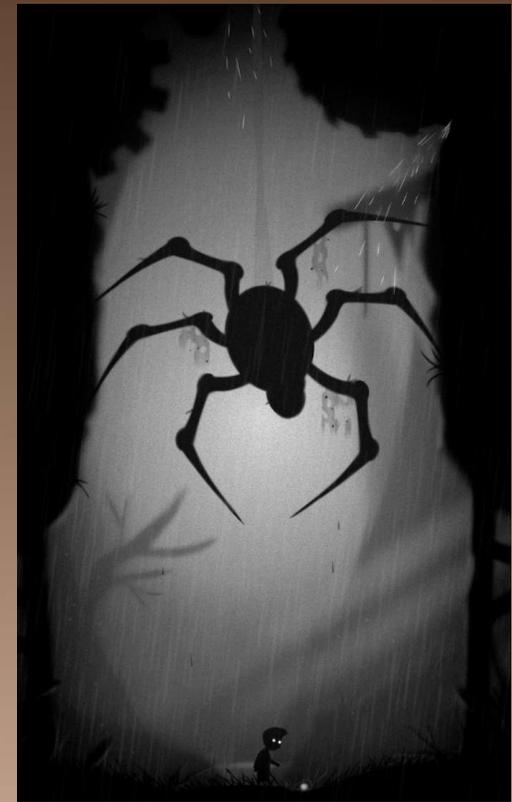




The Bear

Game Pitch

Equipped with a small wooden sword and shield, The Bear defends a child from the nightmares that haunt their dreams with each level being themed to a different type of nightmare



Skills and abilities include (but not limited to):

- Double jump: reach higher places or jump over enemies
- Shield: Able to sustain more damage, and redirect attacks
- Climb: Climb ropes, vines, etc
- Throw sword: range attack
- Swim: Able to traverse through water safely
- Slide: Slide down hills or over water on top of the shield
- Roll: to get under small passages
- Stealth: Quietly pass by enemies
- Sword: Able to ignite it with fire to act as a light source or ignite other objects



- Unlike traditional games where, as the player progresses they gain new abilities to overcome challenges, this game will reverse that idea
- The player begins with all the abilities and after each level will choose which abilities to lose which will represent the passing of courage from the
- This loss of ability will represent the passing of courage to the child who will no longer be afraid of that theme in the level



- The regression system leads to potential difficulties in balancing challenges within the game with the number of combinations required to surpass them
- Instead of creating single obstacles or challenges and trying to make sure all combinations of remaining abilities will work, the obstacles or challenges will instead dynamically change depending on which ones are available
- This also adds the benefit of ensuring that the challenges are always something the player may initially have difficulty overcoming or needs to think about how to get past, without being too easy allowing for multiple ways of getting past them



For example:

If the character has wall climb but not power strike, spawn a climbable log to get over



However, if they do have power strike, allow the player to knock over the tree to walk across



However, if neither of those abilities are available, but double jump is, don't spawn a log but create a trench in which the player has to double jump to get out of



At the end of each level a boss “battle” will occur. The boss will shape change and chase the player depending on the skills they have available

The player will then have to lure the boss back through the level into the traps the player have already sprung which will cause damage to the boss

The bear cannot directly harm enemies (it’s a stuffed bear with a wooden sword!)



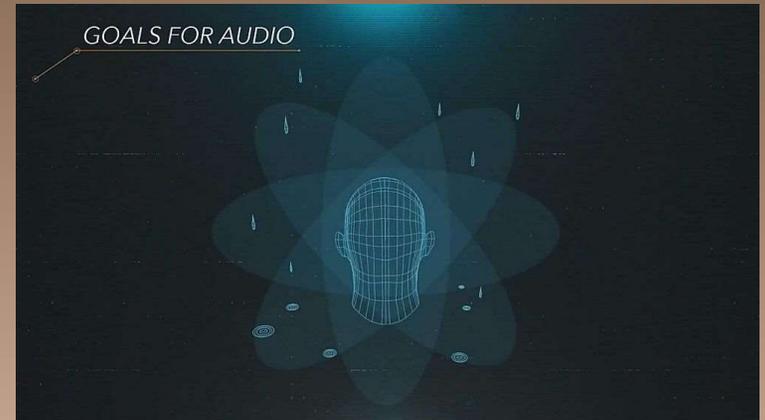
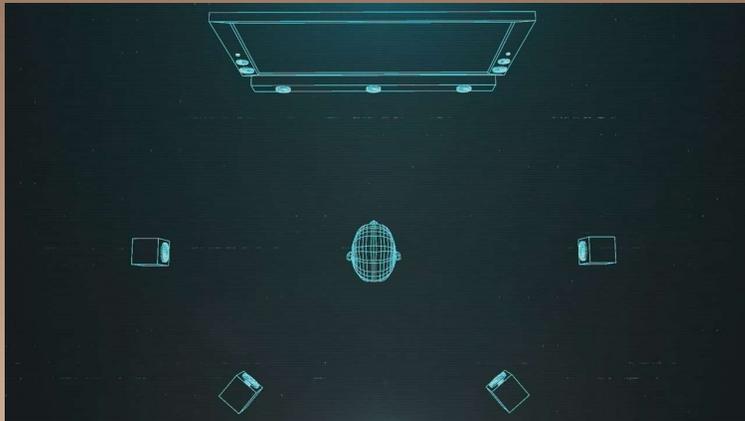
Enemies throughout the level can either be bypassed or lured to traps or other devices which will defeat the enemies

For each enemy defeated, it will reduce the amount of traps the boss will have to be harmed from, thus defeating the boss quicker

Some enemies in the level will be harder to find and “hidden” for the player to search for and find.



- Audio will help immerse the player into the game and nightmare
 - Sounds of insects moving behind the player
 - Thunder and lightning
 - Snakes hissing and moving around
 - Evil clowns laughing
 - Monsters howling and moving closer



- Single Player with 12+ hours of gameplay
- Highly story and art driven with immersive audio
- 3D puzzle platformer presented as a 2D side scroller
- Targeting players aged 14 and above
- Targeting Nintendo Switch, Xbox Series X/S and PlayStation 5



- Similar game play, look and feel to Inside and Limbo
- Multiple different levels based around different nightmares
- Level creatures and boss will also reflect that theme
- Highly replayable: Discover hidden items, see what happens when different skills are active, see what different boss battles there are



