**Pollen**

Player:

* Can “shake” or “scan” to find close by bees. Npc bees return a signal
* Leaves pollen as a path when flying

Honey:

* Used to train more bees

Bees:

* NPC bees search for flower objects and convert them into honey drops
* Player can collect honey drops
* Player can recruit npc bees
* Npc bees can be used for fighting or fixed route to flower locations

Enemies:

* Enemies protect good locations, need destroyed by bees
* If player dies, drops all honey

Hive:

* Hive protected by enemy at start.
* Hive benefits
  + House recruited bees
    - Recruited bees can be “called” when needed to fight
* Hive upgrades (bigger hives)
  + Support more bees in party
  + Faster bee creation
  + Support more pollen routes
  + Protection from bears
* Hive can create honey from pollen (higher efficiency and productivity vs finding each drop
* Hive can create different bee types (unlockable)
  + Army bee
    - Stronger than honey bee
    - Can sting multiple times
  + Carpenter bee
    - Used to build bigger hive, etc
  + Scout bee