

### Player World Map Mechanics

- WASD to move
- Mouse to turn camera
- Camera is positioned several times higher than normal 3rd person over the shoulder camera
- Limited dash with stamina bar
- Simple sneak – activates with a key, only reduces certain detection rings

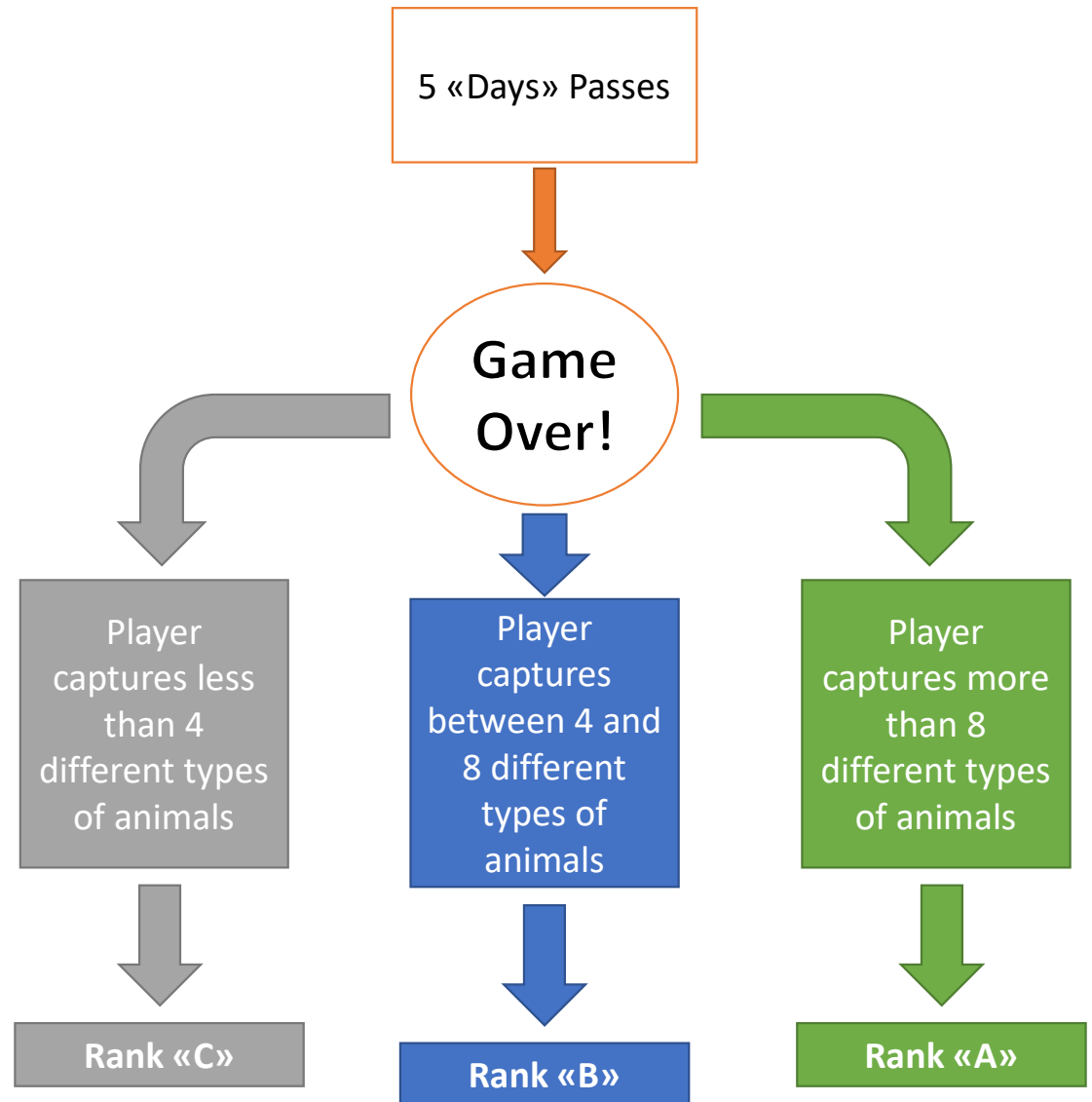
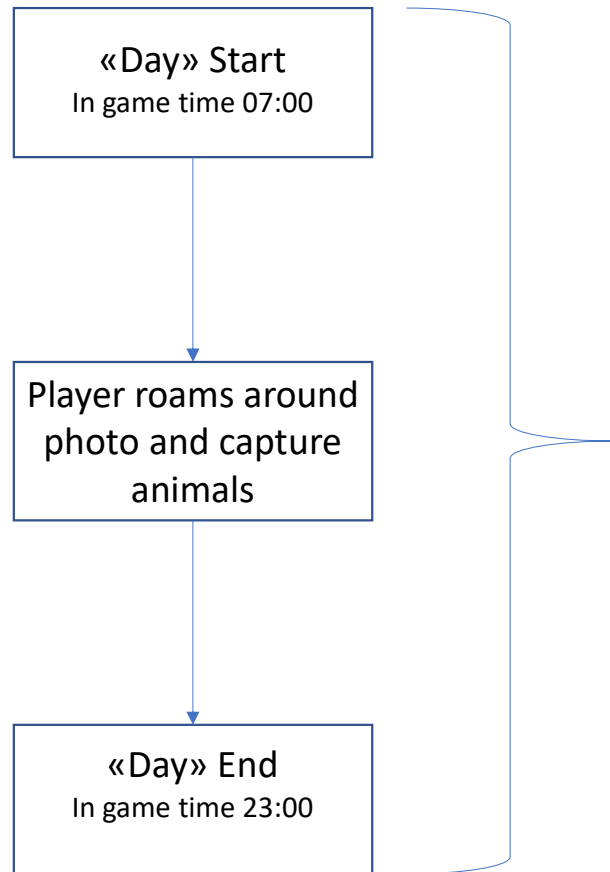
### World Map Mechanics

