

## Gameplay & Zones

Two different types of basic gameplay areas may exist within in a level. The Exploration Zone where the hero is free from elements that are reacting directly to the player and the Chase Zone where certain elements are. i.e. the Wolf, or a wandering star that happens to being running away from the player.

Within each level the two different kinds of areas will exist one following another. In both there will be stars and enemies.

### Notes:

the gameplay might make more sense if we used the Chase Zones as exclusive portions of certain levels, or Mini-Bosses.

the wolf would actually make a very good Boss Fight if we wanted to make something like that.

### Music Rythm Dynamics

If there is a specific Chiptune for the gameplay it might me interesting to create a second chiptune of the same song, but faster and more frantic. We could switch the tune out depending on the Zone.

Exploration Zone

Chase Zone

