**Obstacles/Mechanics:**

Tutorial:

* Explicitly tell the player to follow **Moo Juice**.
* **Moo Juice** will always remind the player to follow his exact instructions.

Killers:

* Miniature **Moo Juice** clone runs towards you and kills you.
* **Moo Juice** pulls an essential part of the platform away from you as you’re jumping on it.
* “Trap Button” – Activates a trap like **Moo Juice** traps. For reference see *pull the lever kronk*.

Other:

* Throw objects around the map to activate buttons you can’t reach.
* Stand on a button to elevate a platform/door. Slowly lowers back down upon releasing.
* “Fake Button” – Does nothing, just makes fancy click sound and does an animation.
* If **Moo Juice** is waiting too long for you to do a task, he throws one of two items:
  + Milk Carton: visible milk splatter on screen impairing vision for a few seconds.
  + Mug: impairs movement, slows the player down for a few seconds.

*Moo juice will also have dialogue expressing his anger?*

Coin-Like System:

* Collect coins throughout gameplay, **second to last level: Moo Juice** steals all of them.

Sub-Dialogue:

* As the story progresses, the player shares their thoughts (in 3d-text bubble form) on their opinion of **Moo Juice**.

**Technical**

**Jiarong:**

* Make a button (pressure-plate like).
* Spawn homing object that paths towards player killing them on impact, automatically disappears over time.
* Define an object, make it disappear **(or tween away)** when called.

**Sebastian:**

* System to pick up a large object and then throw it to where player is facing.
* Stand on a button to elevate a platform/door. Slowly lowers back down upon releasing.

**Ethan:**

* The **Pissed Moo Juice** state.  
  If **Moo Juice** is waiting too long for you to do a task, he throws one of two items:
  + Milk Carton: visible milk splatter on screen impairing vision for a few seconds.
  + Mug: impairs movement, slows the player down for a few seconds.
* Coins/Currency UI.
* Collectable coins that add to coins UI (use event system).