

## **Game Mechanics**

### **Goal**

Get home

### **Player Character**

Player can walk, run, jump, and climb

Animation states: Walk, run, jump, climb, idle, gather, attack, death

Items can be collected

- Items to restore health

- Items to delay bear (weapons, food)

- Items to defend against smaller enemies

- Items as generic collectibles

Health bar

### **Enemy**

Bear (Boss)

- Bear guards the level exit

- Bear attacks if player comes too close

Other enemies

- Small animals attack and hinder player's progress

### **Environment**

Platforming necessary to find collectibles, weapons, food

### **Stretch Goals**

Riding the bear

Bear as companion