## **Objects to Spawn:**

* Birds
* Wind Noises/Leaves
* River
* Deer Noise/Call
* Cicadas
* Stick Snap/Crunch

## **Object Behavior:**

* Birds
  + Noises
    - Flapping of Wings
    - Chirps
    - Singing to another Bird
    - Different Types of Birds and Calls
      * Eagles - Epic
      * Falcon/Hawk - Rare
      * Blue Jay/Robin - Common
  + Spawn Location and Movement
    - Head or Higher
      * 0,5,0<=x
    - Overhead
    - Flight towards other “trees” or “ground”
  + Spawn/Despawn
    - Noise Abruptly starts and stops
    - Also based on player location “closeness”
* Wind Noises
  + Noise
    - Different levels of strength
      * This could depend on weather in future update
      * Depend on other animals and noises around as well
    - Leaves brought with wind on occasion
    - Leave noises with wind are closer towards the group and wind noises are closer towards head
  + Spawn Location
    - Tend to spawn closer towards user/player object/cubie
  + Spawn/Despawn
    - No random despawn
    - Noise to fade in and out
* River
  + Noise
    - Different levels or strength on river bed
      * Multiple audio sources of rivers based on noise/strength
        + Layering them to create difference in rock formation on bed
    - Fish splash noise coming from river
    - Player walking in river creates own noise as well
  + Spawn Location
    - When come across the noise stays and tracks location within grid to create consistent noise river bed
  + Spawn/Despawn
    - River to spawn into area while player is not nearby
      * Player walks towards gradual noise increase
    - No random despawn
      * Based on player location to river volume to slowly decrease
      * River will also slowly shrink creating less noise until it is smaller stream until despawning entirely
* Deer Noise/Call
  + Noise
    - Collect certain distant deer noises
  + Spawn Location
    - Farther from player in distance
  + Spawn/Despawn
    - Abrupt spawn in until audio source is done then despawn
* Cicadas
  + Noise
    - Constant background noise
  + Spawn Location
    - Semi distant noise not near rivers/other consistent noises
  + Spawn/Despawn
    - When program starts it slowly fades in and stays depending on location player is near
* Stick Snap
  + Noise
    - Collect bank of different snaps
  + Spawn Location
    - Medium to long distance from player
  + Spawn/Despawn
    - Abrupt spawn in until finished then despawned