Gleemerz Programming Spec

Inputs

[Cap F] – Front capacitive plate
[Cap B] – Back capacitive plate
[Tail] – tact switch located in tail
[Mic] – Mic
[Mode]- Tact switch located on nose
((x))- designated SFX, VFX or SFX routines
{{x}} designates light routines

Play/Interaction

A. User turns character on with On/Try-Me switch. When the character is first turned on, play the toy's start up routine:

    a. Play {{WakingUp}} and ((WakingUp)) then pause 0.5sec
    b. Then play ((Hello)) and {{hello}} start up routine
    c. 10% of the time (or every 10th time it is started) replace ((hello))/{{Hello}} with ((MissedYou)) and {{MissedYou}}

B. The user can put the unit to sleep by pressing and holding [Mode] for 4 sec, Play ((Goodnight)) and {{Goodnight}} and then enter sleep mode. Once unit has fallen asleep, the user must switch the unit to Try-me and then back on using [On/TryMe] or press and hold [Mode] for 2 sec to turn it back on

C. Modes:

    a. Character has 3 primary modes:
        i. Play Mode- In this mode the user will engage in fun nurturing and exploratory play utilizing the character's different sensors (cap, button, ball switch). See section
        ii. Listen Mode- In this mode, the user will engage in functionality that utilizes peak detection with the microphone
        iii. Game Mode- In this mode, the user will engage in a variety of gameplay with the character utilizing the button on the tail

D. When the start up routine is complete, the character should enter "Play Mode" (see section F below)

E. The user will switch between the different modes by pressing [Mode]: (Play mode →
Listen Mode → Game Mode → Play Mode → etc)

F. Play Mode

a. When entering "Play Mode" play ((PlayMode)) and {{PlayMode}} to indicate to the
user that the characters is in play mode

b. When in play mode, different inputs will result in different SFX/VFX and light
sequences:

    i. If [Tail] is pressed, play 1 of the following SFX/VFX and light sequences:
        1. ((Pinch)) and {{Pinch}}
        2. ((Pinch2)) and {{Pinch2}}
        3. ((Pinch3)) and {{Pinch3}}

    ii. If [Tail] is pressed 2x quickly in succession (2x press), play 1 of the
following SFX/VFX and light sequences:
        1. ((Gassy)) and {{Gassy}}
        2. ((Gassy2)) and {{Gassy2}} then ((excuseme2))
        3. ((Gassy3)) and {{Gassy3}}
        4. ((Gassy4)) and {{Gassy4}} then ((excuseme3))
        5. ((Gassy))+((Gassy2))+((Gassy3))+ ((gassy4))+((excuse me))
and {{Gas Attack}}

    iii. If the [Tail] is ~~double~~ pressed 5 times in a row, play ((sneeze)) and
{{sneeze}}

    iv. If [Tail] is activated 10 times in a row (both simple press and 2x press count
as a single activation for this counter) without any other buttons being
pressed or sequences being activated, play one of the following SFX/VFX:
        1. ((SuperSassy)) and {{SuperSassy}}
        2. ((SuperSassy2)) and {{SuperSassy2}}

    v. If [Tail] is pressed and held for 2 sec, play ((Angry Tail)) and {{Angry Tail}}

    vi. If the character is pet front to back: [Cap F] → [Cap B] play one of the
following SFX/VFX and light routines:
        1. ((Happy)) and {{Happy}}
        2. ((Happy2)) and {{Happy2}}
        3. ((Happy3)) and {{Happy3}}
        4. ~~((Happy4)) and {{Happy4}}~~
        5. ((HappyKiss)) and {{HappyKiss}}
        6. ((purr)) and {{purr}}
        7. ((NewPurr1)) and {{NewPurr1}}
        8. ((NewPurr1)) and {{NewPurr2}}

9. ((NewPurr1)) and {{NewPurr3}}

vii. If the character is pet front to back: [Cap F] → [Cap B] 5 times in a row, play ((Happy4)) and {{Happy4}}

viii. If the character is pet front to back: [Cap F] → [Cap B] 10 times in a row, play ((super purr)) and {{super purr}}

ix. If the character is pet front to back: : [Cap F] → [Cap B] 15 times in a row, play one of the following SFX/VFX:
   1. ((PurrSurprise)) and {{PurrSurprise}}
   2. ~~((PurrSurprise2)) and {{PurrSurprise2}}~~

x. If the character is pet back to front: [Cap B] → [Cap F] play one of the following SFX/VFX and light routines:
   1. ((Angry)) and {{Angry}}
   2. ~~((Angry2)) and {{Angry2}}~~
   3. ((Angry)3) and {{Angry3}}
   4. ((Growl)) and {{Growl}}
   5. ((NewGrowl1)) and {{NewGrowl1}}
   6. ((NewGrowl2)) and {{NewGrowl2}}
   7. ((NewGrowl3)) and {{NewGrowl3}}

