Characters

Boy (Player)
> **Abilities**: Walking, Climbing, Jumping, Collecting, Attacking (only with melee weapon/rock)
> **Personality**: Rambunctious, loves to climb and explore, but has a healthy fear of the creatures that reside in the jungle.
> **Strengths**: Quick and nimble, able to fit into small places.
> **Weaknesses**: Too small/weak to defend himself unarmed against enemies. Can only drive enemies away, not kill them.

Bear (Boss)
> **Abilities:** Walking, Eating, Attacking
> **Personality**: Neutral unless approached or provoked. Loves to eat.
> **Strengths:** Physical strength, size is intimidating and scares off smaller creatures.
> **Weaknesses**: Always hungry.

Fish (Enemy)
> **Abilities:** Jumping, Swimming
> **Personality:** They're fish. They don't do much. They aren't intentionally getting in the way, but that doesn't change the fact that they are, indeed, in the way.
> **Strengths:** Swimming/Jumping, scaring off humans
> **Weaknesses:** Can't breathe on land

Monkey (Enemy)
> **Abilities:** Walking, Climbing, Attacking, Running Away
> **Personality:** Cranky
> **Strengths:** Can scare off the player
> **Weaknesses**: Afraid of sticks/rocks/fire

Game Play Elements

Platforming: Navigating through the level requires basic platforming over obstacles and through trees.

Climbing: Player can climb up certain objects (trees/vines/branches) and jump between these objects.

Enemies: Player will encounter enemies that patrol a limited area and attack if the player gets within a certain distance.

Combat: Player can engage in limited combat with certain enemies (fish, monkeys). Damage is only dealt to the player; the player cannot deal damage to the enemies.

Weapons: Player can find and use rocks, sticks, and torches to scare away enemies.

Collecting: Player must collect fruits and berries to feed to the bear to progress. These items can be found in bushes or the tops of trees.