

# “Crow Magnum”

*No Carrion Luggage Allowed!*



## COLLECTIBLES

Your crow should collect food to improve its abilities and shiny things to unlock new gameplay areas. Food is ingested instantly, while shiny things need to be returned to the Crow's nest.

## IN-GAME DISPLAY

Since the collectibles are important, they should stand out to help the player see them, especially considering the crow may be flying at high speeds. To help these items stand out, they glow - green for the food and white for the shiny things. The glow is visible beyond the clipping range of the items, so the player, depending on the camera perspective, should be able to determine the type of item and its general location long before reaching it in flight.

## HOW TO COLLECT

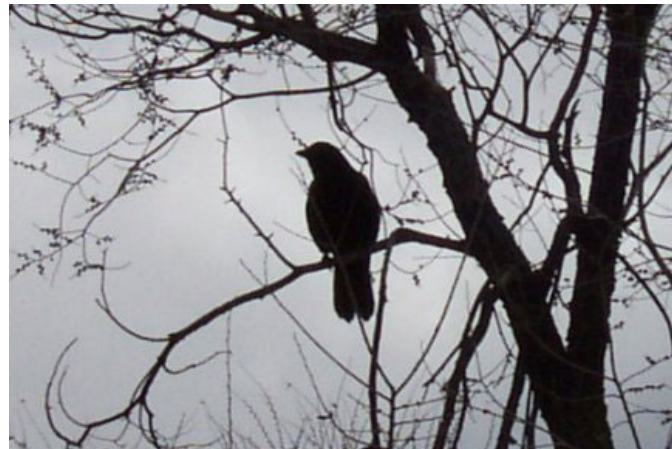
To collect something while in flight or on the ground, the player should press the bite button when near the item. Food that is bitten is ingested instantly, while shiny things are kept in the Crow's claws and should be returned to the Crow's nest. The Crow can carry up to three shiny things. If three are in possession and a fourth is collected, the first shiny thing is dropped and the new thing is collected.

## FOOD

Food is used to maintain your Crow's stamina and to improve its abilities over time.

The Crow will encounter different forms of food, including:

- Carrion
- Nuts
- Garbage
- Rodents
- Birds
- Earthworms
- Eggs



## EATING

A Crow must eat, and the player knows when the crow should eat because it will let out a loud "CAWW" when flying. Failure to quench this hunger will lower the Crow's stamina. The next meal will replenish any lost stamina. When a Crow is too full, as in it doesn't want any more food, it will let out a series of two quick "CAW's". If the Crow eats more when full, the Crow's stamina will lower (just like if not eating when hungry). The player should wait until the Crow is hungry again before eating.

Eating should provide a satisfying sound and visual appropriate to the type of food being eaten (i.e. baby bird being ingested should squeak, a nut should crack with the shell dropping, etc.).

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## IMPROVING ABILITIES

Every time the Crow ingests a certain number of consecutive meals without losing stamina, the Crow improves one or more abilities.

Abilities that can be improved include:

- Flight Speed
- Turn Speed (Handling)
- Night Sight
- Zoom Sight
- Damage Resistance (Armor)
- Bite Strength (Attack Damage)

It is easier and faster to advance in the beginning of the game as follows:

- 1st advancement requires 5 consecutive meals
- 2nd requires 10
- 3rd requires 15... and so on...

## SHINY THINGS

The Crow will encounter different shiny things, including:

- Coins
- Rings
- Watches

## INVENTORY (NEST)

Shiny things returned to a nest become part of the Crow's running inventory. A Crow has at least one nest per level and all nests offer access to the Crow's entire inventory. Shiny things are never removed from the inventory, on the contrary, the object for the player is to fill it up entirely with all shiny things in the game!

The player sees an iconic representation of their Crow's inventory when landing on a nest. Details with larger representations of the individual inventory items can also be accessed by pressing a button. Inventory items are emphasized in groups of ten (10) to coincide with unlocking (see UNLOCKING GAMEPLAY AREAS).

## UNLOCKING GAMEPLAY AREAS

Every time the Crow returns ten (10) shiny things to its nest, the Crow unlocks a new gameplay area. A visual and audible jingle should occur every time something is unlocked. There should be many gameplay areas to unlock (which can be repackaged with different collectible placement).

## STAMINA NOTE

Stamina controls how long a Crow can fly at maximum speeds. Over-exerting the Crow's maximum speed will cause it to slow down progressively until it must land, or the player allows the Crow to fly at slower speeds or voluntarily lands. Stamina normally replenishes slowly over time, unless the Crow is hungry and fails to eat, or is too full and eats (see IMPROVING ABILITIES).

