**Untitled Owl Project**

The idea for this mechanic is that you are an Owl who needs to feed their owlets until they have the ability to fly. The owl is very silent when it comes to flying down to hunt prey but that doesn’t mean that the prey can’t see them incoming or see who is watching them, prey will run away if owl is swooping down in line of sight for the prey where the prey can just jump into a nearby hole or crevice. The owl can turn it’s head 180’ either side to try and look for prey either on the ground or in the air. Owl’s can hunt any time of day but there will be different advantages and disadvantages for hunting at different times of day. Seasons may be implemented if mechanic is solid enough.

**How does the mechanic work?**

The owl can be played in 1st or 3rd person view, the owl can move from tree to tree, branch to branch for different vantage points. This may make sounds when you land on the branches. The Owl can swoop down when they have seen the prey where the player has full control of the owl (control of owl not known at this point). Depending on how silent the snatching of the prey is, surrounding prey may not run away if they do not hear anything. May add mechanic where the owl can hunt more than what owls normally hunt for but could poison or benefit owl in some way.