GAME START!

First thing's first:
- Initialize board
  (Distribute pegs)
- Determine # of players and gray out unused sides (if less than four players)

Player's turn
1. Move camera to player, focus on their level
2. Start SETUP phase
   - Player can:
     - move rabbits with their carrots
     - obtain rubber bands for moving rabbits
     - place rubber bands
3. DROP phase
   - Player drops the ball by pushing it with a gesture
   - A countdown timer starts as soon as the ball passes the starting line
   - Turn ends when timer runs out or when player reaches the finish line

Back = End: The start and finish line

4. END Phase
- The player's new position is finalized or reset to the original position if they did not reach their goal.
- The player receives a carrot

Rules for carrots/rabbits
- It costs 2 carrots to move a rabbit from the players own field
- It costs 1 carrot to move a rabbit from another Players field
- Once selected, a rabbit can be moved anywhere, including the field it is already on.
- BUT, a player can only move rabbits to and from the level they are on or levels ahead of them
  (No hustling the players behind you)

IF THE PLAYER DOES NOT REACH THE FINISH LINE:
They return to their start position, turn is over (try again next turn)

Unable to implement rabbit / carrot rules
5. IN-BETWEEN Phase

- In between turns, there is a chance for events. Changes increase as players progress.
  - Potential events:
    - Rabbits leaving
    - Rubber bands breaking
    - Rabbits appearing
    - Levels rotating

6. WINNING

- First person to reach the end wins and is removed from the turn cycle. Their field is then locked.
- The game continues until only one person is left, they are then defaulted to last place and the players are ranked.

Rules for rubber bands:
- A player gets a rubber band once they have moved 3 rabbits.
- Each player starts with 1 rubber band.
- Rubber bands can be used to connect pegs up to 2 spaces apart.
- A player can use their rubber band on any field including their own.

The Board

Each hexagon represents a potential peg placement.

Slots on both the top and the bottom of a level give significance to where the player lands.

- Invisible collider for finish line.
**Game Process**

- **New Game**
- **Initialization phase**
- **Begin player rotation**
- **End of player rotation**
- **In-between phase**

**Player's turn**

- **Begin turn; focus camera**
- **Setup phase**
  - **Use carrots**
  - **Increment RabbitsMoved counter**
    - If rabbits moved = 3
  - **Obtain rubber band; reset counter**
- **End Setup Phase**
- **Drop Phase**
  - Timer runs out or ball reaches finish
  - **End Phase**
    - Player reached the finish line in time
      - **current position is now start position; increment level**
        - No more levels to go
        - **GAME OVER**
          - **show winner's hierarchy**
            - **YES**
              - numPlayersLeft == 1?
            - **NO**
          - **Player is removed from rotation and their field is locked. Player is placed in Winner's hierarchy**
    - **Player didn't reach the finish line in time**
      - Not done yet
      - Player receives 1 carrot
      - Turn over - Next player in rotation
- **reset position to start position**

**End Phase**

- **Player reached the finish line in time**
  - **current position is now start position; increment level**
  - No more levels to go
  - **GAME OVER**
    - **show winner's hierarchy**
      - **YES**
        - numPlayersLeft == 1?
      - **NO**
Progression - As the player progresses there is a loss of grip on reality
- Invisible rabbits appear on contact
- Rabbits "attack" the player
- Even more rabbits will chase the player later
- Change in environment

only one special type of rabbit, "moving rabbit, was implemented in this version

Active Elements (scripts needed)
- Init - setup, arrange pegs, lock unused fields
- Player - keep track of items, turn, phase, location, level
- Timer - times ball drop, control turn phase and turn pass/fail
- Stone rabbits - location, face, independent movement
- Rabbits - same as above, but also movability by player
- Rubber bands - reg 1 & 2 endpoints
- Global - this turn, winner hierarchy
current game defaults to 4 players