- World vegetation is populated when the game session begins and stays same on entire playthrough
- Entire game runs for 5 game «days»
- Day cycle: 07:00 AM to 23:00 PM which runs for 10-15 minutes real life time
- No night gameplay
- When a «day» starts, 3-5 to random types of animals are spawned across the game world. (example: 3 frogs, 2 deers, 4 birds)

### Animal Mechanics

- 9 different types of animals
- Animals have 3 groups of behaviours
- Animal positions are static, only moves around in a patrol like behavior in a circular Radius
- Each animal has different variables

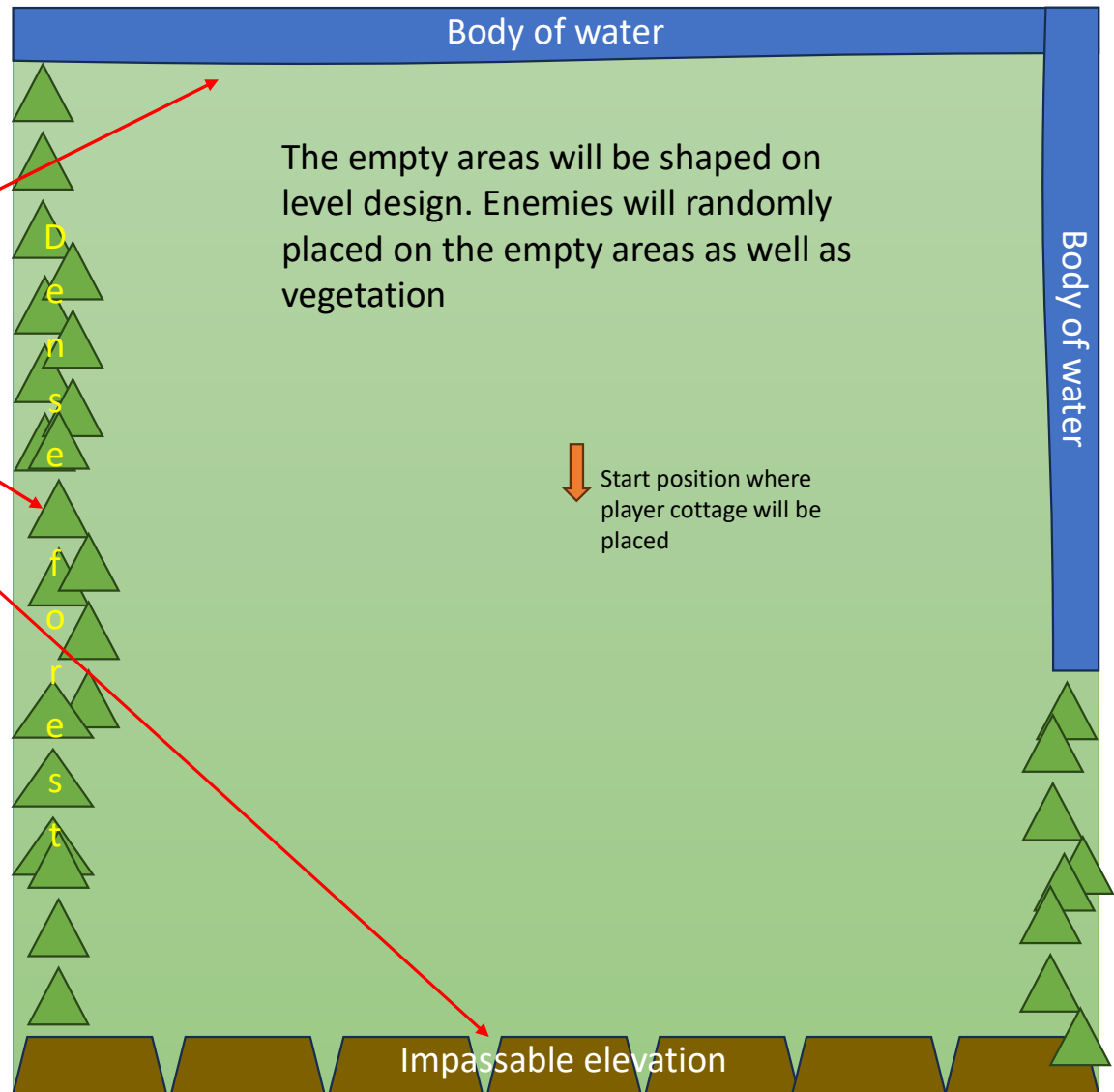
## CORE GAMEPLAY

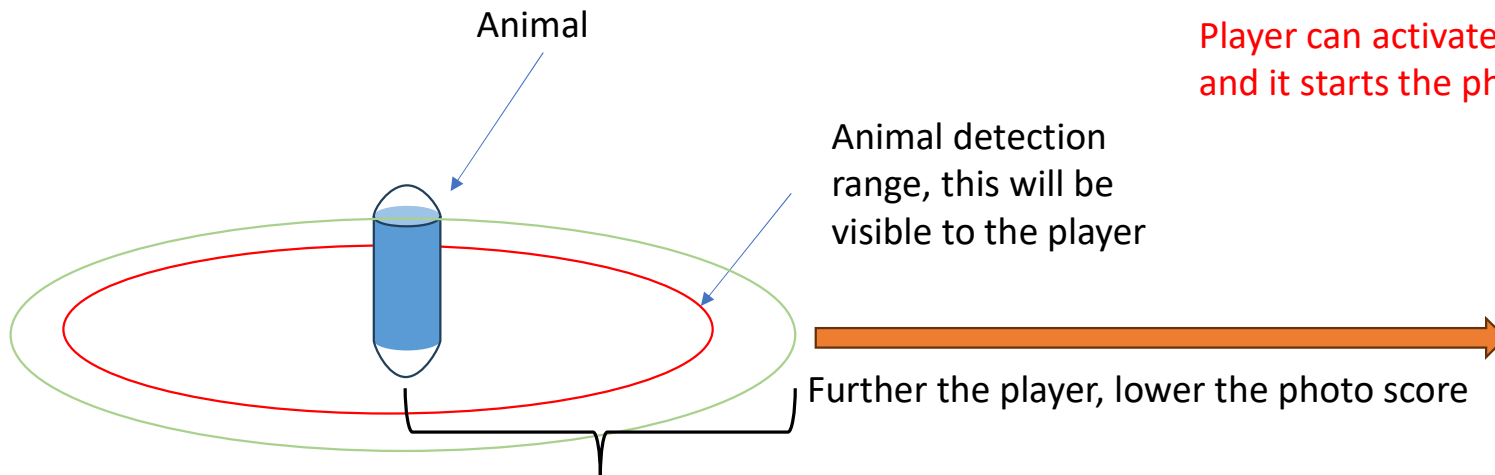


## World Map Draft

Player will be limited to playground with these obstacles

Rocks and trees will be blockers and will be placed randomly on the empty areas at the start of play session. They won't be dense



