

Elevator Pitch

Everyone has bad ideas, but not everyone is a Wizard. Or a Bear. In this game of chaotic strategy you'll manipulate your opponents, convince them to join your side, and do everything you can to prevent them from reaching their goal before you do. Press The Red Button, Light The Mysterious Fuse, or Reach Into The Void and pull out whatever's inside, everyone's goal is different!

Design Pillars

1. Everyone's goal is different

Multiple paths to victory allows interesting strategic options. Every path should be available to every team at all times, and victory is achieved through sleight of hand. Strategy is about subverting expectation, and you can't subvert with only one option.

2. Not everything is violence

Violence is fun and simple, but so is positioning, so is mind control, so is building. Player skills should offer as many strategies as there are goals. Each skill should specifically aid one particular road to victory. No two skills should function even remotely similarly to another.

3. Simplicity is Clarity

If the goals are many, and the skills are unique and varied, everything must be simple, or else it will be confusing. Nothing is contextual, everything reads immediately and obviously. Buttons are buttons, they have one single function. NPCs have one demand of the player. Spells have one way of being cast. Strategy comes from the clever use of simple systems.

Target Platforms

Steam, Switch

The Core Loop

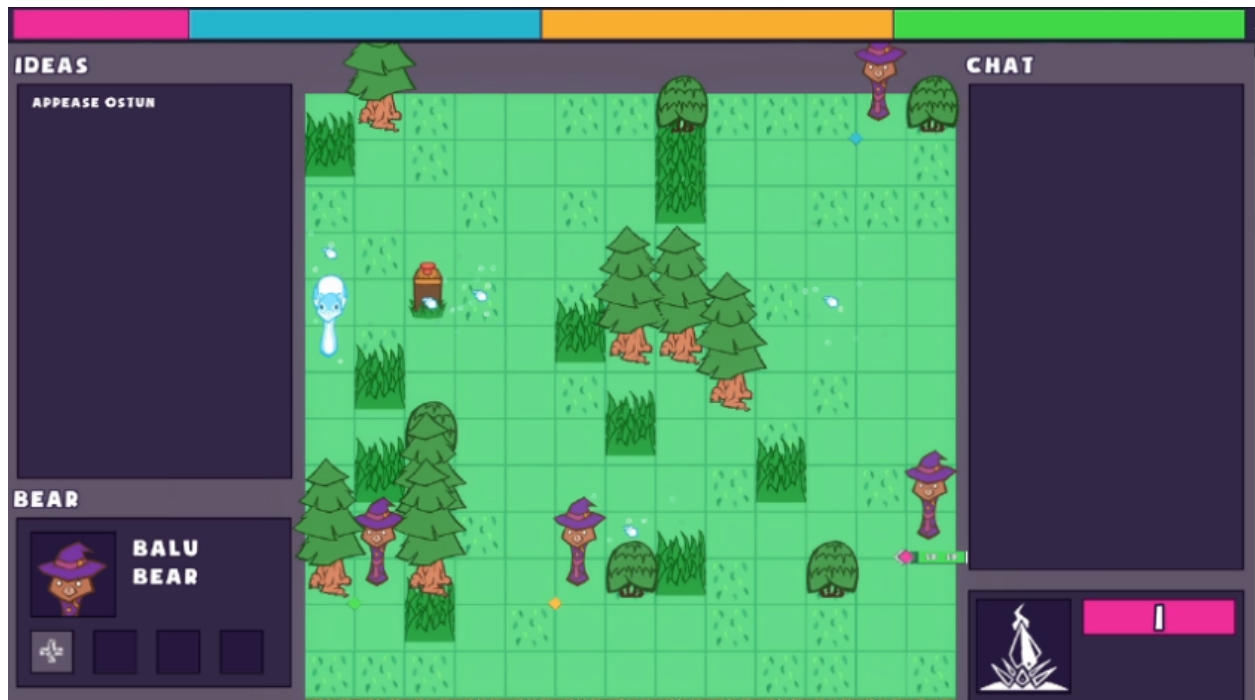
Fight. The city's in shambles and Cod'thulu is coming. You must fight for the survival of bear wizard culture, lest all be crushed under your own arrogance, and Cod'thulu's fiery fins.

