



Game Design Document V3.3

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pink lemonade games.

Version History

Version	Date	Notes
0.1	29/01/24	Doc creation, game overview.
0.2	5/02/24	Loops added, gameplay, overview, loops, controls, enemy, monetization added.
0.3	6/02/24	Target audience, UI and monetization, Artstyle
0.4	13/02/24	Feedback integration, added gear, fusions and rare bee types.
0.4.1	20/02/24	Doc rewritten for clarity, gameplay adjustments, table of contents
0.5	26/02/24	Changed from killing bees to catching them, to fit the TA better.
0.5	28/02/24	Updated titles, keywords. Added appendix into tables. Overall clarity and info refinement of the entire doc.
1.0	4/03/24	New mockups added, diagram updated, mechanics updated to final.

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Game Overview

Genre	Rougelike, shoot em up, educational
Platform	Windows, MacOS, Mobile
POV	2D Top down
Mood / Theme	Fast paced, energetic, idle

Elevator pitch

“In a world where evil bees have almost overthrown humans, you, the Beekeeper, must catch and save different types of bees! Learn about bees and their importance, and play how you want, with multiple playstyles this game is made for everyone!”

Pillars

- Unique abilities
- Active & Idle playstyle
- Bees!

Where's the fun?

- Numerous fusion possibilities to explore
- Addicting! So much dopamine.
- Feel *unbeatable* in short play sessions! (roughly 3 mins)
- Multiple play styles, idle (relaxing) and grinding (action, exciting).
- Collect the rarest bees and show them off!

Setting and Narrative

Beeranged isn't a very narrative focused game however it is slightly present, told to the player in an extremely short cutscene at the beginning of the game.

The game tells a story of the (*player's name*) the beekeeper, the best in the beekeeping business. They are well known for their beekeeping skills, and with giant killer bees being second on the food chain in this universe posing an international threat, the player is hired to save and capture all the bees, to protect the species! While they're not working, the player also enjoys collecting and breeding bees.



Gameplay overview

- A roguelike top down 2D shoot em up game where the player plays as a beekeeper clearing giant beehives.
- The player will play through **levels** (up to 50) and will constantly be swarmed with different types of bees, all trying to sting and kill the player to protect their queen.
- The player must **collect honey** and **catch rare bees** to build their own beehive!
- To **finish a level**, the player must **catch all the normal bees** and at the end of each level, the player must **defeat the queen bee** to get sweet loot!
- As the player progresses through the levels, the enemies scale in difficulty, with technological advancements and different themes keeping levels fresh and exciting (robot bees, alien bees, etc).
- Level up and unlock new gear, **pick** what you want.
- Merge items together to unlock something **better** than the sum of their parts.
- Manage and breed bees to collect different artefacts and currency.
- Upgrade your beekeeper gear with artefacts and currency.
- Play your way, collect the best bees by **grinding** or **completely idle!**

Audience & Monetization

Target Audience

The game is aimed towards people 11-25, IOS, all genders, any income (the game is free), casual gameplay. Beeranged will be heavily designed around this **casual playstyle** trying to appeal to a majority of the mobile gaming market.

Simple mechanics with a simple artstyle, short-med gameplay sessions (3-4mins) and two gameplay styles (grindy + idle) help appeal to a larger mobile market. It's a highly accessible game, easily available on short train/bus rides or drives. Attracting players that travel a lot and want something to pass the time quickly. This also extended to players who like feeling undefeatable and dominating in games.

Minimal purchasing, so small microtransactions can still be purchased, meaning players can pay if **THEY want to**.

Advertisements will be done through promotions on instagram /tiktok/twitter.

Beeranged Monetization Strategy

- The game will be F2P
- Microtransactions will be present (minimal), not needed to progress through the game.
- The purchasable currency can help the player progress through the game if they desire.

Poncle's Vampire Survivors, a competitor.

Vampire Survivors is available on windows, mac and mobile. Roughly 3 million downloads on mobile alone! It is in the same genre and has similar gameplay to Beeranged. It has 97% positive reviews and has a steady player base over the last year. It does have slight decline in however it still holds many daily players, being closer to stable then declining.

Vampire survivors have made steam on the front page, ensuring a large profit and reach. The game sells for roughly **\$7 AUD**. There is no public sale data on its steam release however it's estimated over **224k** units as it has roughly that many reviews on steam, with an estimate that $\frac{1}{3}$ people leave a review on games, taking the minimal calculation from this number it gives at least **672k** copies sold. Which equates to roughly **\$4.7mil** made on steam alone from just base game sales.



Josh Nicholson

age: 16
residence: Melbourne
education: Year 10 Student
occupation: Works at Supermarket
marital status: Single



"I'm allergic to bees!"

Josh takes a lengthy hour commute home from school everyday, usually scrolling through his phone and keeping up with his social media in this time.

Comfort With Technology

INTERNET



SOFTWARE



MOBILE APPS



SOCIAL NETWORK



Criteria For Success:

Be shown his achievements and be rewarding for his hard work.

Needs

- A game he can play without having to constantly grind and devote all of his time to.
- Something to pass the time on the commute
- A goal he can always work towards

Wants

- Something he can easily put down when needed.
- A game where he can show off his achievements to his friends
- A game that he could spend hours playing if HE wanted to

Values

- Having a clear objective
- being recognised for hard work

Fears

- Spending hours playing a game to lose all of his progress
- Having to put a game down at the wrong time, causing consequences to the gameplay

Josh Nicholson, a player in our target audience.

Hayley Emily

age: 29
residence: Brisbane
education: VCE certificate
occupation: Beekeeper
marital status: Married



"Protect all life on earth!"

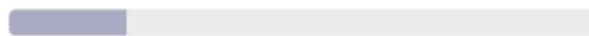
Hayley works as a beekeeper 4 days a week and loves bees. She is looking for something to help her unwind while she's not tending her hives.

Comfort With Technology

INTERNET



SOFTWARE



MOBILE APPS



SOCIAL NETWORK



Criteria For Success:

Be shown his achievements and be rewarding for his hard work.

Needs

- A game that can suck her in, make her forget about her worries.
- Something to keep her invested, making her come back to the game.

Wants

- A game to play and share with her child that can help teach them about bees.
- An easy game to learn, something that won't make her learn too much about the mechanics
- A casual game to pickup and put down when she needs to tend to other matters.

Values

- Good ethics and education
- Vegan

Fears

- Extinction of bees

Hayley Emily, a player in our target audience.

Gameplay

Mechanics & Features

Movement

The player can move around on both the x and y axis using wasd (windows,macos) or the visible touch joysticks on screen (mobile only).

Attacking

Attacking is a **passive** function the player will do as soon as they begin the level. All the player has to do is aim their mouse / touch joycon in the direction they want to attack and their primary weapon / attack will fire in that direction.

Levelling

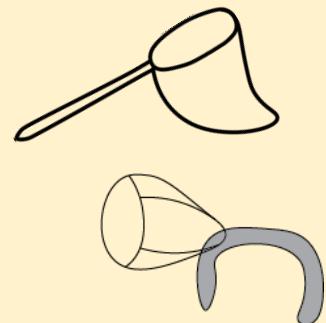
When the player **catches** an enemy, they will receive a specific amount of XP. Once the XP bar is filled up, they will level up. Each level you gain, a set multiplier will increase the XP needed to level up to the next level. Levelling will **reset** the XP bar.

