**Hiding: 2 Weeks**

Predators can’t see rabbits when they are hidden

If too many rabbits are in a hiding spot, then it will make noise

Hiding spots include bushes, tall grass patches, large trees

**Finding and Selecting Rabbits: 2 - 3 Weeks**

Click and drag select rabbits

Icons that show rabbit locations

Add rabbits currently selected UI counter

Make rabbits be visible through objects in environment

**Wolf: 1 Week**

Vision needs to be changed to be a cone

Have a detection radius that will alert them to rabbits if they are too close

**Deity Powers: 3 - 4 Weeks**

Click on an object to create noise

UI associated with deity powers works

Highlight intractable objects/ make them stand out

One or two more undetermined powers? Not yet confirmed

**Mechanic that encourages exploration and using smaller rabbit groups for travel**

**Hunger Meter Might Work: 3 - 4 Weeks**

Meter that slowly drains during a playthrough

Can be refilled by having rabbits eat at certain spots

Sprinting makes hunger drain faster

**Snake: 2 – 3 Weeks**

Each snake can only kill one rabbit

Will act like traps

There will be a noticeable tell when a snake is nearby to give the player some warning

**Create New First Level from Scratch: 4 Weeks**

Create multiple mock up levels

Test them using paper prototype and determine which one is the best suited

Build the level in unity focusing on it working mechanically

Playtest unity level

Add environment and art details to the level

**Bug Testing/Polishing/Balancing: Final Month**

Should spend last month on this

If Time allows:

**Controls Screen:**

Screen displaying button controls

Short description of what the players goal is