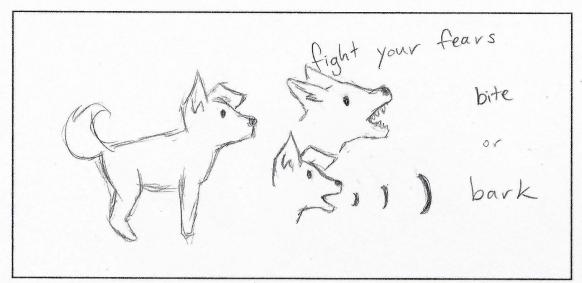
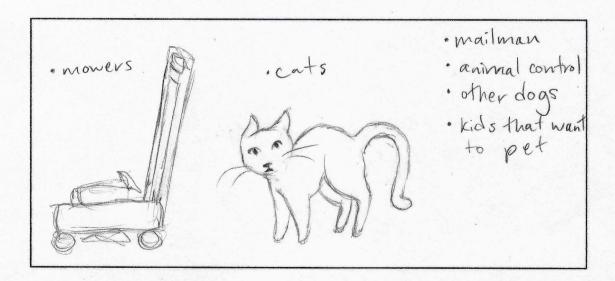
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player character
melee à range à affacks

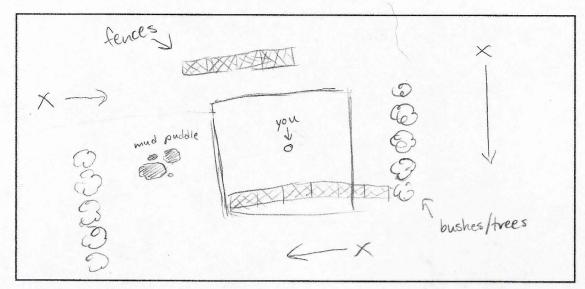


enemies

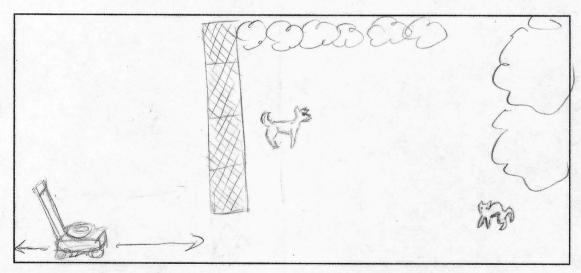
Ex: mailman throws projectiles, mower paces back and forth, only hurts when you get close

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setting dog park w enemies and maze-like obstacles (full map)



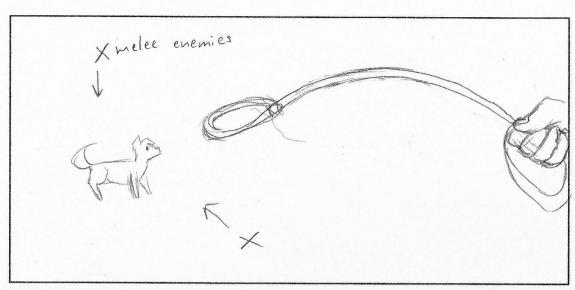
player view

Name: Date:	Page: 3 of 4
2=3 E=3 E=3 bones represent health	Dirt. O. Meter Praise dirtiness to get stronger minimap
View	X B
health is pickup	*
voll in mud puddle	s to get divtien
and stronger	
Controls	
Movement [a] [3] [d] or	Actions left mouse - bark right mouse - bite
A DA	space bar - roll in mud

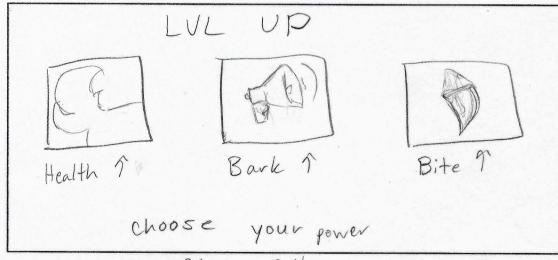
potentially allow player to change control binding

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boss battle-owner trying to leash you bite leash to get free before it alrags you all the way across



power-ups after filling dirt meter

* placeholders*