Notes on *The Warren*

The following are notes taken on the table top rpg based on rabbit life, *The Warren.* These notes will go over various mechanics and features that are in the game and how they could work in *Warrenbound*. For now, only focus on the section detailing panic as that is the only mechanic that we will implement into Warrenbound. The other mechanics are just ideas so they should not be taken too seriously. However, they could still be added later if they help solve specific design problems, or improve the overall experience of the game. Adding any extra features also depends on how much time we have left after we complete and polish our initial goals.

Panic

In *The Warren* one of its most prevalent mechanics is panic. As rabbits in the game go through stressful situations or encounter predators they will build up panic. If a rabbit’s panic reaches its max then that rabbit will randomly perform one of three actions which are fight, flight, and fright. Because panicking can often lead players in *The Warren* into bad situations they must do what they can to manage their panic levels. Now to examine the three possible scenarios for when a rabbit does panic.

Fight

Rabbits that try to stand their ground and fight back like a true animal backed into a corner. Depending on who the opponent might decide the outcome of the fight. Rabbits have a little better chance fending off animals closer to a rabbit’s size. When facing off against bigger predators they can’t do much other than buy some time or if their lucky create an opening during the fight to escape.

Flight

Rabbits that run away blindly in a random direction until they get away from the threat and calm down. In this case it comes down to luck if the rabbit happens to run in a direction that allows it to escape the threat. After a bit a rabbit will come to its senses, but in most cases it will probably be too late to save it.

Fright

Rabbit will freeze in place, unable to do anything or it may be screaming uncontrollably. Out of all of the possible outcomes of panic fright is probably the worst for any rabbit. If a rabbit is in fright it is unable to do anything, frozen by fear. If by some chance it is able to survive long enough to get out of fright it might get away, but the chances of that happening are very rare.

Stats

As a tabletop rpg, *The Warren* does have a list of stats that determine how well characters can perform certain actions in the game. There are four main stats in the game, but only three of those would fit into *Warrenbound* if stats were to be added to the game.

Strong

Rabbits that are strong have an easier time fending off enemies. This could lead to increased odds of a rabbit making it out alive in an encounter with a predator.

Swift

Swift rabbits are able to run faster than most normal rabbits. As such, they can cover ground faster and have a chance at outrunning predators that give chase.

Steady

This stat focuses on the rabbit’s ability to maintain its cool and resist panicking. Rabbits with this stat can be controlled regardless of how bad the situation may be.

Digging

Creating a temporary hole that holds one rabbit. Could be used when no hiding spots are around. Maybe it costs deity power to command a rabbit to dig?

Mating and getting new rabbits

This would be something that would only work if we get to the point that we have multiple levels. This would occur between levels allowing players to get new rabbits into their herd replacing any that were lost in the previous level and maybe even more than that.