



YOUR AVERAGE BEAR

DESIGN DOC

V.2.23

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Game concept overview

Your Average Bear (will be called by the initial YAB in this doc) is a third-person stealth game, in which the player plays as a bear who's hired by *UBear Eats* to collect food from a campsite for animals in the forest. The bear would be able to use multiple tools to help him sneak into the campsite, including the ones he brought himself or the ones he found on the campsite.

Expected game loop

The bear will start off in a safe zone, where his clients/guest animals live. When the animals have available requests for the bear, their desired food will appear on top of their head in a thinking bubble. The bear can walk up and interact with them(does not enter a separate scene), receiving reasons and details about why they want that food and where he can find it. The bear can accept one request per animal, but it is not required for him to complete them all at once. After stepping out of the safe zone, the bear will be in the campsite, which the player needs to

observe(observing the environment and planning out a potential path to the goals/food),
execute(execute the planned path, including pathing, tool-using, and possibly trial and error in extreme cases),

repeat(return to the safe zone or proceed to the next goal-> another sequence of observe and execute).

If the player is caught in the campsite, the bear would respawn in the safe zone with all the quest progress resetted, including the food items that the bear has obtained already. When out in the campsite, the bear can pull out his phone and check the description/hint given by the animals about the targeted food at any time, as well as a progress tracking system. When the bear brings back requested food items to the safe zone, he would be able to return them and proceed to the next request(going back to the start of the game loop).

Level/Map Design

There will only be one big level for YAB, in which the player can freely decide which direction or area they would like to explore. The safe zone will be in the center of the map, which is where the player would receive and report the requests. There will be an invisible safety bubble surrounding the campsite, in which the enemies will lose awareness level when they enter. These campsites each have different layouts/themes. Keep in mind that these campsites are still within the same level, and it is possible to travel from one to another by walking. There will also be fast traveling points that teleport the player from one spot to another. Every time they return/enter the safe zone the game will be auto-saved, and there will be a system notification asking if the player wants to reset the food on the map, entirely respawning and randomly placing them. (optional) While the map respawns, the loading screen will display in-game photos of the bear taken by the campers.

Campsite ideas

There will be different areas within the campsite, currently there are:

Parking Lots, Family Gathering area, Tent area, Cabin area, Pond area

For further level design rules, check

https://docs.google.com/document/d/1k4rftnEFCIDo6_uWpf7UC-elzriJanf_IORQzPkvyf4/edit?usp=sharing

Color Outlines

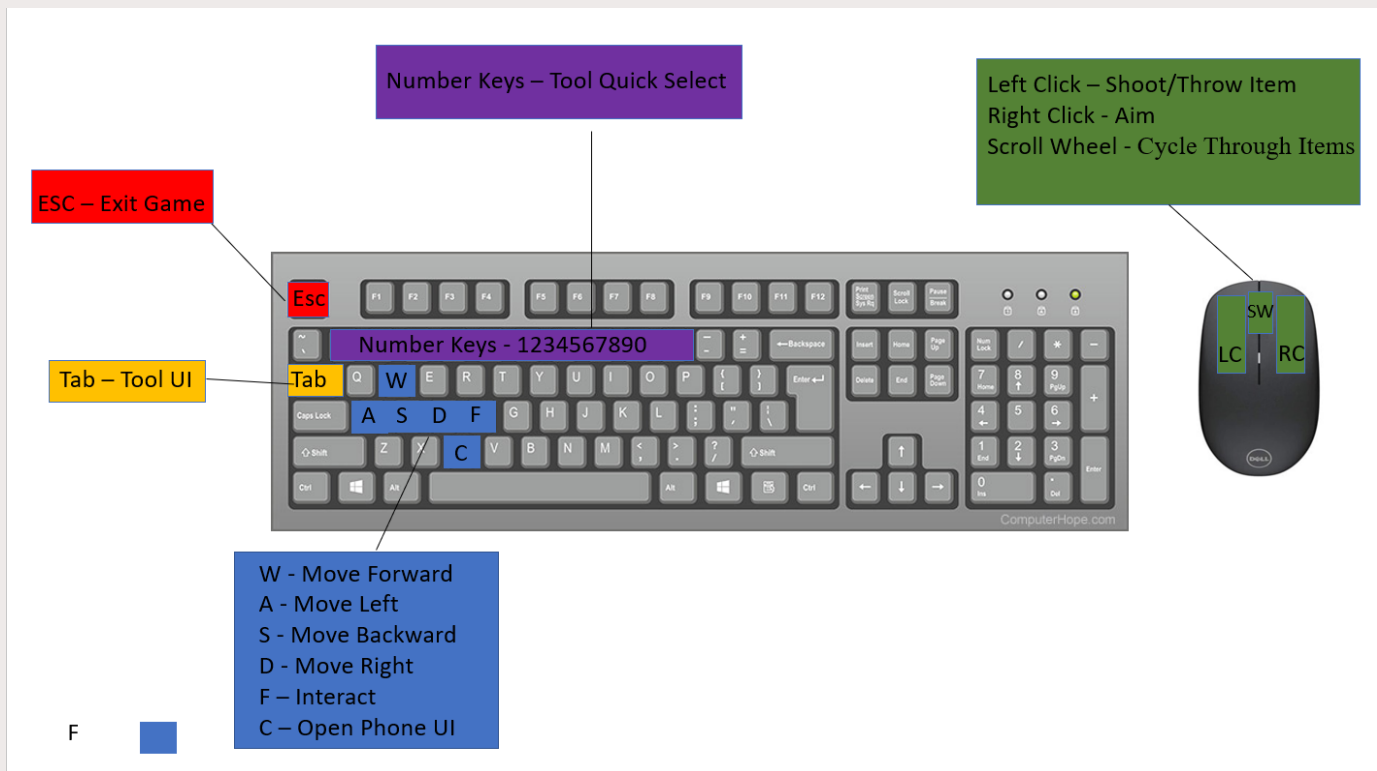
There will be outline colors for different objects in the level:

