**Pollen**

Player:

* Bee Can “buzz” or “scan” to find close by bees. Npc bees return a signal
* Leaves pollen as a path when flying
* Player can collect honey drops
* Player can recruit npc bees

Resources:

* Honey
  + Used to train more bees
  + Bear lure/deterrent
* Pollen
  + “learned” by researching samples at hive
  + Once learned, can be used to plant flower types
  + Used as a defense against enemies
    - Different plants produce different pollen types (pepper spray, etc)
* Pulp
  + Used for building/repair
  + Sourced by carpenter bees

Bees:

* Types:
  + Honey Bee
    - NPC bees search for flower objects and convert them into honey drops
  + Army bee
    - Stronger than honey bee
    - Can sting multiple times
    - fighting
  + Carpenter bee
    - Used to build bigger hive, etc
  + Scout bee
    - Increase visibility on map
    - Create pollen route

Enemies:

* Enemies protect good locations, need destroyed by bees
* If player dies, drops all honey
* Types:
  + ground
    - spider/web
    - small creatures
    - aggressive plants (venus fly trap, some flower that sprays deadly mist
    - ground mist
  + level 1
    - wasps
    - small birds
  + level 2
    - larger birds
  + situational
    - bats at night
    - hawks at mountains/edge
    - birds to mark unlockable boundaries
    - rain
    - freezing to restrict height

Hive:

* Hive protected by enemy at start.
  + Needs “repair” before functional and introduces “carpenter bees” to source “pulp”
* Hive benefits
  + Home/spawn point
  + Research pollen to allow planting of new flowers
  + Cross pollenization
  + House recruited bees
    - Recruited bees can be “called” when needed to fight
* Hive upgrades (bigger hives)
  + Queen – to make bees
  + 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)

Specific solutions:

Honey Bee behavior

Wander

Search for flowers

Harvest pollen

Follow Player

Attack when shot