Death

Upon dying to an enemy, the player will be **exited** from the level and returned to the menu. They will be provided with an opportunity to revive themselves with specific gear or beekeeper upgrades. Upon death or level completion, you will **lose all gear collected** on that level.

Starting weapons

The player can choose either a **net** (wide melee swing) or a **net gun** (shoot projectile) for their starting weapon, this can be upgraded during each level and evolved into new types of weapon through fusion. This weapon is equipped in the beekeeper gear menu, out of the level. This weapon will be autofiring, so the only input required by the player is the firing direction. Both these weapons can be [evolved through item fusion.](#)



Gear (Items)

Gear will be given to the player upon **level up**, gear will be able to give the player buffs and potentially new offensive abilities. This will depend on their **rarity**. Some gear might even do nothing, but would therefore be a fusion specific item. When picking gear, its purpose will be shown to the player.

Stacking gear will **increase** its % chance/effectiveness of its passive ability, increasing by x% per item held. If the gear is based on time, it will decrease by X second per item stacked.

The gear options given to the player are **randomised**, with them being able to choose between two or three shown options and or a mystery option.

RARITY	PURPOSE
Common, White:	Grants the player a minor buff.
Rare, Green:	Gives the player a new minor offence
Ultra Rare, Purple:	Grants the player a new powerful weapon, some do nothing but can be used for fusion.
Impossible, Gold:	Grants the player a great buff with a unique mechanic.
Fused Item, Fusion:	Misc buff or abilities!

[See item list here...](#)

Gear Fusion

Every level the player gains, they're given a special upgrade opportunity, being able to **merge gear** together. This can be done only on a level up. Once chosen, the player will be returned to the level up screen. Not all gear can be fused together so players must explore for themselves to find what works. The gear merged will result in something **greater** than just the sum of their parts.

Fused gear can grant the player special abilities separate from the base passive attacks.

[See gear fusion list here...](#)

Abilities and effects

Fusing some gear will sometimes result in an item that also holds an **ability**. Abilities need to be **manually activated** by the player and will result in a short term power increase. This could be from a high damage attack or a larger attack range. Once activated, they will have a cooldown period. This may be different for each ability.

Effects are similar to abilities, however they will be **passive**.

[See ability and effects list here...](#)

Enemies

Enemies throughout levels will all be the same as the ones presented below, however there will be several sprite variations for each. Each level will have different enemy spawning intervals and wave patterns. Once an enemy has taken enough damage from a player, they will be "caught."

Enemy	Characteristics
Bumblebee (easy)	Melee enemy, rushes player, low health, pretty dumb
Honey Bee (med)	Melee enemy, rushes player, med health, basic ai
Wasp (med)	Projectile enemy, keeps distance, med health, basic ai
Hornet (hard)	Projectile and melee enemy. Very quick, high health, advanced ai
Queen Bee (Boss)	Boss, extreme health and more advanced ai

Beekeeper gear

Beekeeper gear is similar to armour, each piece will do something unique.

The beekeeper gear can be upgraded with currency and artefacts. Some gear can be **upgraded** with different artefacts to get different upgrades. Some will be purchasable in the shop. Beekeeper gear will be the only way the player's power permanently scales.

The base stats of an item will be multiplied by a certain % to determine their addition to player stats. Each level up on a gear piece, the base stat will be increased by 5%.

With any duplicate gear, you can merge them to evolve them.

Gear need to evolve each rarity:

Common > Rare	15 pieces needed
Rare > Ultra Rare	10 pieces needed
Ultra rare > Impossible	5 pieces needed

While equipped, rarities will determine how their stat % multiplier is calculated from their base stats.

RARITY	PURPOSE
Common, White:	Stat increase +10%
Rare, Green:	Stat increase +25%
Ultra Rare, Purple:	Stat increase +40%
Impossible, Gold:	Stat increase +80%

Example of player stats:

Player Stat - Head Gear	Base	With rarity boost (Rare)
Health (HP) Addition	+10 HP	10 + 25%, +12.5 HP
Attack (DMG) Addition	+10 DMG	10 + 25%, +12.5 DMG

This would be added to the total player health and damage, for example if it was 50 HP and 20 DMG this is how it would be calculated. (chest and legs % left blank for example)

Total Player Health: 50 HP (+ 12.5HP) (+chest HP) (+legs HP)

Total Player Damage: 20 DMG (+12.5DMG) (+chest DMG) (+legs DMG)

[See beekeeper gear list here.](#)

Sweet loot

Upon completing a level, the player will be granted with “sweet loot” that will drop 1-3 items, always one being **honey** (currency), a chance of **honeycomb** (semi premium currency) and a rare chance of a **beekeeper gear** piece.

Currencies

The game will have two currencies. One being a **common** currency, honey and a **rarer semi premium** currency, honeycomb (purchasable with real money).

Store

The player can sell any unwanted items they have here, which the money can be used to **upgrade** their gear or buy beekeeper gear / gear cosmetics from the store. Items can only be sold for honey. Items can be bought with both [honey](#) or [honeycomb](#)

Artefacts

Artefacts will be collected from the player's beehive (see below) and are used for upgrading Beekeeper gear. This will motivate them to use the **breeding feature** of the game.

Artifact List

Artifact	Obtained by
Artifact of Stories	Vampire bee, Ninja bee and Sweet Loot
Artifact of Future	Robot bee, Veteran bee and Sweet Loot
Artifact of Monsters	Giant bee, Werewolf and Sweet Loot
Artifact of Warning	RPG bee, Alien bee and Sweet Loot
Artifact of Strength	Ninja bee, Robot bee and Sweet Loot
Artifact of Power	Alien bee, Giant bee and Sweet Loot
Artifact of Fright	Werewolf, Vampire bee and Sweet Loot
Artifact of War	Veteran bee, RPG Bee and Sweet Loot

Collecting bees

During each level, a **rare bee** will spawn (determined by the colour it is glowing, blue rare, purple ultra rare, gold impossible). The rare bee will have slightly increased health and size.. These collected bees can then be put into the player's beehive. Normal bees collected will be displayed on the HUD during the level, and the total number across all levels in the menus.

Each bee you collect, can be stored in the hive or used in combat. When equipped with a Bee in your bee slot, it will fight by your side. Its damage and health will scale with the player according to their beekeeper gear. The bee cannot be upgraded.

RARITY	BEE STAT CALCULATION
Common, White:	Players stats +10%
Rare, Green:	Players stats +25%
Ultra Rare, Purple:	Players stats +40%
Impossible, Gold:	Players stats +80%

[See the collectible bee list here...](#)

