Rhett Wimmer

**The player’s mechanics.**

The playable character, Ethel, will be constantly running. The character controller will be extremely simple on a constant run. There may or may not be a jump function, depending on how the ability to move objects feel. I’m thinking she might have the ability to throw a toy that helps her move objects. Or she might have the ability to pick up toys to throw at the enemies.  
 Ethel will also have a “Lives” system. The player will have three chances to play against three different enemies. First a nurse, then a doctor, and their final life will be up against a terrifying monster. After losing three times, Ethel will lose all her sanity resulting in a reset.

Movement controls:

Jump, throw and run.

**The enemy’s mechanic.**

The enemy will also be on a constant run. Unlike Ethel, the enemy’s speed will vary depending on collisions. Once the enemy catches Ethel the game will reset to a different level (Depending on Ethel’s life count) or restart entirely.

**Object mechanics.**

There will be game objects that you HAVE to jump over, or the game will reset (If the jump is implemented into the game). Like tables, chairs, crates. Then there will be toys. Toys are objects that you can pick up and throw at the enemy (If the throwable toy objects are implemented). If the throwable toy object that Ethel continually holds is the main game mechanic, then all objects will be breakable.

**Wishlist.**

I really want to polish this game. I want to work on 3D models, UI, animations, etc. I want to learn more about how to make a game look aesthetically pleasing within Unity.