Gold & Sparkle effect: Food, target item, goal

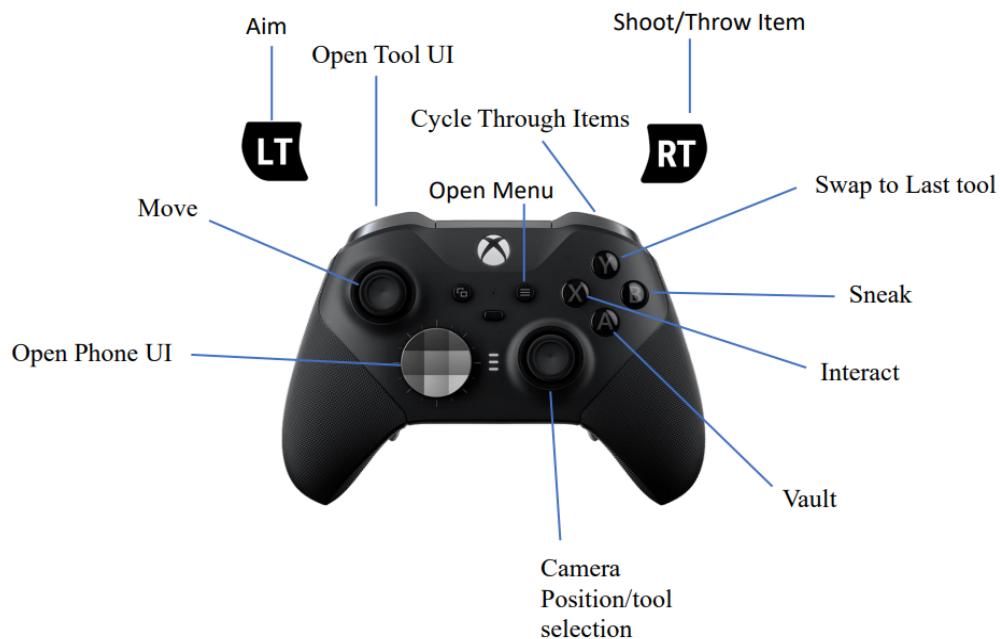
Blue: Safezone, animals, basically just anything that represents safe

White: General interactable that requires the player to interact by pressing F

Control Scheme



shift for slow walking, and e for roaring



NPC types

The Animals: Animals will remain stationary in the safe zone, or there would even only be doors and character sprites to represent them. Upon interaction, they will have multiple dialogue options that include request, chat, and exit. Note that this does not put the player into a separate scene, the dialogue system would just appear on top of the gameplay scene. The request option will either give the player a new request if the player has not received one from that animal yet, or tell the player there is a quest that has not yet been completed. Chat will give the player a short dialogue that is essentially funny, and it may change upon the player's request progression. The exit option will just end the dialogue system. Some animals can also be found not in the safe zone but out in the campsite, allowing players to complete more quests in their journey into the campsite.

