, vases/flower holders, obstacles more TBD.

Obstacles:

Anti-Stealth:

* Mini treadmill/arrows, woopie cushion(trampoline-like), loose building blocks, airhorn, more TBD.

Pro-Stealth:

* Push-to-move objects, safe bouncy balls(for jumping to high points), pillows, soft objects(like foam sticks or less noisy objects), dice(for climbing/traversing), more TBD.

Mechanics/gameplay:

Player:

* Travels around at own pace, but must make it to the end-point before time's up
* Jump, walk forwards/backwards, run, trigger events that will aid/undermine his/her hiding.

Enemy:

* Be centered in the level, constantly rotate in level until player is seen/heard, uses light source at night.
* Optional: may add additional obstacles in areas the player will go through.

Tricks/gameplay:

* Player will attempt a laid out obstacle course.
* Course will be set up accordingly with the environment(refer back to environment section above).
* For example:
  + Player goes through a section behind a couch
  + On a stand/table, player will either go on top or below them for variation throughout levels
  + More TBD...
* Course will contain areas that have toys(other things TBD) positioned in ways for the player to traverse/overcome.
* The end-point may be a button the player will press to win at the end of the course, or a safe area to win(such as a closet).
* Anti-stealth:
  + Treadmills/arrows will push player out towards the enemy(game over).
  + Woopie cushions may either jump the player too high or make too much noise(attracting the enemy to the player’s location).
  + Player collapsing the building blocks will draw attention(game over)
  + Pressing air horn button will cause game over by sound.
* Pro-stealth:
  + Player can walk up to movable objects to aid in completing a section in obstacle course.
  + Safe bouncy balls will have player jump enough to higher places in a section.
  + Soft objects can be toppled over to aid in completing a section(like dominos).
  + Dice may also be pushed to help complete a section, or may already be placed to provide implied hints.