

Game Pitch

Start as a Bear, who is main character/hero. You must leave the cave unaware of what it is you're searching for or doing, intended to give an idea of a need to explore. There is as you walk the discovering of berries, fish, traps, etc some you can collect others injure you. You go until you come across two brothers, one runs away/up a tree. The younger brother who stays is now traveling with you. Once again using problem solving, collecting items and avoiding obstacles you need to find the boy's home/ exit. Upon completion the bear says, "do not trust friends who would leave you in times of danger."

Goal: Make it to the brothers and take boy home taking as little damage as possible. Too Much Damage and you loose/start over.

Mechanics

- New areas show on map/maze when explored.
- Push/Pull blocks and logs to get to certain areas.
- Discovering brothers is midgame checkpoint/map exit generates at that time and puzzles reset/change.
- The collecting of fish/berries make bear stronger, (able to move/ jump over bigger obstacles)
- Falling, Touching sharp vines, and maybe enemies hurt/weaken you (and the boy).
- Being too weak means you cannot get past obstacles and are stuck unless you start over or find a way to get stronger.
- Bear can attack with claws to clear path/ remove enemy threats.