The Enemies:

All enemies share the same properties: Upon spotting the player when the player appears too obvious in their sight or gets too close, an awareness value slowly builds up. When the value is full, the enemy will react differently to the player. The value will decrease once the enemy has not spotted the player for _ seconds, and it is indicated by a sign on top of their head. There are 3 stages of values:

0, behaves completely normal

0.1-0.9, starts getting suspicious and looks for player

1, spots the player, and acts according to their enemy type.

There will be dynamic sounds/music and on-screen indicators to tell the player if they're spotted.

Campers: Campers are the main type of NPCs in the game, making up $\frac{3}{4}$ of the campsites' population(25 - 30 people). Campers do not actively patrol and seek for the player, but rather act more self-defending when they spot the player. If a camper's awareness value is full, they would pull out a radio and call for rangers to protect them. If the player gets within a 1m distance of a camper, they will use a tamer to temporarily zap the player/a bear spray to protect themselves, which will stun the player for 1.5 seconds by entering an uncontrollable state.

Rangers: Rangers only spawn upon being called by campers. Rangers will actively look for the player within a 15m radius of where the player was first found by the camper. Rangers will use a tranquilizer to shoot the player if their awareness value is full. Rangers will also use a tamer/a bear spray that has the same function as the campers if the player gets within a 1m distance with them.

Trackers: Trackers are guards that actively patrol the entire campsite in patterned routes with a shotgun. Behaves the same as the rangers except they would be able to spot the

player in bushes if the distance between is close enough, as well as actively following the player's path from where the player was last spotted.

Hunter: Hunters are stationary enemies that will be actively scanning the campsite. It has a longer vision cone but builds up awareness slower compared to the other types of enemies($0.75 * \text{speed}$). Their vision cone will be locked in the same place once their awareness level is not 0, and the player will have a hint on the screen hinting that a hunter is getting suspicious from a certain area/angle(e.g. an exclamation mark at the edge of the screen, and a shining effect on the hunter to tell the player where the hunter is at). When a hunter's awareness is full, they will shoot the player with a sniper tranquilizer and deal extremely high damage. Hunters would also place traps around the map, and the trap location is randomized every time the map respawns.

Damage Calculation

The damage calculation in YAB uses a two-hit system - in which when the bear gets hit once, the bear will enter a damaged state for 15 seconds that causes the next hit to be lethal. After that 15 seconds of window has passed, the player is back to its normal state and able to re-enter the damage state if being hit again.

Bear sprays will stun the bear in place for 3 seconds, traps will set the bear to the damaged state and stun in place for 3 seconds, and beehives will only knock back the bear without doing any damage.

Interactable objects

Definition of **intractable**: In YAB, there is a movement(defaulted to F) called to interact in which the player has to walk up to the desired object within a certain close range in order to trigger. When triggered, these interactable objects will respond and act differently toward the players.

Definition of **Rock-interactable(Rockable)**: In YAB, there is the rock-throwing tool that initially creates sounds and distracts enemies. These rocks can also be directly shot at these rockable objects and receive responses just like how the player interacts with interactable objects.

Animals/NPCs **Interactable**: pop up with a dialogue box that allows the player to either chat or receive missions/requests on which food to get

Trash Cans **Interactable**: put 2 banana peels into the player's tool inventory, and enter a # second of cooldown afterward

Map Posters **Interactable**: the player's perspective would zoom onto the map, allowing the player to take a clearer look at it

Rock Piles **Interactable**: adds 5 rocks to the player's tool inventory, crumble and despawn upon interaction. Respawn when the map resets.

Bucket **Interactable**: add 1 bucket tool to the player's tool inventory. The bucket would despawn upon interaction. Respawn when the map resets.

Mole Tunnel/Traveling Points **Interactable**: a transition animation appears and teleports the player to the corresponding traveling point.

(Temp) Tombstones **Interactable**: Tombstones of the developers that the player can interact with to pay respect to.