Bee Breeding

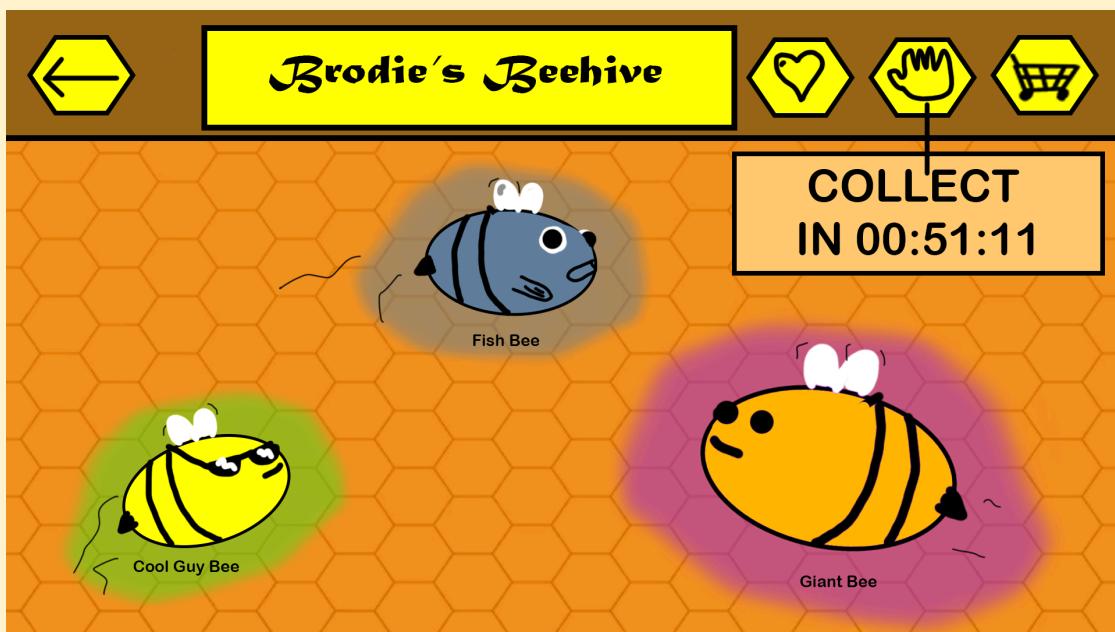
Breed your bees in your [beehive](#), this will be another **timed event** that will take a lot longer but give the player a **collectible bee!** They can collect all the rare [bees](#) this way **without** playing a single level if they really wanted to. All bees will be able to be bred together. Breeding them will result in a child bee of the same rarity of the lower rarity parent, however different bees have different chances of giving a bee of a higher rarity. These odds are as follows:

	Common	Rare	Ultra Rare	Impossible
Common	10% Rarity Up	25% Rarity Up	10% Rarity Up	20% Rarity Up
Rare	25% Rarity Up	10% Rarity Up	5% Rarity Up	10% Rarity Up
Ultra Rare	10% Rarity Up	5% Rarity Up	2% Rarity Up	3% Rarity Up
Impossible	20% Rarity Up	10% Rarity Up	3% Rarity Up	n/a

Player's Beehive (Idle gameplay)

The player's beehive will be their "**idle homebase**." They will be able to access a bee shop, their rare bee storage and breed bees. In this bee shop, they can buy more bees for honeycomb if they don't want to grind out several levels collecting bees. Bees stats can be **upgraded** with honey and **evolved** at specific levels. These bees can be equipped to **battle alongside** you too.

It will be a **timed collection** feature, the player needing to come back every few hours to collect their **passive rewards**. Passive rewards consist of artefacts their bees have found and the honey they have produced.



Player's beehive mockup

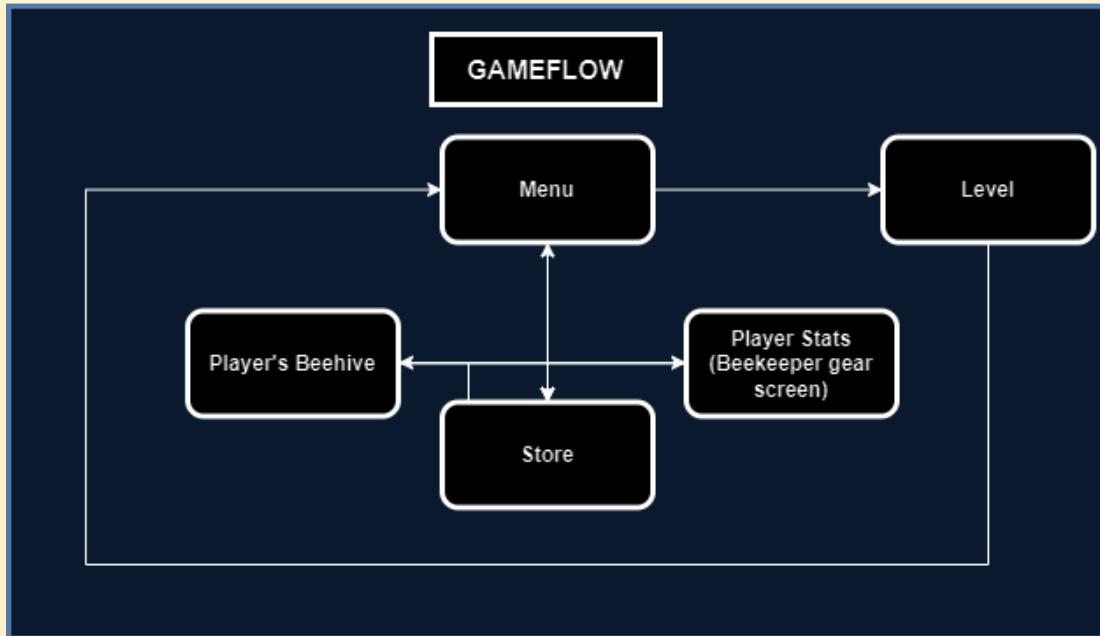
This will also be paired with a visual showing your bees buzzing around and hanging out in the hive. (This isn't related to anything mechanically but just to reinforce the relaxation out of action)



Screen prompted to player when trying to access the breeding screen

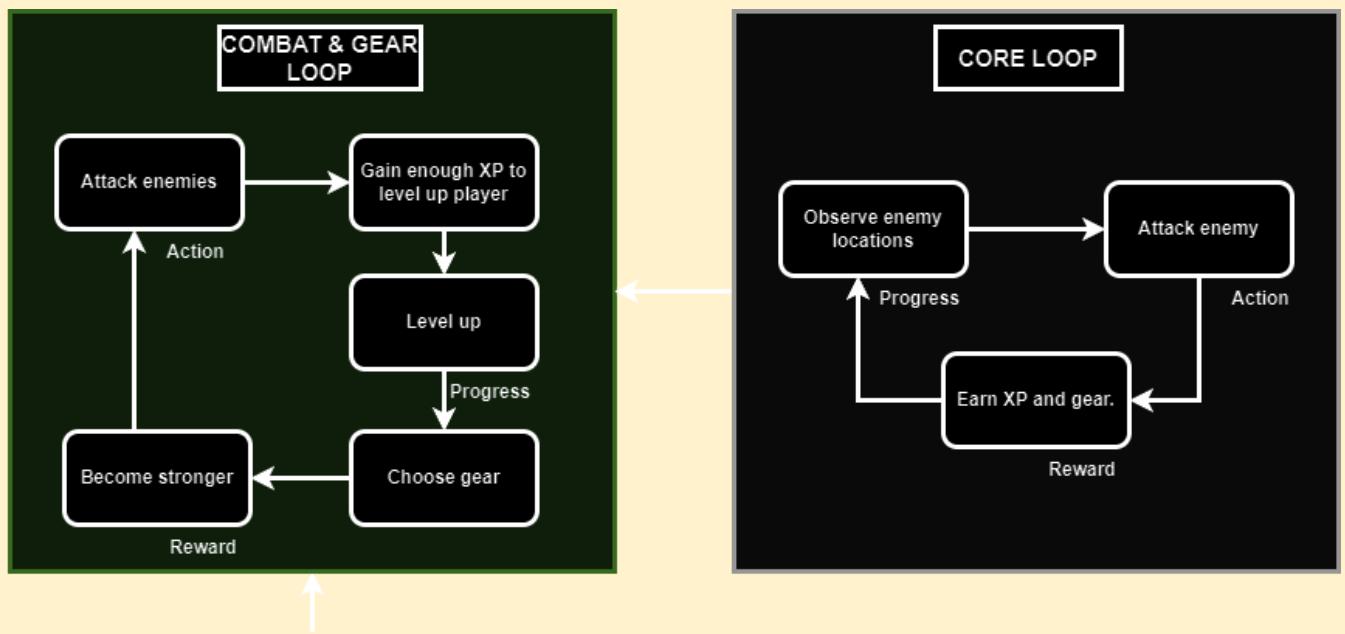
Gameflow

General gameflow from the menu to each part of the game. The left side shows more of the idle gameplay section and the right shows the active gameplay sections.