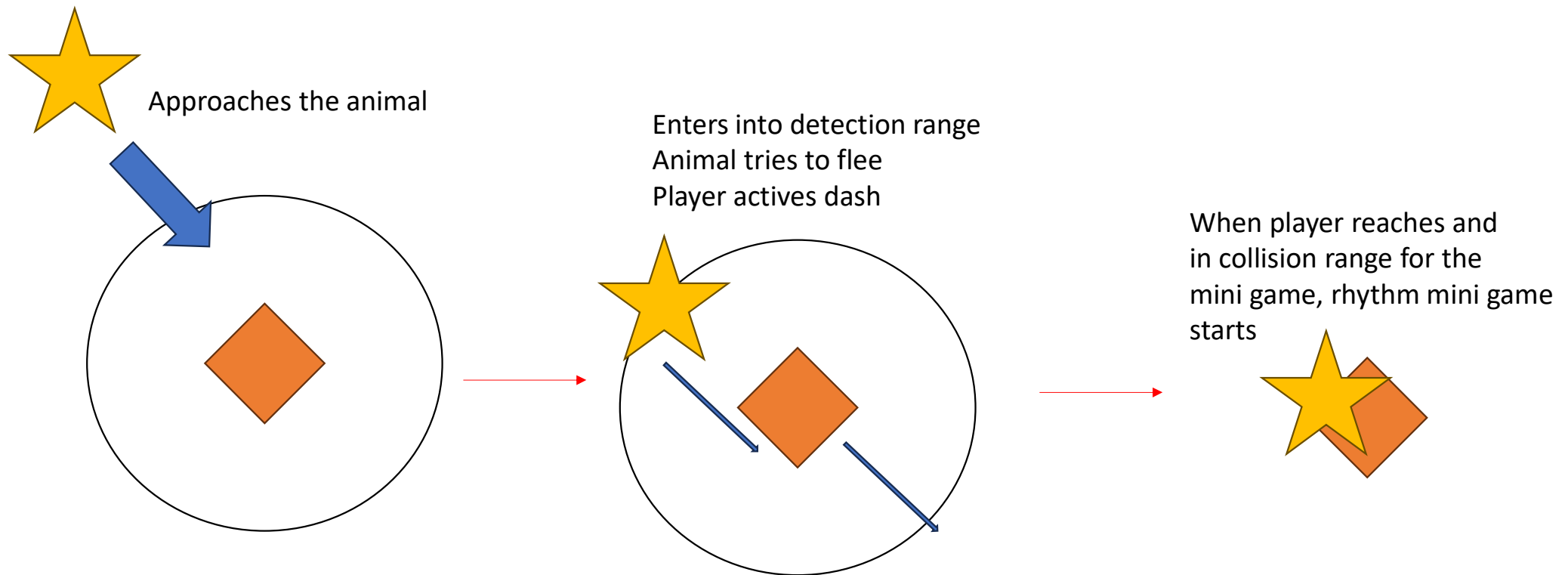


Radius for highest score photography, will not be visible to the player  
Note: Rings will be in perfect circle shape in game

Taking the photo of the animal also give the player a limited boost for: speed and dash stamina, to help them capture with ease on world map. This boost values is in direct proportion with the photography score. So highest the score, highest the boost.

◆ = Animal      ★ = Player

World map animal capture mechanic example



Sample animal stats

numbers are made up for now

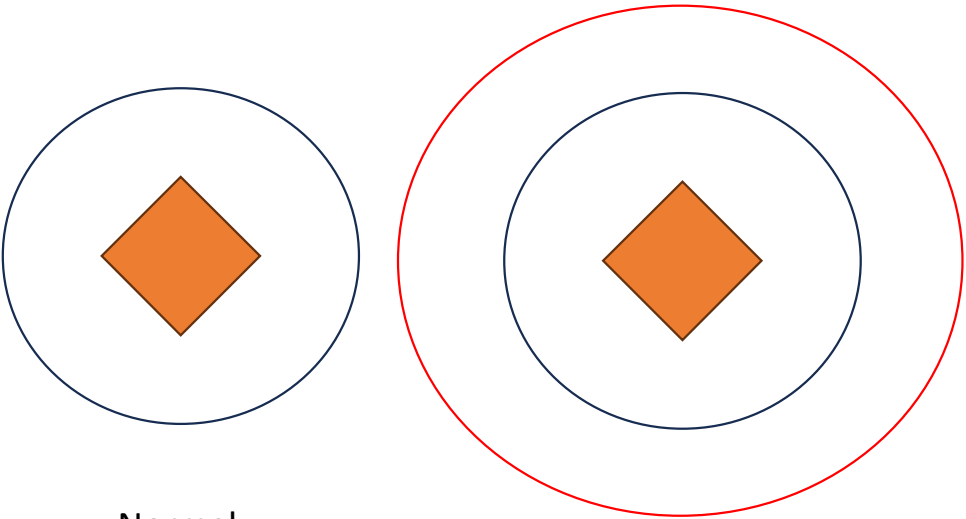
Rabbit	Variable
Acceleration	6
Top Speed	10
Detection Radius	5
Behaviour	Standard
Idle Speed	2
Eagle	Variable
Acceleration	2
Top Speed	8
Detection Radius	5
Behaviour	Sharp Eyes
Idle Speed	4

Animal Behaviours

**Normal:** Standard detection radius

**Sharp eyes:** Has a bigger visible additional detection ring in which player has use sneak in order to get in the inner detection circle