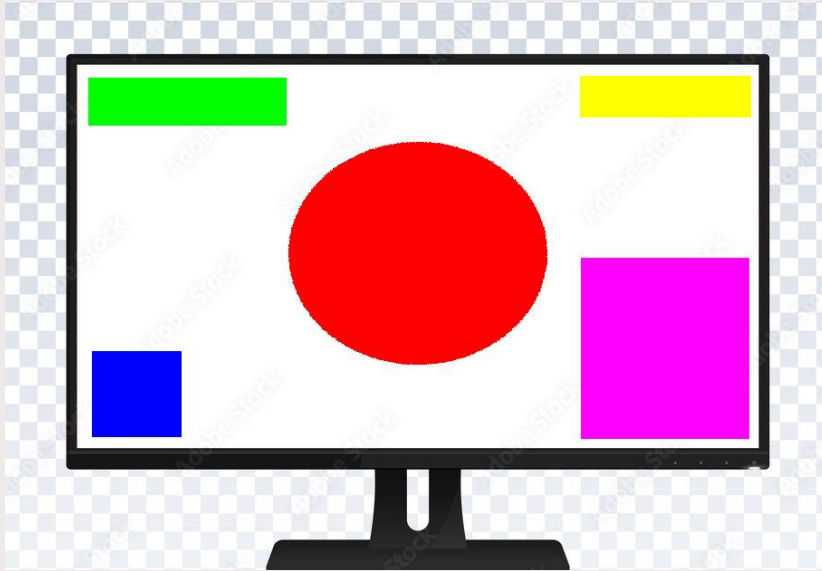
Beehive **Rockable**: beehives that can be found on trees. Upon being hit by a rock, the hive will despawn and release a swarm of bees, creating a death zone that scares off all NPC in the area for 10 seconds. If the player enters the death zone while it's activated, the bear's HP will drop at a dramatic speed.

Vending Machine **Interactable**: Vending machine drops certain items when interacted with. These items will give bear buffs or tools, or even nothing. Upon interaction the machine will enter a random cooldown between 45 to 90 seconds, unless the player receives nothing then the cooldown will be 1 seconds. The possible pool is as follows: candy bar that increases movement speed for 30% in 10 seconds (15%), protein bar that shrinks the player size for 50% in 10 seconds (15%), prevent next damage hit (15%), 5 rocks (20%), 2 bananas (20%), nothing (15%)

Noisemakers **Interactable**: (like an air horn) It scares campers and attracts rangers when interacted with.

Vehicle(s) **Interactable**: The player can throw rocks on vehicles to trigger an alarm, which attracts nearby enemies (and they turn it off once they reach the car).

UI in YAB



Quest tracker: A simple quest tracker that just overlays the current objectives on the screen, e.g (hamburger 0/1)

Tool Wheel: Only appears when the player presses TAB to call it or when the mouse wheel is scrolled

Currently used tool: The only UI that shows what the player currently selected tool

Campsite Awareness: Indicates the awareness level of the campsite, as the campsite awareness level increases more enemies will be spawned(see

campsite alarm system)

Phone UI: only appears when pressed, and would show hints and details on the requests

Traveling in YAB

In this section, I will go over possible movement options in YAB.

Run: Default moving method, does not require the player to press anything to trigger it specifically.

Walk: A slower version of walking that reduces the noises made while walking. The player is less likely to be spotted by the enemy NPCs while walking.

Vault: Jump or climb up to higher platforms such as boxes or walls.

Mole Tunnels(temp. name)/Fast travel points: Travel points that scatter around the map. The player can only travel from point to point, and each point has a connected one to it.

Tools

The bear will have several tools available for it to help finish its requests, and they are categorized into 3 types: **distraction**, **stealth**, and **interruption**

distraction: Has the ability to lure or attract the campers to the player's desired location

stealth: Has the ability to reduce the chance of the player being found out or overall increase the stealth experience

interruption: Has the ability to stop the campers from performing their current action, and possibly stun or control them for a while

Buff: Gives the player a certain boost in stats or ability(temp)

Tool types: On top of the tool functionality category, there are two tool types: bear tools and campsite tools. Bear tools are the ones that the player can equip in the equipment rack in the safe zone, and do not disappear upon use. campsite tools are consumable tools that can be found in the campsite and will disappear upon use.

Campsite tools:

Rock Throwing

- **Category**: **distraction**
- **Way to obtain**: Appears in the bear's toolbar after interacting with rock piles on the map.
- **Maximum carry amount**: 10
- **Function**: Distract campers to follow to the location of where the rock falls on the ground.
- **Requirements**: Hold the right mouse button to aim and the left to shoot, the rock will have a set amount of travel speed in the air, making longer distance shots take longer travel time to complete. Distraction is not immediate and the NPC will walk there and check after a short delay of 0.5 seconds.
- Expected Function:

Banana Peel

- **Category**: **interruption**
- **Way to obtain**: Appears in the bear's toolbar after interacting with trash cans on the map
- **Maximum carry amount**: 5
- **Function**: Put down a banana peel to trip the NPCs, make them fall down, and takes 3 seconds to get up. The peel is not a projectile, instead, it will be placed directly at the player's location.
- **Requirements**: Needs ground space to put it (cannot put it on the table, objects, etc). There can only be 2 activated banana peels existing on the campsite at the same time, shown as an indicator inside the toolbar. If the

player throws another banana when there are already two existing ones, the prior between those two will automatically despawn.