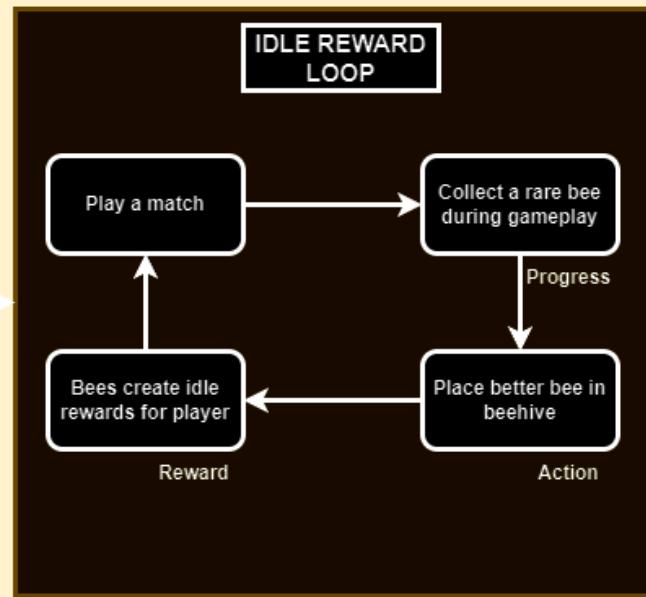
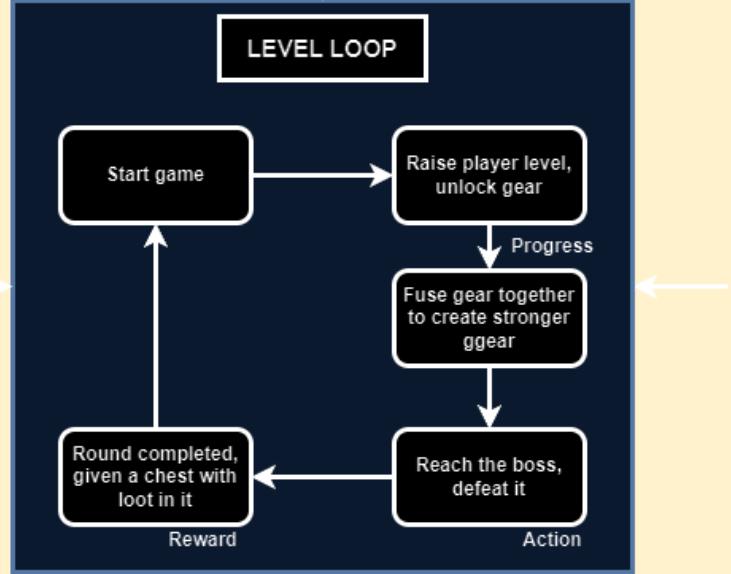
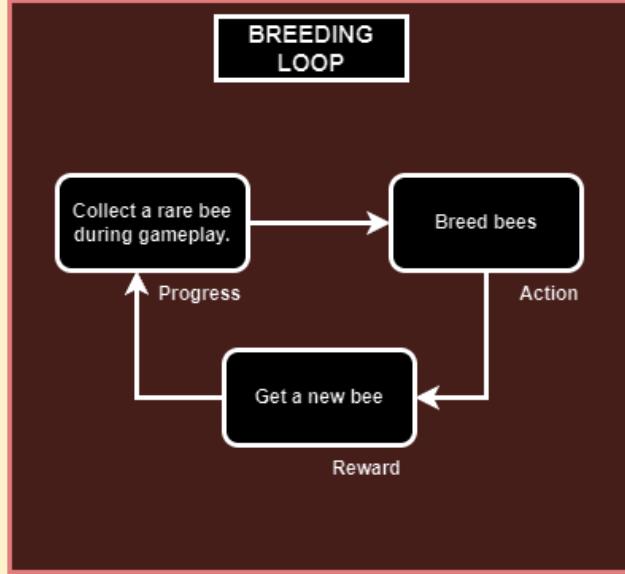


Gameflow & Menus diagram

The player will be able to access the shop from several points of the menu, **encouraging** them



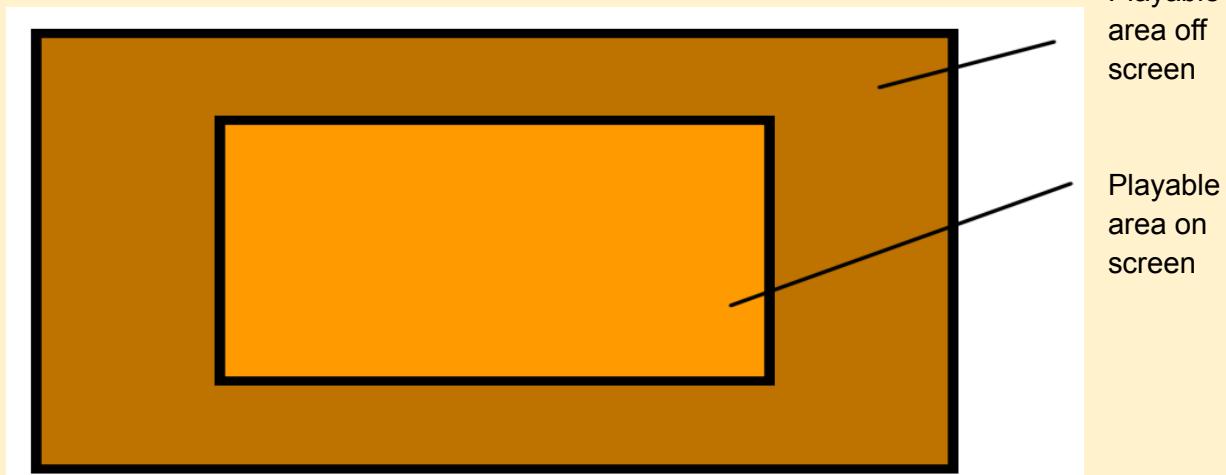
to visit it and purchase something.



Level Design

Enemy Beehives

Each level will take place in a giant enemy beehive. This will just consist of a giant open 2D beehive background, with walls trapping the player essentially, inside a big box. Enemies will spawn in this beehive and rush towards the player, trying to sting the player.



On mobile, the screen will be rotated and held on the side, so the dimensions will roughly translate to be the same.

The player must **catch all** the enemy bees during the given time limit of roughly 3 minutes. This gameplay session is to ensure **quick** player progression during the game so they don't get bored. At the end of the time limit, the queen bee (boss) will spawn.