Collect. Convince others to join your side, or learn new skills from them, all to build up your options and take the fight to the enemy. No one can change the world alone.

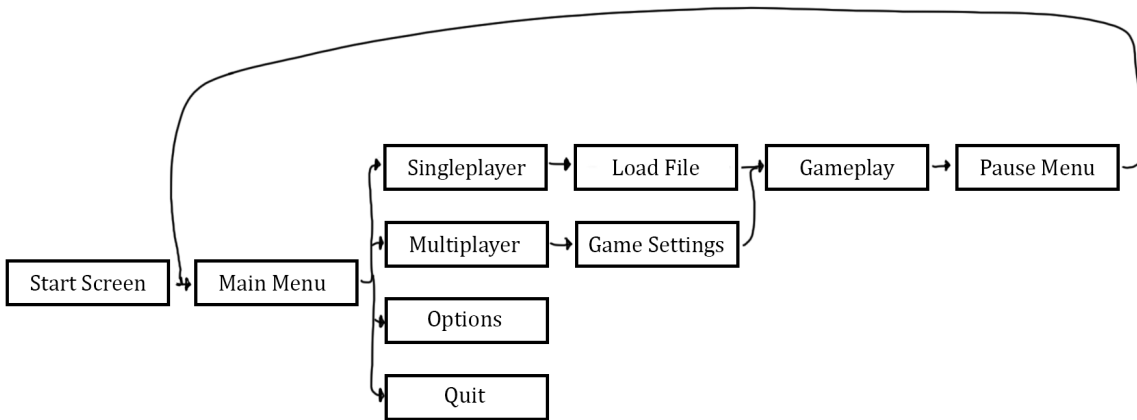
Explore. Knowledge is power, and the only way to find the best allies is to search the city for them. Meet interesting characters, and listen to their needs to know what to fight for.

Gameplay

Each player's turn starts with them controlling one member of their team. Each team member has access to a communal pool of skills and weapons that allow them to interact with their opponents. You can switch bears at any time, and your turn is over after you move or take an action.



UI Flow



In-Game GUI



1. Main Gameplay	13 x 13 tile grid of gameplay
2. Bear Window	Panel of detailed info about the selected Bear
3. Idea Window	Panel of the current team's active Ideas
4. Health Bar	A display of all active teams' health bars in relation to each other.
5. Chat Window	The log of any dialogue spoken by bears during the current game.
6. Weapon Window	Panel of detailed info about the selected Spell

Turn Breakdown

Every turn, you may choose any one bear on your team and that bear gets exactly one action. That action may be to move into an adjacent square, or to cast a spell.

1. Projectiles. All projectiles associated with the active team should run.
Input Disabled.
2. Bears. All bears can move. Upon movement or use of a weapon, end turn.
Input Enabled.
3. Cleanup. End of turn timers count down to allow animations to play.
Input Disabled.

Idea System

Ideas are what motivates a bear to accomplish a task. “Kill the enemy” is an example of a standard idea in a typical strategy game. In Bears, we have more exotic ideas such as “Reach Into The Abyss”. Ideas must be accompanied by an object in the world. An idea will imply an interaction with that object. In the previous example, there must be a black abyss in the world, and the player must use “Interact” on that object in order to accomplish the idea and clear it off the list.

In many cases, completing one idea and clearing it from the list will cause a new idea to form. If you interact with the abyss and find something useful, you might want to try again. If you destroy a wall and reveal some hidden thing inside, you may want to pick it up. Ideas are the game’s way of suggesting an action to the player. These ideas should be terrible in some obvious way as often as possible, but these ideas should always be instructive. If you tell a player to interact with an object, that implies they must first reach the object, and so only choose this idea if you want the player to approach the object. Consider the implied side effects of each idea with care, and only prompt them with an idea as is necessary to make their task clear. Ideas should be extremely brief, no more than a handful of words, and a single described action.