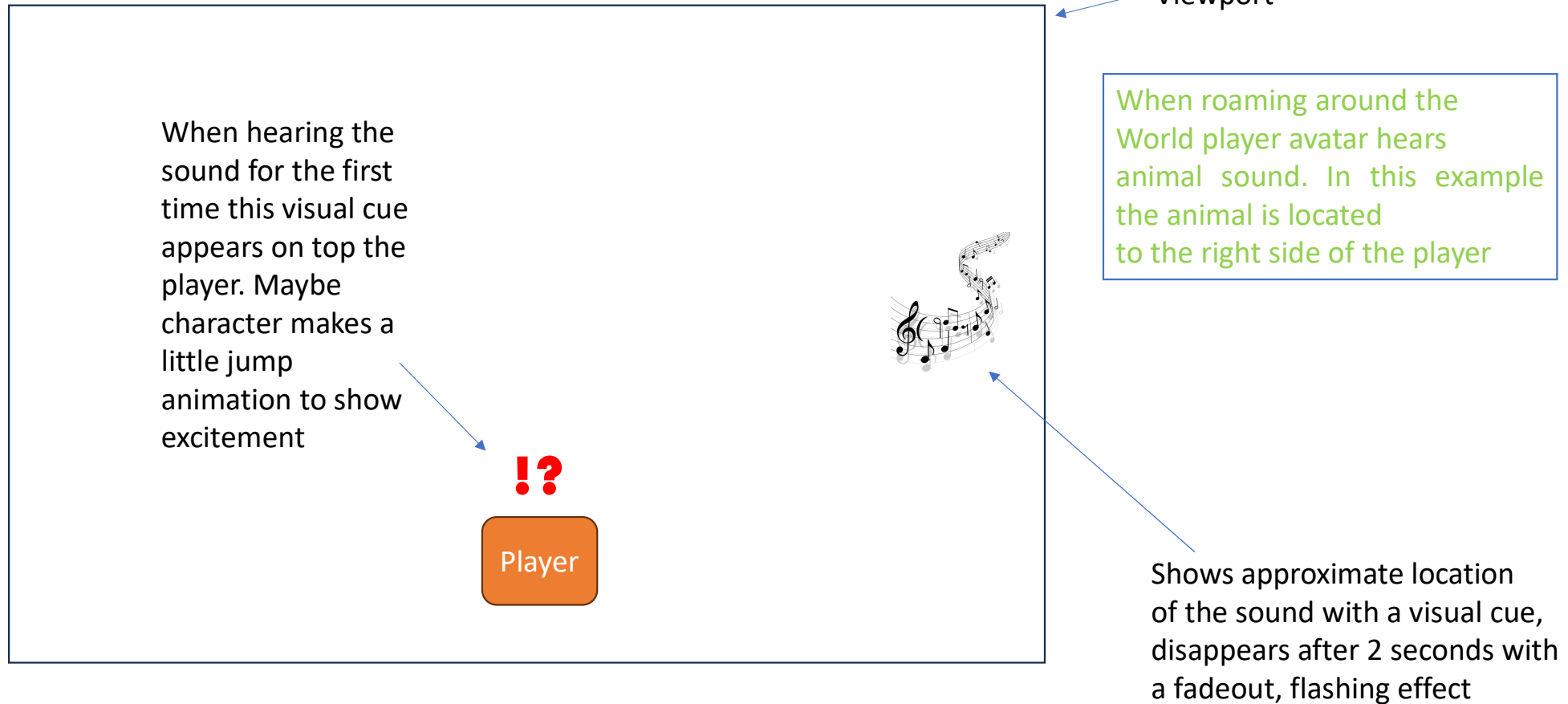
**Sharp ears:** Has a bigger visible additional detection ring in which player has start dashing early in order to get in the inner detection circle