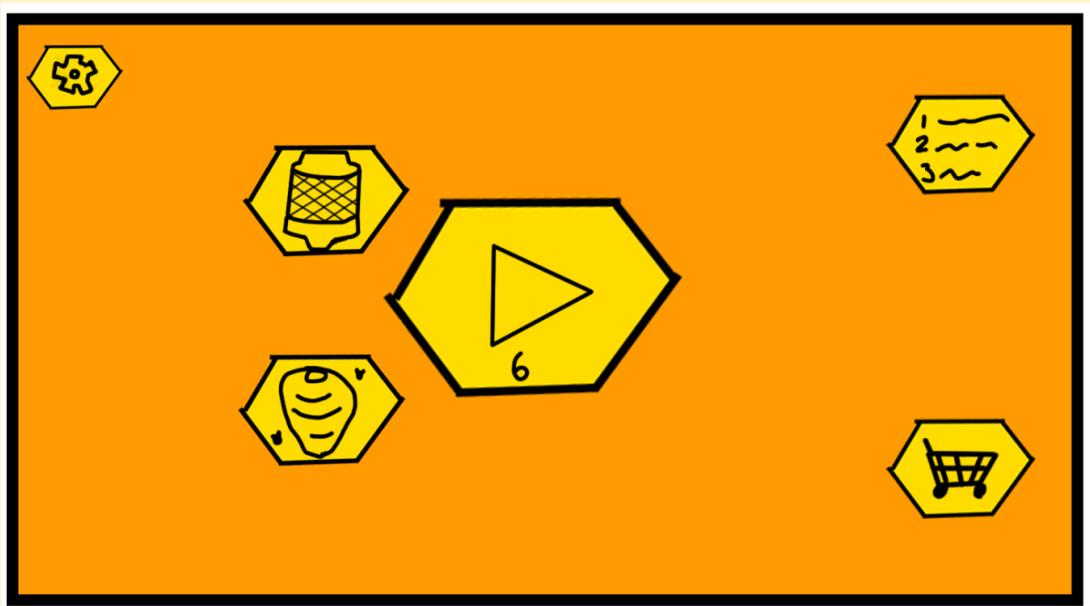
- Each level's enemies will scale in difficulty.
- Each level will have different backgrounds.
- No objects with collision except enemies and players.
- Once the boss is defeated, the player will be sent back to the menu screen.
- Each level will have different enemies and final boss, however some will be present in more than one level.

UI

Main Menu

The menus will be simple and **minimal**, trying to further build on the relaxing outer shell of the game.

Lots of hexagons will be used for buttons, making the menu fit in the beehive aesthetic. Minimal to no text will be used, reinforcing the slick clean calm feel (also easier to read on mobile)



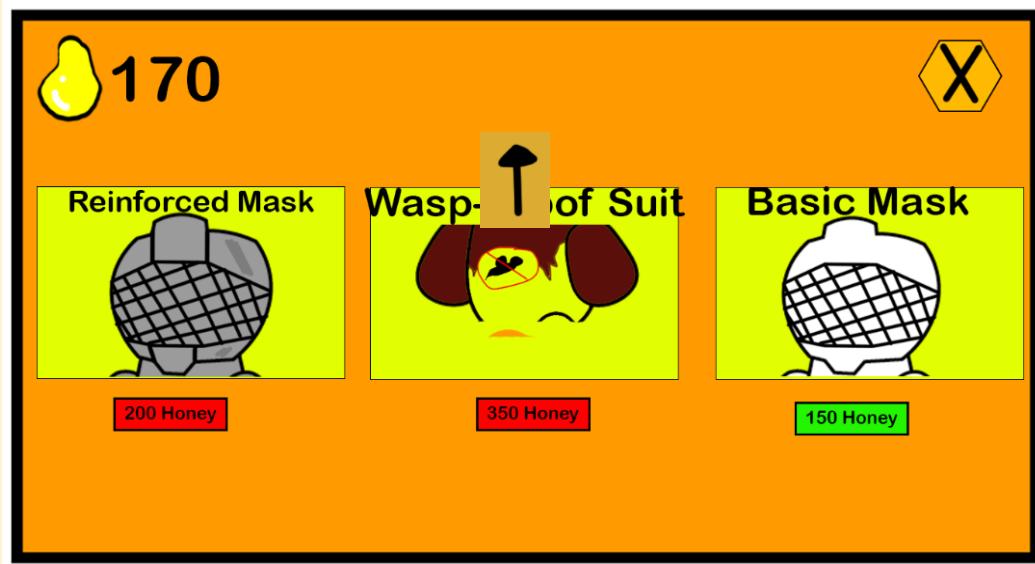
Main menu screen mockup

*Top left is the settings, top right is stats and bottom right is the shop.
The centre three buttons show the beekeeper gear, the players beehive and play buttons.*

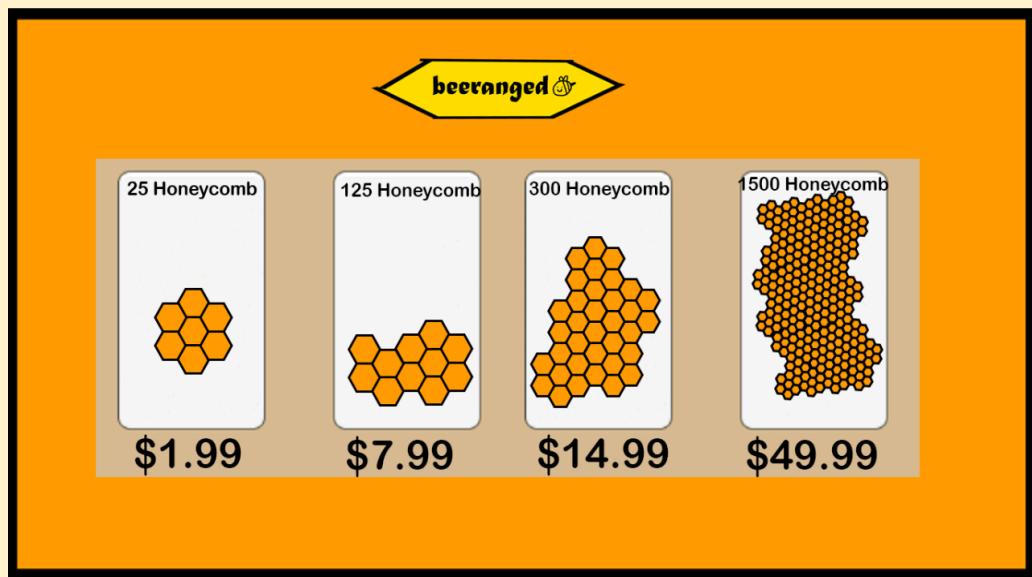
Store

If a purchase is available, the button will be displayed as **green**, if unavailable, it will appear **red**. When trying to click a red button, a popup will tell the player they cannot afford the purchase, giving them an option to go to the microtransaction store page. The store will be one section that the player can scroll up and down in to navigate through items.

The microtransaction section will be located at the very bottom of the store, trying to avoid constantly pushing it directly into the audience's face.