Win Conditions

A game of Bears ends when certain conditions are met. Multiple conditions can, and frequently will, be active at the same time. Those conditions are as follows:

Reach Into The Abyss - A gaping void appears on some maps. Reach your arm into it! It's fun and profitable! What happens, you ask? Don't think about it, just reach in!

Light The Fuse - Sometimes there's a mysterious fuse sticking up from a machine buried in the ground. Light it! Fire is super fun, and nothing will explode, probably!

Press the Button - You'll have to break the security glass first, but who could resist? It's a big red button. It's just begging to be pressed!

Appease Ostun - Ostun, High Lord of Squirrels, is present on some maps. His ghostly presence demands acorns, and you must provide. What could possibly go wrong in feeding an otherworldly squirrel, anyway?

Spells

Spells are how bears interact with the world. Bear Wizards are FAR too dignified to reach out and touch an object on their own, they have magic for that. Every single action a bear may take appears as a spell in the list. Using a spell causes it to go on cooldown, during which it cannot be used for some number of turns.

Talk

A melee ranged skill dealing great conversion damage to a tile adjacent to the user in cardinal directions only.

Interact

A melee ranged skill applying "Interact" to a tile adjacent to the user in cardinal directions only. Interact will cause effects to happen based on the object being interacted with.

Salmolotov

An area effect spell that explodes a 9 tile square at the start of the next projectile turn for its team

Magic Missile

Summons a projectile that moves forward 1 space during the projectile turn for its team. It moves until it collides with any object or the level edge.

Bear Claw

A melee attack, dealing great damage to a tile adjacent to the user in cardinal directions only

Mind Control

Deal conversion damage to a bear within range

Knockback

Apply knockback to an enemy in a straight line from the caster

Teleport

Instantly move to any tile within range

Bears

Bears come with 100 hp and 100 loyalty. If hp is depleted, the bear will die. If loyalty is depleted, the bear will convert to the team which depleted the loyalty bar, and reset to 100 loyalty.

All bears on a team share from the same pool of spells, even if converted from another team.

Every bear is unique and special with their own set of particular skills. Each bear will come with 1 to 4 of the following in-built powers that are passive and change the way that spells and abilities affect them, or those around them.

More/Less Health

1.5x or 2x base hp depending on rarity

More/Less Damage

1.5x or 2x damage depending on rarity

No Cooldown on Spell (applies to a single spell)

Which spell will determine rarity of this perk

Casts Spell When Damaged (applies to any single damage type)

Which spell will determine rarity of this perk

Casts Spell On Death

Which spell will determine rarity of this perk

Casts Spell Every Turn

Which spell will determine rarity of this perk

Enemy AI

Walks in a straight line and uses salmolotov on anyone within range.

Walks towards a target and uses bear claw when in range.

Cannot move, only teleports. No teleport cooldown. Uses mind control.

Cannot move, only shoots magic missiles in a set direction

Moves around, blocking spaces. Cannot be killed.

Story

[Bears Quest List - Master](#)

[Bears ND - WIP](#)

Different Regions:

Hippies Camp

Hippies frequently use mind control against their enemies

Normie Camp

Normies kill their opponents

Monk Camp

Monks try to win via resources or ring out

The Bunker

The area around the council chamber is heavily fortified and offers an end-game summation of every type of gameplay that is offered elsewhere. It acts as a final test of skill for players to overcome before activating the shield to hold off Cod'thulu.

Overworld Map

The game takes place in a forest city of bear wizards, complete with many businesses and homes, some of which you can enter. Different sections of the city have different visual and gameplay themes specific to their region, and each region is made up of many maps. Each map is a 13 x 13 grid of squares, and each map is connected to all surrounding maps, unless blocked by some barrier.

There exists a second map beneath the city overworld. This underground set of maps work the same as the above ground ones, except that accessing them requires you to find tunnels down below.

There should be a dedicated button to press which will open a map screen a la Link to the Past. The map screen will be a mostly static image, perhaps with some guiding indicators.

Save Points

Skill Books

Special Bears