**Moment to Moment Gameplay Summary**

**\*= potential idea**

**Opening**

-Fade from black to the player in a clearing, with a parachute tangled in a branch above them.

-Ostriches appear out of the bush and chase the player to the first watchtower

**First Watchtower (Intro to sticks, rocks and axes)**

**-**After climbing up ladder, player sees fuse box or whatever and flips a lever, lighting up the next watchtower.

**-**Player character says to himself that he needs to get his pack from the clearing.

**-**Player goes to clearing and sees that it is overrun with ostriches.

**-**Player character says to himself that he needs something to fight them off.

**-**Surround player with sticks and rocks so that they’ll quickly figure out what they’re supposed to do

**-**Player makes an axe

**-**Player goes back to clearing and fights ostriches but backpack is gone

**-**Player has no choice but to go to next watchtower

**First Round of Puzzles (Intro to logs and spears)**

-Player goes towards second watchtower and hits a ravine

-Cut down log close by which the player can pick up and place on the ravine to cross it

-Player comes across second ravine

-No tree close by this time, but tree near ravine that’s half cut down with a splintered axe by its trunk

-Player makes connection that they can cut down trees with axe and does so, taking log and using it to cross ravine

-Shortly after second ravine, player hits a short ledge that’s just high enough for them to not jump over, and between the ledge and the ravine there are no trees or materials

-Player figures out that they need to take log from the last ravine and place it at the base of the ledge lengthwise, using it like a stepping stone

-Player hits another ravine, but there are no trees on their side of the ravine (sticks and rocks though)

-Tree on other side of ravine that’s already half cut down and leaning towards the player’s side of the ravine

-If they haven’t already, player uses sticks and rocks to make spears, and throws them at the tree to make it fall over and make a bridge over the ravine

**Second Watchtower (Intro to vines)**

-Shortly after last puzzle player hits second watchtower

-Area after watchtower contains vines, allowing player to experiment

\*(Also now that the player can make the slingshot maybe we should bump up the ostrich presence)

-A little ways from the second watchtower the player stopped by a cliff

-At the top of the cliff is a small patch of brown with a spear embedded in it.

-Hopefully this’ll be enough to let the player know that the solution involves throwing a spear at the top of the cliff

-After experimenting the player will make a spear combined with a vine, so that when the spear is throw the vine is tied to it and trails behind it

-The player throws the vine spear at the top of the cliff and the vine creates a “ladder” for the player to climb up.

-When the player gets to the top, they now move through an area densely packed with ostriches, and can either try to sneak around (let’s place some generous cover), or fight. -At end of area put a tree the player has to cut down to cross a ravine, and immediately after the ravine put another cliff to ascend, but with no vines present in the immediate area.

-Have to go back to the dense ostrich area and search for vines in the area.

**Third Watchtower (Introduce flint)**

-In area after third watchtower player can experiment with newly introduced flint

-Combine flint with a stick to make a lit torch (why not)

-can also be used to make flaming axes and spears

-Soon after, player comes across a pack of ostriches in front of a ravine that the player needs to cross

-Can create a small fire near the ostriches to scare them off temporarily (fire only lasts a fixed amount of time)

-swipe the grass with a lit torch

-Can also throw a fire spear in center of ostrich pack to send them running

\*(Maybe the ostriches don’t flee completely but move a certain distance back from the fire (a radius around the fire they can’t enter), meaning that if you create a fire away from your current position you run the risk of sending the ostriches running at you and away from the fire’s AOE, meaning they can attack you)

-However ostriches are removed from the edge of the ravine, player now has limited time to cut down log and cross ravine before fire burns out and ostriches attack.

-After crossing ravine, player comes across another cliff, standard procedure, find vine, throw spear.

-At top of cliff is a lengthy area with many ostriches and nowhere to hide from them.

-Player has to create consecutive fires to give them a path to move through the area without getting killed by ostriches

\*(Fires can only be lit on grass, and area is more rocky than past ones, with sparse patches of grass, meaning the player can’t just make one fire after another. Can either dash to a patch of grass and swipe with torch at the last second, or throw a fire spear at it. Either way, needs to be made clear that player can’t light rocks on fire, even if that sounds dumb)

-Player hits last patch of grass before reaching another cliff they have to ascend. The space between the cliff and the patch of grass is pretty large, so the player will be vulnerable between the cliff and this patch of grass. Also let’s make sure that there are too many ostriches in this area for the player to make them flee, so there will always be a threat.

-Player needs to build spear by last fire before making the dash at the cliff, throwing spear at top and scampering over it.

-**END OF GAME?**

**JOHN –** maybe for the spear throwing mechanic, the thrown spear just trails a green cylinder that ends somewhere behind the player’s head. It’s not even really trailing, it’s a green cylinder going from the spear to the player, so there wouldn’t be a need for an actual moving vine, just a cylinder that gets longer as the spear gets farther away. When the spear hits the cliff, we can just spawn a new asset with the vine attached to the spear and trailing down the cliff. Actually, we could just have the spear and vine always attached to the cliff, but turn off rendering and collision until the player hits the small patch of brown at the top of the cliff with their own spear.