Game Design Doc - Fall 2017
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Game Mechanics (Assignment 8/28/2017)

Boys:
- Resting Animation: To keep the character alive
- Walking: So you can move
- Running: So you can move quickly when you need to. To get away from danger.
- Jumping: Avoiding obstacles. Reaching hard to get places like ledges and branches
- Throwing Rocks: As a way to slow down the bear, break artifacts, or knock fruit down to eat and build energy stores.
- Switch to riding bear mode.? Easter egg for a forest run breakout level.
- Older boy AI: He runs to the end of your field of vision, and waits for you. You are constantly trying to keep up with him.

Bear:
- Slow scary walk: Maybe pacing back and forth, so also need turning
- Charging: Chasing you.
- Standing up to reach you when you jump.
- Swipe attack: To try to reach you at a distance, or block your rocks.
- Bite: To attack you when you are close enough
- Artificial Intelligence: The bear follows you, and if you get too close he charges and attacks.

Environment:
- Crumbling rocks: As you climb, the environment can give way, making it feel like you are truly cutting a new path through the forest. You are obviously not on the trail.
- Collecting: When there are items, such as rocks or artifacts, you collect them, and they go into your "satchel" and can then use them later on demand.

Extras
- Fruit falling when you hit it with a rock
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