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Legend:

Planned For Prototype

Planned/Proposed for Development

Mechanics:

- Chameleon

- Movement

- Movement is done through joystick movement. The Chameleon can climb onto trees and other objects to reach higher areas.
- Using the Move Faster button, the Chameleon can increase its speed by 2x.

- Tongue

- Using the triggers, the player can shoot out the Chameleon's tongue. It moves at a constant speed, with the exception of a singular boost. This boost will be explained later. The main purpose of the tongue is to collect bugs, **but it can also be used to activate environment triggers.**
- The tongue starts at the Chameleon's mouth, and moves in the direction of the camera. When the tongue starts moving, the camera moves to just behind the tip of the tongue, giving the player a view of where the tongue is moving.
- The tongue can only move a certain distance before stopping. Upon reaching the limit, the tongue **stays in it's position for a short time (half a second to start)**, and then quickly retreats back to the Chameleon
- When the tongue is moving, the Chameleon retains its original state, whether that be camouflaged or not.
- Boost
 - **At any point during the movement, the player can press the Move Faster button to shoot out the tongue 1/4th(suspect to change) the max distance. This allows the player to collect bugs and generally become quicker.**

- Color Changing

- When standing still, the player can press the Change Color button to change the Chameleon's colors to match the environment, effectively blending in and becoming invisible to a fleeting glance.

- Upon moving, or by pressing the Cancel Color button, the Chameleon loses its camouflage and the skill goes on a short cooldown.
- Eating
 - The Chameleon must hit a food source with the tongue in order to eat it. Upon hitting a food source, the tongue stops moving and returns quickly to the Chameleon's mouth. The eating action finishes, and the food source counted, once the tongue has fully retreated.
- Hunger Bar
 - There are various food sources scattered around the level (bugs mostly), and the Chameleon must eat a certain amount to fill the hunger bar.
- Camera Controls
 - The camera is third person directly behind the Chameleon. This image shows the idea:



- The player can move the camera around the Chameleon's body, allowing them to look in whatever direction they choose. The Chameleon does not have to move in the direction the camera is facing.
 - When the tongue is out, the camera jumps to right behind the tongue's tip, leaving the Chameleon's body.
 - ***The player can also press the Split Sight button and one eye independently. This can be done alongside movement, allowing the player to see where the Chameleon is going, as well as keeping an eye on the sky. This is not compatible with the Tongue mechanic.***
- Death
 - If the Chameleon gets hit by the Bird's Dive bomb, then the Chameleon dies, regardless of Hunger Bar percent.

- Bird

- Movement

- The main movement mechanic for the Bird is flight, and this allows the Bird to float in the air and get a bird's eye view (pun intended) of the map. The mechanic is divided into multiple areas.

- *Flapping*

- ***Flapping will allow the Bird to regain height after Dive Bombing, or after landing. It is done by pressing the Flap button repeatedly until the Player reaches a desired height.***
 - ***This mechanic takes priority over all other mechanics, and can cancel other actions.***

- Gliding

- When in open air, and Bird can glide around to different areas of the map. Using the joystick to control the main movement, the player can angle the Bird to fly in certain directions. There are also designated buttons to bank in every direction, in case the player wants to make smaller adjustments.

- *Landing*

- ***When in range of a landable object, the player can press (or hold) the Land button. This allows the Bird to land on the ground, and hop a short distance.***

- *Hovering*

- ***In certain areas of the map, small wind currents will appear for a short time. If the Bird enters these currents facing the wind, they will hang in the air, allowing the player to survey the area without moving. If the Bird enters the current with it's back or sides to the wind, then it will be boosted in that direction.***

- *Hopping*

- ***When landed, the Bird can hop a small distance. This provides a quick break from flying, and a steady view for the player.***
 - ***To prevent the player from hopping everywhere, there are other animals which attack the Bird. See the Other Animal section for more information.***

- Dive Bomb

- While gliding, the player may press the Dive Bomb button, sending the bird speeding down to the ground. ***Upon hitting the ground, this activates the landing mechanic.***
 - If the Dive Bomb hits the Chameleon, the Chameleon dies.

- Eyesight
 - Upon pressing the Eyesight button, the Bird's camera zooms in, allowing the player to focus on the area they are directly looking at. This is canceled by everything except basic movement.
- Camera
 - The Bird's camera is set behind the bird, as seen below:



- The player can move the camera around the Bird's body, allowing them to look in whatever direction they choose. The Bird does not have to move in the direction the camera is facing.

- General

- Food Sources
 - Food sources for the Chameleon are scattered **randomly** throughout the level. There are more food sources available than the Chameleon needs to fill up the Hunger Bar, but no more than 2x the Hunger Bar amount.
- **Wind Currents**
 - **Small wind currents appear randomly high up in the sky for a limited time. These are shown with a golden wind effect. When the Bird enters the wind current, the Bird's Hovering mechanic is activated.**
- **Other Animals**
 - **Other animals move around the map. These are needed to provide a more engaging game world, as well as some visual clutter to help protect the Chameleon.**
 - **Certain animals also approach the Bird if the Bird has been on the ground for too long (4 seconds). If these animals get too close, the**

Bird gets spooked, and flies up into the air. This is to prevent the Bird from spending too long landed.

○ ***Environmental Triggers***

■ ***Certain environmental effects can be triggered by both the Bird and the Chameleon. These effects will need to be discussed by the team, but proposed events could be:***

- ***Bird landing on a twig, the twig falls***
- ***Chameleon pulling on a vine (with the tongue) to launch it up into a tree quickly***
- ***Chameleon using tongue to topple small trees to create a faster way to the treetops***
- ***Chameleon using tongue to open a small river in the map***
- ***Bird dive bombing weak points on trees (repeatedly) to topple them.***

Rules:

● **Chameleon**

- Win State:
 - Eat enough bugs to fill the Hunger Bar and then return home
- Lose state:
 - Die

● **Bird**

- Win State:
 - Kill the Chameleon by Dive Bombing it
- Lose state:
 - The Chameleon fills the Hunger Bar and returns home