**Gameplay Walk Deku Tree Fort**

**Select Region to Attack**

* Player loads into over world at central hub
  + GUI Text: Hyrule Field
* Player opens map screen
  + Map Screen- GUI Text: Select Location
  + Player moves cursor over “Young Deku Tree”
  + GUI Text: Move to Young Deku Tree
  + Confirm Selection – Yes
  + GUI Text disappears
* Unit Selection Screen
  + GUI Text: Select Units
  + Player moves cursor and selects:
    - Octorock x 3
    - Darknut x 2
    - Moblin x 4
    - Moblin x 4
  + Loading Screen
  + Player and units load at the entrance of the Young Deku Tree.

**Combat**

* Player’s units begin moving towards the entrance of the Young Deku Tree.
  + Moblins in front with Darknuts behind and Octorocks bringing up the rear.
  + The player follows along in the middle of the units.
* Deku themed enemies begin storming out of the entrance at his units.
  + Ranged units stay back and two the right
  + Melee units lead the charge.
* The units take up a faster march towards the enemy while the player begins breaking towards the front.
* The Ranged Deku units lob seeds over his Moblins hitting the dDarknuts.
* In response the player points his reticle at the Darknuts.
* Player Presses the absorb units button.
* Player absorbs the Darknuts to himself to protect them from further damage.
* The ranged Deku change their target to the Moblins, a medium armored though good cannon fodder unit.
* Player uses the cycle power button to switch to the Darknuts shield slam ability.
* Player points the reticle at the Ranged Dekus, and presses the Absorb button.
* To prevent his losses of too many Units, the player summons the Darknuts out of him at the Ranged Dekus.
* Darknuts charge at the Ranged Dekus with their shields up, at a faster pace than normal.
* Upon reaching them they deliver a stun attack by slamming their shields down, and begin to pummel them with sword in hand.
* The Melee Dekus start to head back to protect their ranged units.
* The player in response grabs his Moblins and flings them at the melee units, after selecting the spear charge attack.
* The Moblins run forward blindingly fast and pierce into the middle of the Melee Dekus.
* From here they fan out and begin taking the Dekus on one at a time.
* The chaos of the attack has stopped the melee Dekus from moving forward to protect the threatened range units.
* To offer additional support the player grabs his Octoroks and selects their AOE attack, explosive rocks, and sends them to the Melee Deku.
* The Octorocks move forward faster than normal, but still slower than the other units, and begin firing slow volleys of explosive rocks into the Melee Dekus.
* The player moves forward at the Melee Dekus and uses his sword swings to strengthen the onslaught on them.
* The Ranged Dekus are no longer a threat, and the Darknuts enter their patrol route.
* The Melee Dekus have decimated one of the groups of Moblins, so the player breaks from the fray and moves into absorb range of the Darknuts.
  + Player presses the absorb button once the targeting reticle changes.
  + Player starts heading back to the area where combat is going on.
* On the way back the player cycles to the Darknuts heavy sword attack and fires it.
  + Darknuts begin streaming out with shields on back and swords pulled up and across their bodies.
* Darknuts enter the fray and deliver devastating blows to the Melee Dekus taking them out.
* Player moves to and gathers his remaining units up.
  + Units start to follow to the player.
  + Once they pass him they continue heading in the same direction as the player prior to passing him.
* Player and units are heading to the Young Deku Tree entrance.
* Player and units arrive in the Young Deku Tree entrance.
* Once the player passes a threshold the Young Deku Tree entrance begins to close locking off the players remaining group of Moblins.
* The Young Deku Tree guardian begins to move, pulling himself out of the ground.
  + He is a giant bush.
  + His powers include:
    - A spinning attack that throws seeds about the room.
    - A swipe with one of his bushed branches.
    - Grabbing a unit to encase him in an amber prison preventing him from moving or attacking.
* The player sends his Darknuts at the bush with the shield slam attack selected.
* The bush turns out immune to the stun effects of shield slam.
* The bush grabs one of the units and begins encasing him in amber.
  + During this time he is vulnerable and unable to attack.
* Player grabs his Octorocks and sends them at the bush with the rapid fire ability selected.
* Octorocks march into range of the bush and begin shooting rocks at him rapidly.
* During this unit movement the player maneuvers behind the bush and begins whacking away at his back.
* The bush finishes encasing the Darknut in amber and throws him to the ground.
* Since the tree is being attacked from all sides he unleashes his spinning seed flinging attack.
  + This ability causes him to spin about the room shooting seeds about in a 360 degree arc.
* The player runs towards the amber encased Darknut, and grabs the Octorocks on the way.
  + Orders Octorocks to rapid fire at the amber encased Darknut.
* Player reaches the Darknut and helps free him from the amber.
* The amber shatters and the player may now use the Darknut.
  + Player absorbs the Darknut.
* Sends the Darknut at the bush to support the other Darknut with his heavy sword attack.
* Pattern of freeing units from amber, and the player hitting the Deku bush from behind and using his units absorb abilities continues for three minutes.
* The Deku bush finally falls.

**After Action Report**

* Young Deku Tree captured pops up along the center top of the screen
* After Action Report pops up over the middle of the screen, once the capture message disappears.
* After Action Report lists the results of the battle.
  + Units involved show up first with their remaining unit count listed.
  + To the right of the units left red numbers with a minus sign represent the unit count lost.
  + Below the unit count a section titled spoils is displayed.
  + Spoils include:
    - Corrupted Deku Tree unit
    - Young Deku Tree
* Player moves through the After Action Report to the next page detailing player level
* One the next page the player sees he’s gained 500 exp and a new level.
* Player chooses to level his unit absorb ability strengthening the damage his absorbed units can do.
* Player moves to next screen:
  + Map screen
* On the Map screen the region of the Deku Forest is shown.
  + Before the Young Deku Tree is the Deku Brambles, an area filled with spiked vines. (Player has already conquered this area, so its region is overlayed with red.)
  + After the Young Deku Tree the Deku Tree Temple is shown.
    - Deku Tree Temple was greyed out, but now is fully filled in showing the player has access to it.
  + The player’s next objective in this region takes him to the Deku Tree Temple.
* Player now has a choice of different regions on the map, each region when highlighted shows the current objectives.
* After selecting a region to go to the process at the top starts over.