Normal

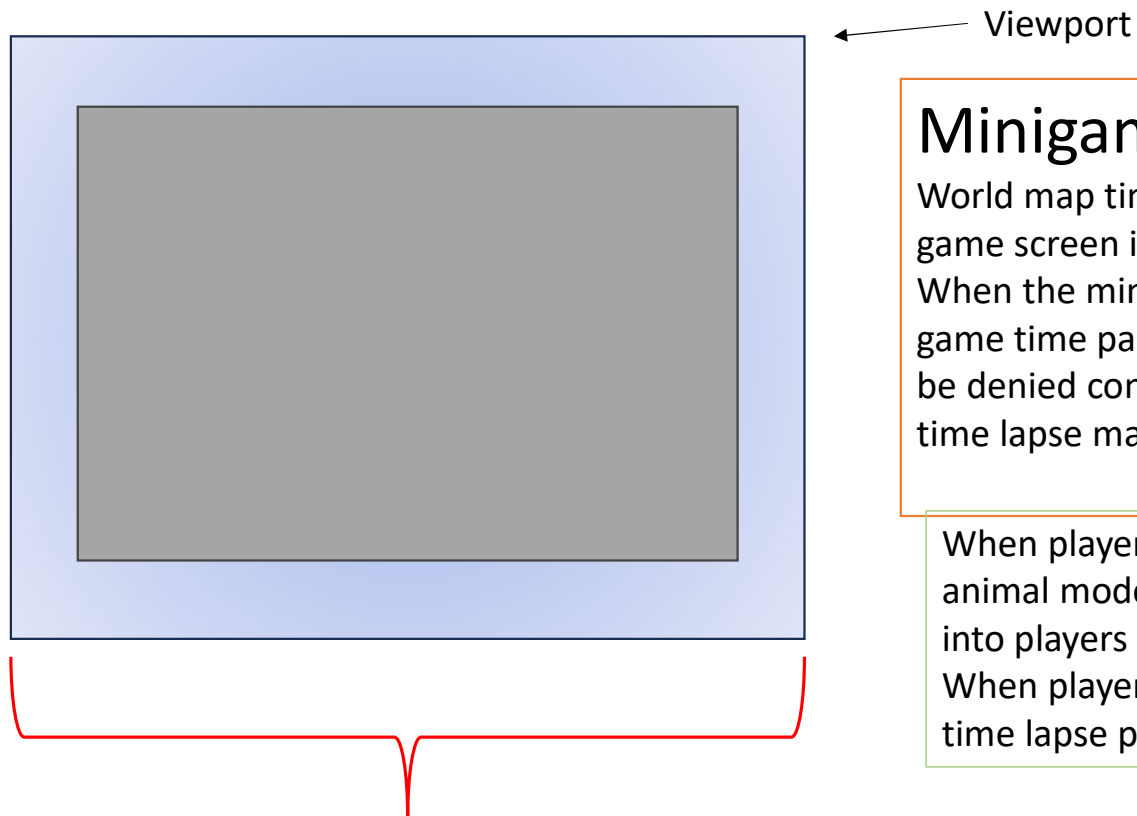
Sharp eyes-ears

## World map auditory clue mechanic



To make the sound clue mechanics more meaningful animals won't be visible to the player to certain range. Animals will repeat sounds with different time intervals.

## Rhythm minigames



### Minigames screens are 2D!

World map time will be stopped (timescale will be 0) when mini game screen is active

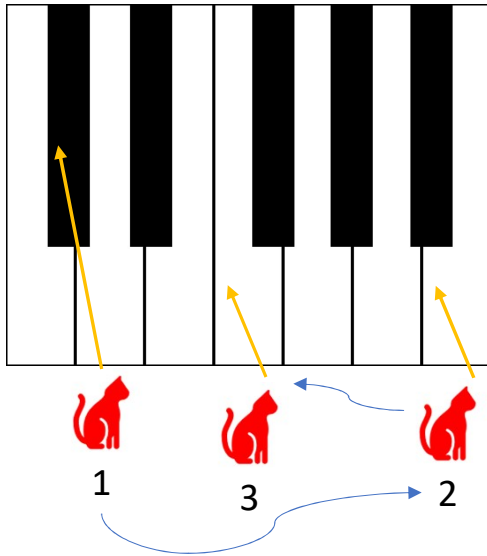
When the mini game ends (either win or defeat) 3 hours of in game time passes. After the minigame screen closes, Player will be denied control of the avatar, 3 hours of world time passes in a time lapse manner. After that player regains control

When player wins, character makes a jumps to celebrate, animal model gets removed. Maybe in a hopping animation into players back like getting into the backpack  
When player loses, animal is shown as getting away in the time lapse part and will be removed from game world

A layer in front of the world map, light blue areas are blurred, transparent, shows the world map to some extend.  
Grey are is the mini game play area



### Memory minigame:



Animal jumps over the keys in order to create a melody

When it stops player has to repeat it:  
Player has to remember the keys, and press them correctly

