**Game Mechanics**

Grid based level (5x6)

Goal – The goal of the game is to guide your characters to the end of each level whilst avoiding the enemies that patrol left and right.

Turn Based – One character can move each turn, all 3 enemies move after one character has moved

Move Sequence – Characters have a set move sequence, 2 – 1 –3(refer to the Basic Level Layout in Github) is the move sequence, this will be shown to the player via animations e.g. the fish spins around signaling it is ready to move, the one to move last could be asleep showing that it is not ready.

Movements – Players will be shown 2 numbers below each of the 3 characters, the 1st number and largest number is the amount of squares that they can move first and the second number tells the player how many squares they can move on their next move with that character.

Enemies – The enemies will have a number above them showing how many squares that they will move each turn. The enemies that start on the left will move to the right and the ones that start on the right will move left along the grid. Once the enemies reach the opposite side of the grid they will turn around and move the way they came from and this will repeat each time they reach the opposite side. This way there is no way for the player to wait for the enemies to leave the level.

Character contact with enemies – When one of the players characters comes into contact with an enemy e.g. food, they will eat it and become to fat/bloated to move, this will remove that enemy from the board. In some levels this may be necessary for other characters to progress to the end.

Number of turns – The players will have a set number of moves per level. For every character they move they lose 1 move, the number of moves can change each level for varying difficulty.

Rewards – For a reward system, we can have 1 – 3 stars on each level in the level screen. Obtaining these would be done by using the least amount of moves possible, 1 star being the lowest reward to 3 being the highest. This could add replayabillity to the game by making people want to complete every level with the top amount of stars.