Bucket Attack

- **Category:** interruption
- **Way to obtain:** Can be found and picked up from the campsites
- **Maximum carry amount:** 1
- **Function:** Put a bucket on an NPC's head and permanently take it down.
- **Requirements:** Requires the player to hold a bucket(which can be found on campsites), and the action would take 1 to 2 seconds to complete the animation sequence.

Bear tools:

Branch Holding

- **Category:** stealth
- **Way to obtain:** Can be selected to equip in the equipment rack
- **Function:** Quickly hold up branches and pretend to be a tree, reducing campers' and rangers that are out in _ distance awareness in a speed of _ (a mid to long-range number, the idea is to have this tool ineffective in a face-to-face scenario)
- **Requirements:** Triggered by the item branch in inventory(hold to use and enter a stationary holding status, release to exit it, maximum holding time would be 8 seconds). The player is unable to move during the action, and the tool takes 5 seconds to generate 1 second of charge back(so 40 seconds to fully charge back from being used up entirely).

Skunk bomb

- **Category:** distraction/stealth
- **Way to obtain:** Can be selected to equipt in the equipment rack
- **Function:** The bear throws out his skunk friend, rapidly spread out gases that function like a smoke bomb, immediately clears all enemy's awareness within # radius, and the smoke lasts for 5 seconds.
- **Requirements:** The enemies will gain half of their awareness level back(which means that they will still be aware after the smoke is gone)S. Has a default cooldown of 40 seconds.

Narration/Characters

Bear: main protagonist, player's avatar. The bear does not speak, and he can only make bear noises in response to other animals.

Wolf:

Squirrel:

Snake:

Rabbit:

Skunk: the bear's instructor in the tutorial level who introduces him to tools and basic controls.

Zone/Quest progression(temp)

Once the player enters the main campsite, it will first meet with the squirrel and introduce him to his first quest. Each animal will have 1 quest, and the player will need to finish a total of 4 quests to unlock the ending.

(temp) After completing all 4 quests, the further quests completed for that animal will be rewarded as cosmetics.

There are no order or locking mechanics between each quests, though it is recommended to include texts that warns the player if the quest objective is in harder areas.

List of quests(ordered by difficulty easy -> hard)

Squirrel: granola bar x 2 (cabin area)

Wolf: watermelon x3 (bbq and tent area)

Rabbit: steak x3 (tent and parking lot)

Snake: hot dog x3 (gazebo)

(all the food items can be replaced or changed based on the narrative team)

Easter eggs:

These are the list of easter eggs planning on being added into the game.

Wretched depths related

Developer tombstone related

Update Log

3/13 v2.23 Updated the quest progression section to make it only contains 4 quests in total

3/5 v2.22 Added a new quest progression/quest section

2/12 v2.2 Updated walking in the movement tab, as well as additional UI information.
Discarded the campsite alarm system

1/30 v2.1 Updated the description of the branch tool's cooldown

1/28 v2.1 Updated on the description of game description, expected game loop, map/level design, added a new damage calculation section, added more details on the vending machine interactable, updated the UI graph and added details on each of them, improved description on the campsite alarm system category, deleted environmental sets category(outdated/abandoned)

1/25 v2.07 Added new section "Heath&Damage System"
Added "buff list" for vending machine

1/16 v2.06 Added new interactables: vending machine, noisemaker, vehicles.
Added new features for the alarm system.

11/20 v2.05 Added extra descriptions on the tracker behavior

11/20 v2.04 Added environmental settings(day and night level) and some extra notes on how animals can appear in the campsite as well

11/18 v2.03 Added an extra annotation about color outlining in the level design section, save-state of the game, and updated UI/UX elements

11/16 v2.02 Lowered the amount of rock each rock piles give from 10 to 5

11/13 v2.01 Added in control scheme image and clarify vault and sneak

11/12 v.2.0 Completely rewritten and reformatted from the past doc, clarify descriptions on the game system

2 hit system