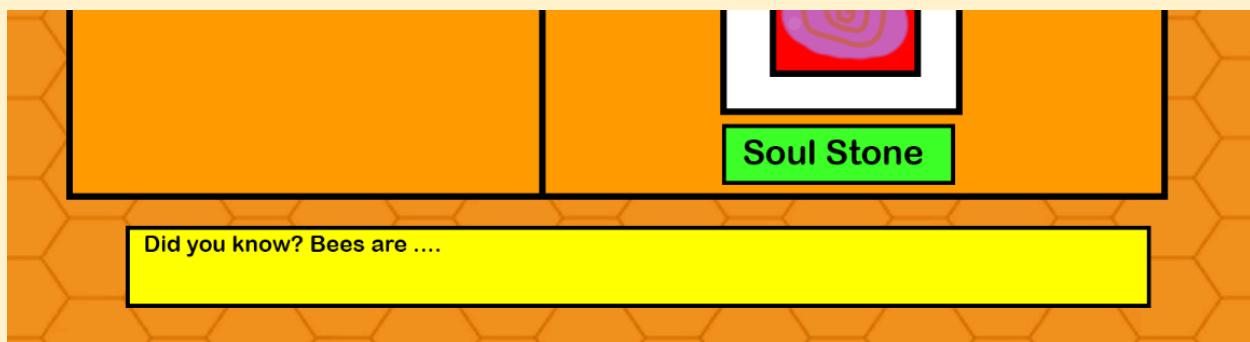
Beekeeper Gear Shop mockup



Honeycomb microtransaction store mockup

Educational Bee Tips

During the fusion screen, an **educational** tip will pop up giving the player bee facts and reasoning for why we should be protecting them. These will change each time they appear until they've reached the last fact, then they will cycle randomly..



Example of where tip will show up in game

The facts that will appear will be:

FACT
1.Honey bees are super-important pollinators for flowers, fruits and vegetables. This means that they help other plants grow! Bees transfer pollen between the male and female parts, allowing plants to grow seeds and fruit.
2.Purpose of the Queen: One queen runs the whole hive. Her job is to lay the eggs that will spawn the hive's next generation of bees. The queen also produces chemicals that guide the behaviour of the other bees.
3.Purpose of the Worker Bees: these are all female and their roles are to forage for food (pollen and nectar from flowers), build and protect the hive, clean and circulate air by beating their wings. Workers are the only bees most people ever see flying around outside the hive.
4.Purpose of the Drone Bees: These are the male bees, and their purpose is to mate with the new queen. Several hundred live in each hive during the spring and summer. But come winter, when the hive goes into survival mode, the drones are kicked out!
5. What are these buzzing bugs most famous for? Delicious honey! But did you know they produce honey as food stores for the hive during winter? Luckily for us, these efficient little workers produce 2-3 times more honey than they need, so we get to enjoy the tasty treat, too!
6.If the queen bee dies, workers will create a new queen by selecting a young larva (the newly hatched baby insects) and feeding it a special food called "royal jelly". This enables the larva to develop into a fertile queen.
7.Honey bees are fab flyers. They fly at a speed of around 25km per hour and beat their wings 200 times per second!

8. Each bee has 170 odorant receptors, which means they have one serious sense of smell! They use this to communicate within the hive and to recognise different types of flowers when looking for food.

9. The average worker bee lives for just five to six weeks. During this time, she'll produce around a twelfth of a teaspoon of honey.

10. The queen can live up to five years. She is busiest in the summer months, when she can lay up to 2,500 eggs a day!

11. Honey bees are also brilliant boogiers! To share information about the best food sources, they perform their 'waggle dance'. When the worker returns to the hive, it moves in a figure-of-eight and wiggles its body to indicate the direction of the food source. Cool, huh?

12. Sadly, over the past 15 years, colonies of bees have been disappearing, and the reason remains unknown. Referred to as 'colony collapse disorder', billions of honey bees across the world are leaving their hives, never to return. In some regions, up to 90% of bees have disappeared!

These facts are taken directly word by word from the source and are directed towards kids ([Facts here](#)). In the menu there will also be a list of resources the player can access to learn more, some linked resources are below:

- <https://www.environment.sa.gov.au/goodliving/posts/2016/10/bees>
- <https://www.earthday.org/wp-content/uploads/species/bees.pdf>

Player HUD & Gear

During gameplay, the **HUD** will show the amount of bees saved, player level, health and any collected items. The player will be able to pause the game to get a more indepth look at these things.

When the player levels up, a panel will appear giving them the option to choose one of the three gears offered, as well as the fusion ability.



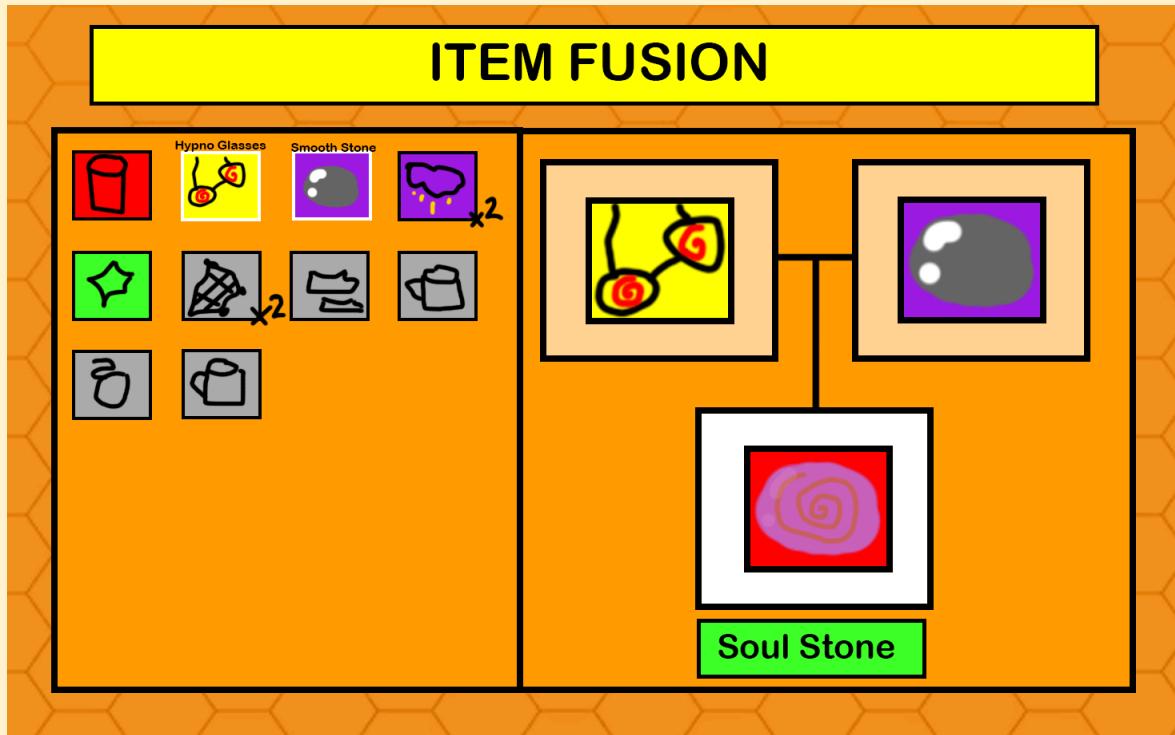
Gameplay screenshot mockup, showing **XP bar** at the top, the held **gear** under the XP bar, the **player level** and **health** in the top right, the **bee count**, **abilities** in the bottom left. All the text in the image was only added for the purpose of annotating it in the GDD, it will not be present in the actual game.



Level up screen, showing three different types of gear a player can choose.