Win condition: %80 correct presses

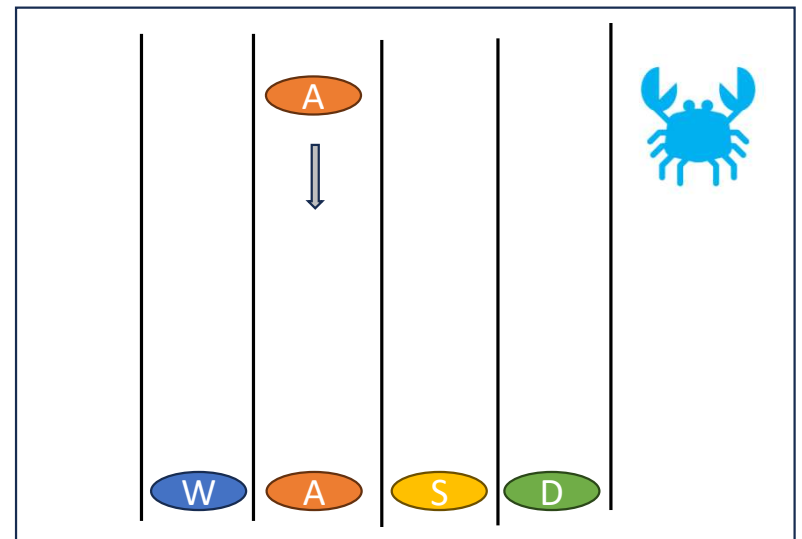
### Rhythm minigames

They are selected randomly each time

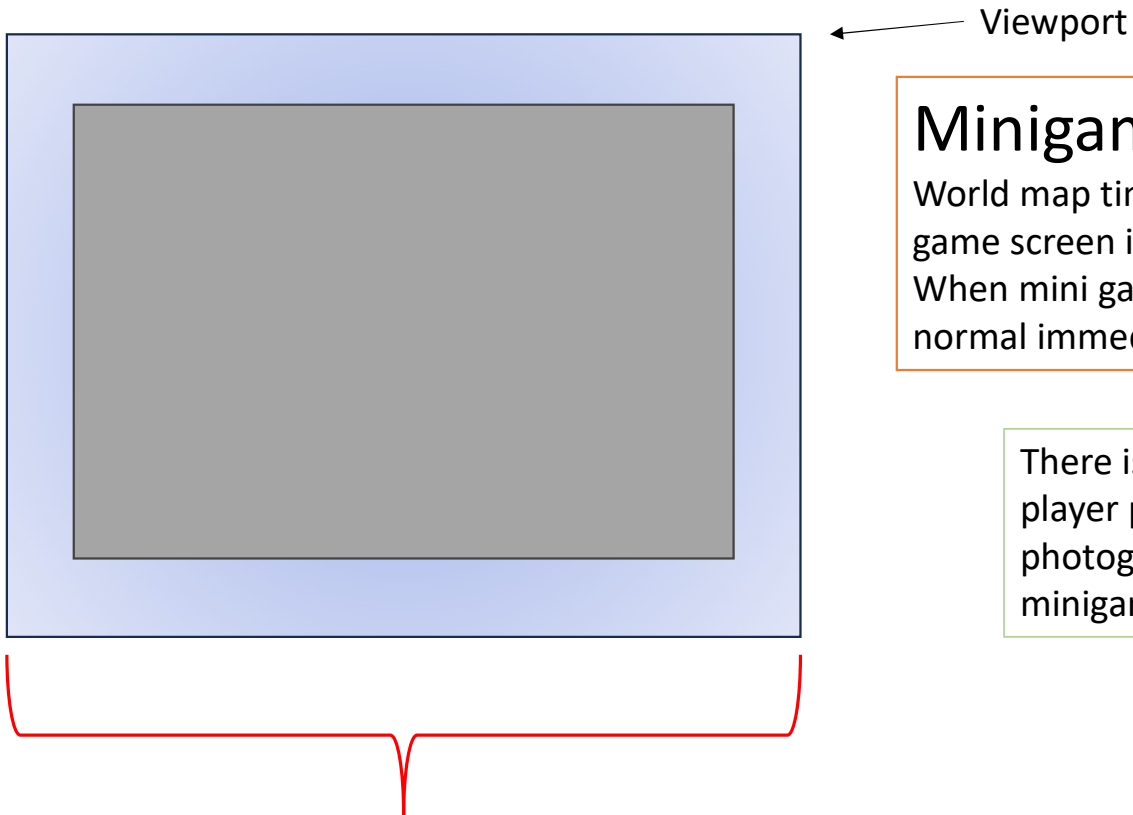
#### Sequence minigame:

- Player tries to press keyboard combinations
- After they are shown on the screen
- Guitar hero style, instead of 5, only 4 keys are shown; W A S D

