Rabbit Panic

Panic Meter

The panic meter is the visual representation of the herd’s panic. At the beginning of the game the panic meter will be empty at zero. During a playthough of a level the panic meter may increase depending on if certain triggers are activated. If the meter fills up completely it will cause all following rabbits to panic and they will perform one of three possible actions at random. After about 2 – 5 seconds after the rabbits panic they will calm down and the player will regain control of their movements once more.

Panic Triggers

There are two main triggers that contribute to increasing rabbit panic when certain conditions are met.

A rabbit dies - When a rabbit dies this will increase the panic meter by ¾ of the meter or 75%.

Predator passes hiding rabbits – When a predator passes a hiding rabbit the rabbit will begin to stress out and will slowly increase the panic meter. For every second that a predator is close to a hiding rabbit the panic meter will increase by 1 – 2%.

Panic Status

When rabbits panic they will perform one of three different panic induced actions at random. These work on a per rabbit basis so not every rabbit will perform the same panic action. Panic statuses will last 2 – 5 seconds and during that time the player will not be able to control their rabbits. After that time has ended if there are any living rabbits they will regain their senses and the player will be able to command them once more.

Random run – The most common panic status that will occur 60% of the time. The rabbit will sprint in a random direction in hopes of getting away from the source.

Frozen in fear – This is a more uncommon action occurring 30% of the time. The rabbit will remain in place frozen in fear and will not move even if danger is nearby.

Attack – This will be the rarest action occurring 10% of the time. The rabbit in a state of fight or flight has chosen fight and will attempt to charge at the predator. Although try as they might they cannot actually win a fight so they are really sprinting towards their death.