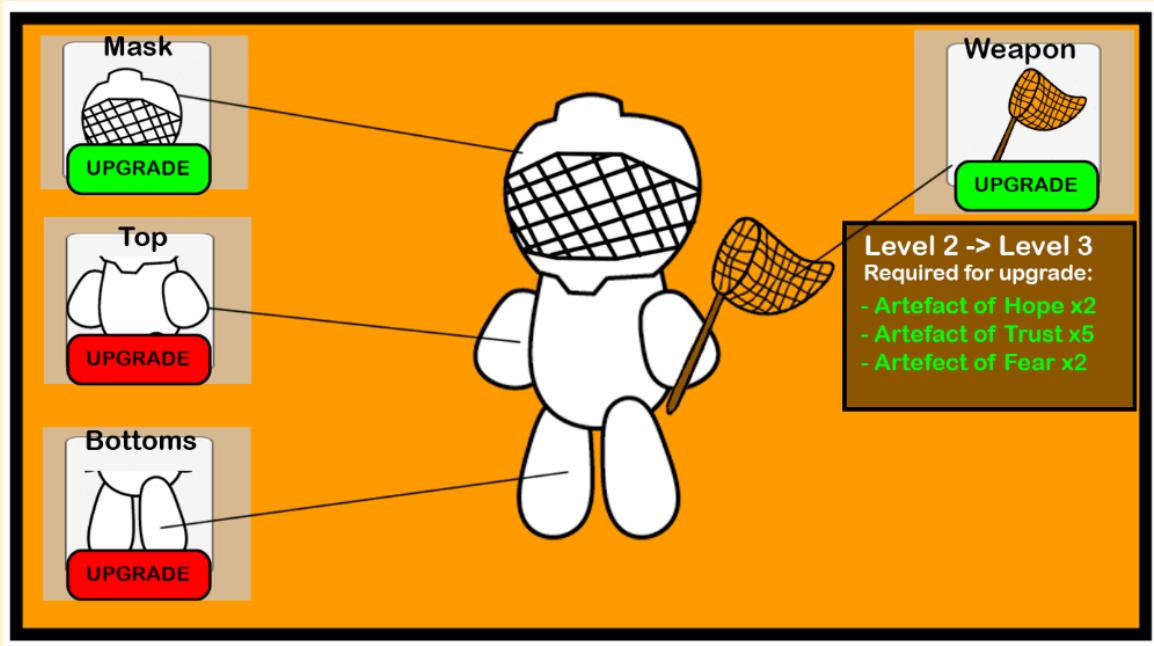
Mockup of pause / inventory menu, showing gear descriptions when player hovers of them.



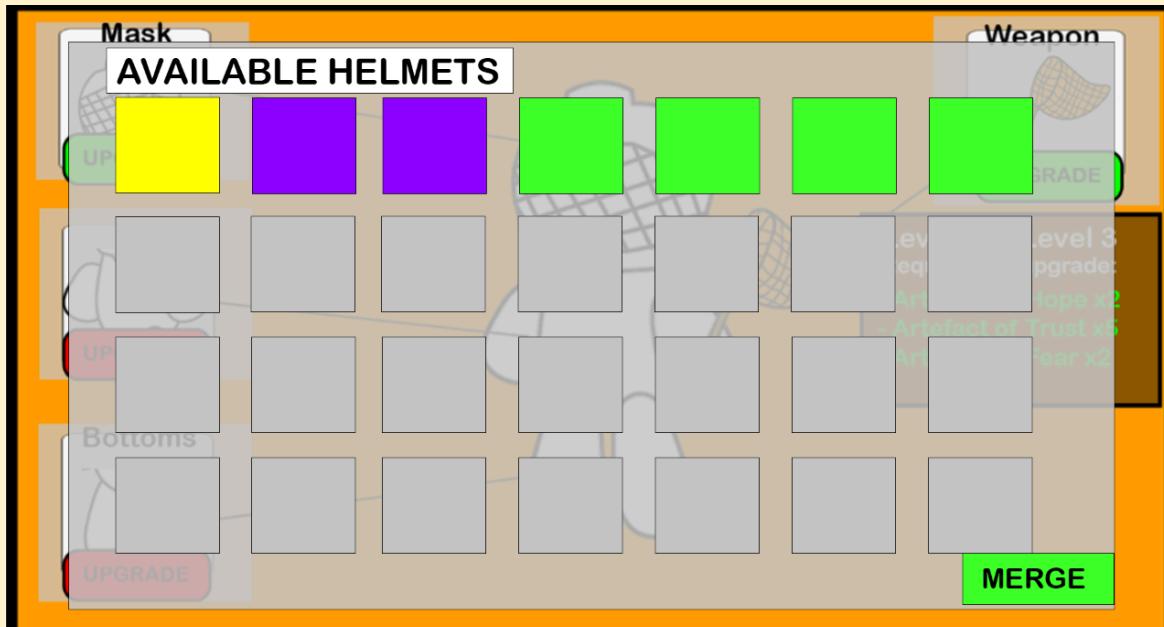
Item fusion screen mockup during gameplay

Player Stats Screen

This screen will show the player's equipped gear, the artefacts required to upgrade, and any other gear owned.



Player Stats Screen mockup, showing equipped **Beekeeper Gear and Weapon**



Helmet inventory mockup, showing different available helmets (left blank for mockup)

Look & Feel

Mood Board

This is a really rough mood board for the game, really trying to hone in on the feel and themes of the game. The mood board shows a calmer left side (representing the players beehive and collecting bees) while the right side represents more of a chaotic feel (representing the roguelike powerful beekeeper hero gameplay)

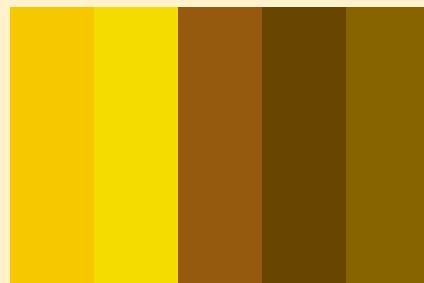


Moodboard v1 Beeranged

Artstyle

2D Sprites, **simple modern** designs. Lots of **warm** orange, brown yellows used for main palette

Exaggerated features with **thick outlines**. Bees will appear to be **cutesy**, but will look **evil**.



Because there will be so much happening on the screen, it will need **simple** designs, minimal **shading** and **tone variety**.



Trying to emulate the simple art style of **early mobile games** such as angry birds, cut the rope and bloons tower defence 4..

Sound

- During level gameplay, fast paced music that almost imitates the sounds of bees buzzing. Item sounds will be tonal, scaling in volume and epicness with rarity.
- During the menus and idle section, the music will be similar to the level track but slowed down, giving a more relaxing and calming feel. UI interactions will be tonal and poppy.

Technical & Software

Prototyping

The game prototype will be made using **Unity**.

The prototype covers the basic mechanics of the game, having the core combat and a functions level and simple gear system.



Combat example, player with net gun weapon being attacked

As the game has so many items and values, an economic prototype will be crucial to make sure the game is balanced. This will be tested in the economic prototype

[Economic Prototype here...](#)

Software & Controls

Unity, Photoshop & Illustrator, Visual studio 2022 will all be used for production.

CONTROLS	Mobile	PC
Move	Visible joycon, tap/drag	Follow mouse
Attack	Visible joycon, tap/drag	Follow mouse
Use UI Button	Tap	Click
Use Ability	Tap	Click, 1-10

Appendix

Gear List (Level)

RARITY	PURPOSE
Common, White:	Grants the player a minor buff.
Rare, Green:	Gives the player a new minor offence
Ultra Rare, Purple:	Grants the player a new powerful weapon, some do nothing but can be used for fusion.
Impossible, Gold:	Grants the player a great buff with a unique mechanic.
Fused Item, Fusion:	Misc buff or abilities!