Win condition: %80 correct press



## Photography minigame



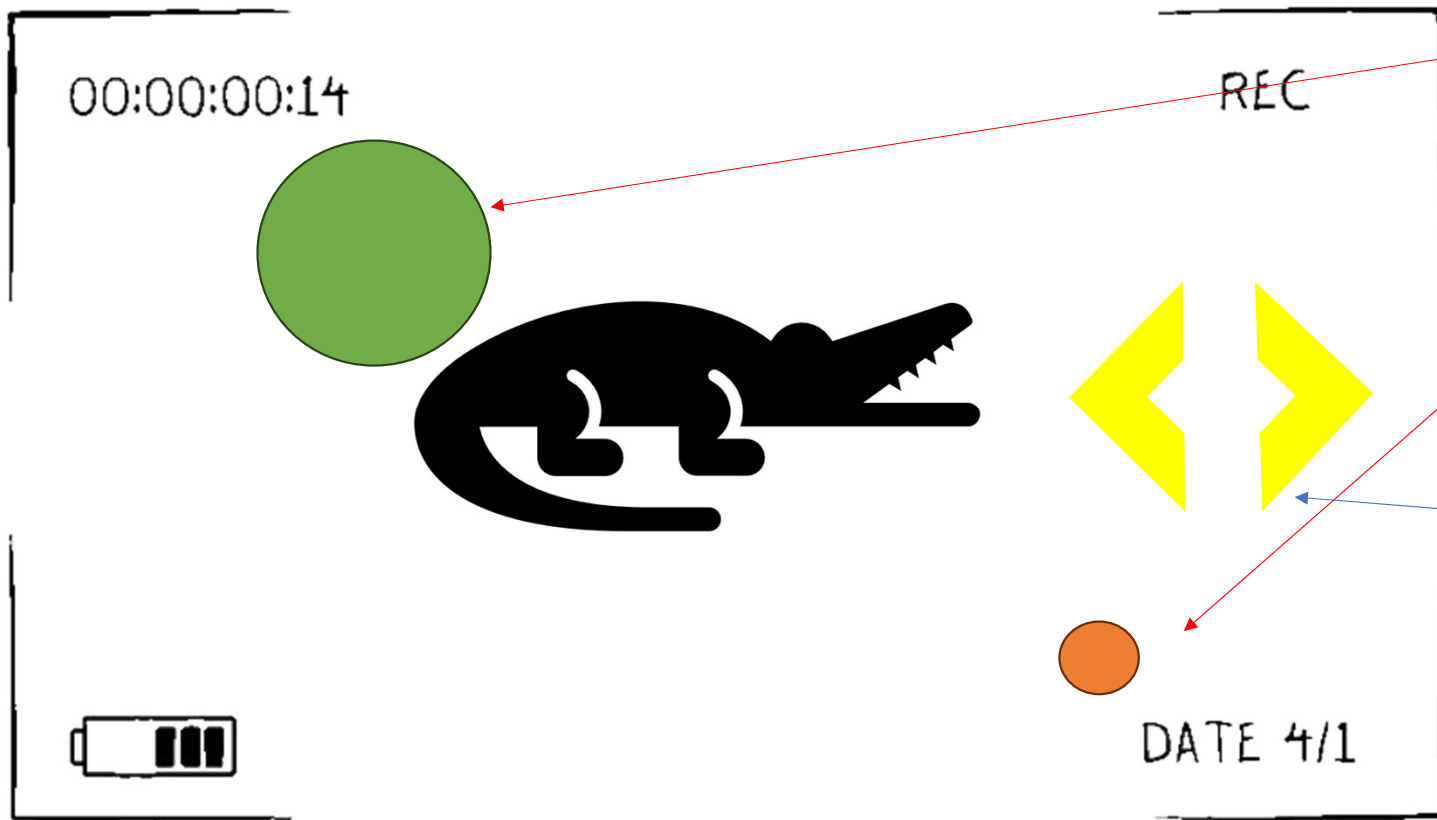
### Minigames screens are **2D!**

World map time will be stopped (timescale will be 0) when mini game screen is active

When mini game screen is inactive, timescale switches back to normal immediately

There is no win or lose in photography minigame, player performance effects the score of photography, along with the distance of the minigame starts

A layer in front of the world map, light blue areas are blurred, transparent, shows the world map to some extent. Grey are is the mini game play area



### Three mechanics:

**Shrinking Circles:** Appears on random places. Player has to click with mouse before it fades out. Fades out in 1 second

**Enlarging Circles:** Appears on random places. Player has to click with mouse before it fades out. Fades out in 1 second

**Moving brackets:** Randomly appears on the left hand or right hand side of screen and moves in a line to the other edge. Player has to click before it gets out the screen. Always appears on the middle of the viewport. (Moves on X axis, Y coordinates fixed.)

Each mechanics appears on each minigame. With random sequences like S,E,M or M,E,S etc.

Each mechanic achieved gives 1 point to be used in scoring section