BEARS! Game Concept and Narrative

‘BEARS!’ is a top down tile based puzzle game in which the player controls a scientist, and in turn, his robot. Gameplay splits the screen in two; the left side being a forest focusing on avoiding obstacles such as water and bears, and the right being a warehouse focusing manipulation of your environment in the form of boxes and switches etc.

The concept of the game came from the theme ‘Clones’ in Ludum Dare 28, which wasn’t used in the final contest.

Gameplay has the player using the arrow keys/WASD to control two characters in tandem at once in a top down perspective. In order to complete a level, both characters must be in their respective exits at the same time.