Common Gear	EFFECT
Honey Tea	+3% to health
Hot Toddy	+3% to attack
Fish Net	+5% to attack speed
Runners,	+5% player speed

Rare Gear	EFFECT
Cobweb	Will be dropped by the player on the track behind them, slowing down the next bee to go through it.
Bomb	Will be thrown by the player to do damage to a large number of bees.
Stinger launcher	Shoots a high damaging projectile every 5 seconds
Bee turret	Creates a low health turret every 10 seconds that will lock on and shoot bees for you.

Ultra Rare Gear	EFFECT
Smoker	Releasing a smoke cloud that does high damage and knockback to bees
Honey cloud	Releases a cloud above the player that will slowly rain honey, damaging bees.
Steel stinger	(Fusion base item)
Bee wings	(Fusion base item)
Smooth rock	(Fusion base item)

Impossible Gear	EFFECT
Hypno-glasses	Gives you a 5% chance of making bee switch sides upon catch.
Honey Forcefield	Gives you a small forcefield around the player, when bees come in contact they slowly take damage + 10% Health.
Ice Essence	High damaging beam from the player is shot, with a 5% chance to freeze an enemy on impact. +15% Health.
Red potion	A flask that gives +1.5% to all player stats. Each level.

FUSED ITEMS	RECIPE	ABILITY / PASSIVE
Sticky bomb (Passive)	Cobweb + Bomb	Sticky bomb is automatically thrown at the enemy bees. When the sticky bomb explodes, it leaves a sticky residue on several bees slowing them down.
Soul stone (Ability)	Smooth rock + Hypno-glasses	Gives the player to revive up to 5 enemy bees upon defeating them, they will then fight for you. 20 Second cooldown.
Bee drone (Ability)	Metal stinger + Bee wings	Summons a powerful bee drone to fight for you, upon its death it will explode damaging any enemies nearby. 20 Second cooldown.
Forecast (Ability)	Smoker + Honey Cloud	The smoker and honey cloud are combined into smokey clouds that will move across the screen, dealing damage to enemies on impacts. Honey lightning will chain enemies. 20 Second cooldown.
Long Island Iced Tea (Passive)	Hot toddy + Honey Tea	+6% to health and attack stats.
String Sniper (Passive)	Steel stinger + Stinger launcher	Replacing the stinger launcher, it is replaced with a extremely high damaging but slower sniper shot that can pierce through multiple enemies.
Net Forcefield (Primary Upgrade)	Net + Honey Forcefield	The swinging net attack is replaced completely with a forcefield made from a honeynet. Each bee that enters has a 10% chance of getting caught per second in the net range.
Icey Netgun (Primary Upgrade)	Netgun + Ice essence	Primary attack has a 8% chance to freeze the enemy. Has a splash effect. +15% health

Beekeeper Gear List

RARITY	PURPOSE
Common, White:	Stat increase +10%
Rare, Green:	Stat increase +25%
Ultra Rare, Purple:	Stat increase +40%
Impossible, Gold:	Stat increase +80%

All the gear of the same rarity will have the same purpose, so common and rare are purely for cosmetic purposes. Once reaching ultra rare and impossible, the gear will grant new stat effects to the player.

Ultra Rare and Impossible Beekeeper Gear effects:

Name	Rarity	Type	Stat effect
Knight Helmet	(Ultra rare)	Helmet	-10% Damage taken
Knight Chestplate	(Ultra rare)	Chest Piece	-10% Damage taken
Knight Leggings	(Ultra rare)	Leggings	+15% Damage done
Knight Helmet	(Impossible)	Helmet	-25% Damage taken
Knight Chestplate	(Impossible)	Chest Piece	+20% to Damage
Knight Leggings	(Impossible)	Leggings	Bee fighting beside you +50% stats
Wizard Hat	(Ultra rare)	Helmet	-10% Damage taken
Wizard Robe	(Ultra rare)	Chest Piece	+20% Damage to enemies
Wizard Pants	(Ultra rare)	Leggings	+10% Player speed
Wizard Hat	(Impossible)	Helmet	Free level up on level start
Wizard Robe	(Impossible)	Chest Piece	+20% to all stats
Wizard Pants	(Impossible)	Leggings	-5 Seconds to all cooldowns

Name	Rarity	Type	Stat effect
Pyjama Hat	(Ultra rare)	Helmet	+3% All stats
Rock t-shirt	(Ultra rare)	Chest Piece	+3% All stats
Silk threads	(Ultra rare)	Leggings	+3% All stats
Pyjama Hat	(Impossible)	Helmet	XP multiplier -10%
Rock t-shirt	(Impossible)	Chest Piece	+10% All stats
Silk threads	(Impossible)	Leggings	-30% Cooldown Time
Aviator Glasses	(Ultra rare)	Helmet	+5% Speed
Pilot Jacket	(Ultra rare)	Chest Piece	+5% Speed
Blue Jeans	(Ultra rare)	Leggings	+5% Speed
Aviator Glasses	(Impossible)	Helmet	Area you can view is expanded by 15% each direction
Pilot Jacket	(Impossible)	Chest Piece	+15% Speed
Blue Jeans	(Impossible)	Leggings	+15% Health

Collectible Bee List

Bee	Rarity	Passive	Combat ability
Fish bee	(common)	Produces 10honey/hour	Damage on contact
Construction bee	(common)	Produces 10honey/hour	Damage on contact
Knight bee	(common)	Produces 10honey/hour	Damage on contact
Cute bee	(common)	Produces 10honey/hour	Damage on contact
Scary bee	(common)	Produces 10honey/hour	Damage on contact
Cool guy bee	(rare)	Produces 20 honey/hour,	Can shoot honey projectiles at enemy
Super bee	(rare)	Produces 20 honey/hour	Can shoot honey projectiles at enemy
Artsy bee	(rare)	Produces 20 honey/hour	Can shoot honey projectiles at enemy
Tennis bee	(rare)	Produces 20 honey/hour	Can shoot honey projectiles at enemy
Magic bee	(rare)	Produces 20 honey/hour	Can shoot honey projectiles at enemy
Gunner bee	(rare)	Produces 20 honey/hour	Can shoot honey projectiles at enemy
Vampire bee	(Ultra rare)	Produces 15 honey and 1 artefact/hour	Bleed effect inflicted on enemy
Robot bee	(Ultra rare)	Produces 15 honey and 1 artefact/hour	Shoots chain lightning
Giant bee	(Ultra rare)	Produces 15 honey and 1 artefact/hour	Larger hitboxes dmg increase
RPG bee	(Ultra rare)	Produces 15 honey and 1 artefact/hour	Shoots rockets that do splash damage

Ninja bee	(Ultra rare)	Produces 15 honey and 1 artefact/hour	Can summon clones to fight beside it
Alien bee	(Impossible)	Produces 25 honey and 2 artefact/hour	Overall insane stat increases, provides player with slight health regen
Werewolf	(Impossible)	Produces 25 honey and 2 artefact/hour,	Insane bleed effect and stat increase
Veteran bee	(Impossible)	Produces 25 honey and 2 artefact/hour	Cycles through an arsenal of weapons (machine gun, sniper, rpg, drone strike)

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Audience

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