Primary Goals

- **Roster:**
  - Prevent the Fox of catching the chickens
  - Bite the Fox until it runs away

- You win the game when the night is over and the Fox haven’t got more chickens than a threshold to be determined
Primary Goals

- **Fox:**
  - Carry the maximum amount of chickens out of the yard
  - Once they are out, eat them until a certain time

- You win the game when the night is over and you already got enough chickens
## Challenge / Game Mechanics

<table>
<thead>
<tr>
<th></th>
<th><strong>Rooster</strong></th>
<th><strong>Fox</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Initial conf. of the scene</strong></td>
<td>Night at Rooster’s Yard</td>
<td>Night at Rooster’s Yard</td>
</tr>
<tr>
<td><strong>Completion state</strong></td>
<td>Safe Yard</td>
<td>Fox full of chickens</td>
</tr>
<tr>
<td><strong>Skills required</strong></td>
<td>Be fast enough to protect the chickens from the Fox</td>
<td>Be fast enough to catch the maximum of chickens</td>
</tr>
<tr>
<td><strong>Physical controls</strong></td>
<td>Arrows/mouse</td>
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<tr>
<td><strong>Mechanics</strong></td>
<td>Stamina for high speed, timer/score, Fox HP, Hitting items on the yard to get upgrades</td>
<td></td>
</tr>
<tr>
<td><strong>Theatrics</strong></td>
<td>Hits, running, chicken's death (disappearance), victory/defeat, others</td>
<td></td>
</tr>
<tr>
<td><strong>A.I.</strong></td>
<td></td>
<td>Incorporated to Blender</td>
</tr>
<tr>
<td><em><em>Sounds</em>?</em>*</td>
<td>Clucking, attack, victory</td>
<td>What does the fox say?</td>
</tr>
</tbody>
</table>
Level Progression

- Number of chickens to be caught
- Speed of the characters
- Change of scenario
  - Rooster’s yard
  - Outside (maybe one or two parts of the farm)

To be determined by tests.
Concept Art
Concept Art
Concept Art
Concept Art
Spatial Terrain Map
Demo