**CROWS NEST UI**: Display **cannonball**

**CROWS NEST UI**: Signal incoming **enemy**

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**Animation** to play on **ship hold** to direct player toward it

When player reaches hold, **particle system** to play to highlight **cannonball option** within the hold

**CROWS NEST UI**: Display **cannon**

Once cannonball retrieved, **top left cannon animation** to play to direct player to the cannon

Show action button to direct player to load cannonball – player UI will play to show progress

**CROWS NEST UI**: Display **gunpowder**

Once cannonball loaded, animate ship hold to direct player toward it

Once gunpowder retrieved, **top left cannon animation** to play to direct player to the cannon

When player reaches hold, **particle system** to play to highlight **gunpowder option** within the hold

**CROWS NEST UI**: Display **cannon**

Show action button to direct player to load gunpowder – player UI will play to show progress

Once player has retrieved torch, play animation on top left cannon to direct player toward it

Once gunpowder loaded, Play animation and particle system on torch – to direct player toward it

Players must load cannons to destroy ships, speed and values set so that at least 1 ship will not be able to be destroyed by the player to introduce the damage mechanic

When ship is destroyed, **CROWS NEST UI**: Display **3 enemies**

Allow player to destroy stopped enemy by firing the cannon with the torch

Do not allow player to fire cannon until the ship is in destroyable position

Do not allow player to fire cannon until the ship is in destroyable position

Spawn enemy from screen top, stop enemy within the cannon hit box to display the timing animation

Water will flood the deck when damage is received

Prompt ends when water level is reduced

When player retrieves bucket, action button prompt is displayed to introduce bailing water mechanic

Play animation and particle system on bucket to direct player towards it

**CROWS NEST UI**: Display **Bucket**

Once bird mess is removed

Display action button over each bird mess to direct player to use the mop to clear all bird mess

**CROWS NEST UI**: Display **Bird mess**

**CROWS NEST UI**: Display **Mop**

Play animation and particle system on mop to direct player towards it

Seagulls will fly over deck and produce mess hazard

**CROWS NEST UI**: Display **3** **Seagulls**

Once bird mess is removed

Animate mast to direct player towards it, show action button on mast

Once players are holding on, play whale event animation

Display drop button to prompt players to separate from mast

**CROWS NEST UI**: Display **Whale**

**CROWS NEST UI**: Display **Mast**

Once hazard is clear, drop button prompt will be shown to prompt player to separate from wheel

Player timer UI will fill to indicate progress

Show action button over wheel to prompt player to interact with it

Animate Wheel to direct player toward it

**CROWS NEST UI**: Display **Wheel**

Display Rock UI timer bar

**CROWS NEST UI**: Display **Rock**

Once sequence completed. Game manager to be activated, to introduce normal play for the remainder of the level.

Whale lose condition will throw players from deck and introduce respawn mechanic

Rock lose condition will shake camera, flood deck

The will ensure at least one of the hazard’s fail conditions will be met

Once player attaches to wheel, trigger whale event

Trigger Rock event

**CROWS NEST UI**: Display **Whale** and **Rock**