xi. If the character is pet back to front: [Cap B] → [Cap F] 5 times in a row, play ((Angry2)) and {{Angry2}}

xii. If the character is pet back to front: [Cap B] → [Cap F] 10 times in a row, play ((tantrum)) and {{tantrum}}

xiii. If the character is pet back and forth multiple times: [Cap F] → [Cap B] → [Cap F] → [Cap B] → [Cap F] → [Cap B] play ((tickle)) and {{Tickle}}

xiv. If [Cap F] is tapped play one of the following SFX/VFX and light routines:
   1. ((Laugh)) and {{Laugh}}
   2. ((Laugh2)) and {{Laugh2}}
   3. ((Giggle1)) and {{Giggle1}}
   4. ((Giggle2)) and {{Giggle2}}
   5. ((Giggle3)) and {{Giggle3}}

xv. If [Cap F] is tapped 5 times in a row, play ((laugh)) and {{laugh}} then ((snort)) and {{snort}}

xvi. If [Cap F] is tapped 10 times in a row, play ((Headache)) and {{Headache}}

xvii. If [Cap B] is tapped play one of the following SFX/VFX and light routines:
   1. ((Yikes)) and {{Yikes}}

2. ((Yikes2)) and {{Yikes2}}

   xviii. If [Cap B] is tapped 5 times in a row, play ((FunnyYikes)) and {{FunnyYikes}}

   xix. If [Cap F] is pressed and held for 1 sec, play ((question)) and {{Question}} followed by ((Countdown)) and {{Contdown}}. Then play one of the following SFX/VFX and light routines randomized:
1. ((MyAnswer)) then ((Fortune)) and {{Fortune}}
2. ((MyAnswer)) then ((Fortune2)) and {{Fortune2}}
3. ((MyAnswer)) then ((Fortune3)) and {{Fortune3}}
4. ((MyAnswer)) then ((Fortune4)) and {{Fortune4}}
5. ((MyAnswer)) then ((Fortune5)) and {{Fortune5}}
6. ((Fortune6)) and {{Fortune6}}
7. ((LongNo)) and {{LongNo}} (~~play this SFX every 20th time that the play feature is activated~~)

   xx. If [Cap B] is pressed and held for 1 sec play ((knock knock)) and {{knockknock}}, pause 1.5sec and then play one of the following SFX/VFX and light routines randomized:
1. ((Joke)) and {{Joke}} then ((laugh2))
2. ((Joke2)) and {{Joke2}} then ((laugh2))
3. ((Joke3)) and {{Joke3}} then ((laugh2))
4. ((Joke4)) and {{Joke4}} then ((laugh2))
5. ((Joke6)) and {{Joke6}} then ((laugh2))

   xxi. If [Cap F] and [Cap B] are pressed and held for 2 sec, play ((affection)) and {{Affection}}

   ~~xxii. If [Mic] detects a clap, play ((Surprise)) and {{Surprise}}~~

   ~~xxiii. If [Mic] detects 5+ claps in quick succession play ((Applause)) and {{Applause}}~~

   xxiv. [Mic] will be off in Play Mode

   xxv. If [Mode] is pressed, play ((switch)) and {{SwitchMode}} and the character will switch to "Listen Mode" (see section H)

c. If no activity for 15 sec, play one of the following SFX/VFX and light routines randomized every 15 sec until the character enters the sleep routine
   i. ((whistle)) and {{whistle}}
   ii. ((idle)) and {{idle}}
   iii. ((idle2)) and {{idle2}}
   iv. ((idle3)) and {{idle3}}
   v. ((idle4)) and {{idle4}}

      vi.   ((idle5)) and {{idle5}}
     vii.   ((friendship prompt1)) and {{FP1}}
    viii.   ((friendship prompt2)) and {{FP2}}
     ix.   ((friendship prompt3)) and {{FP3}}

  d. If no activity for 2 min, begin the sleep routine:
       i.   Play ((FriendshipPrompt1)) and {{FP1}}
      ii.   If no activity for an additional 10 sec, play ((Yawn)) and {{Yawn}}
     iii.   If no activity for an additional 10 sec, play ((Snore)) and {{Snore}}
     iv.   If no activity for an additional 10 sec, play ((Snore)) and {{Snore}}
      v.   If no activity for an additional 10 sec, play one of the following SFX/VFX and the character will go to sleep
             1.   ((Goodnight)) and {{Goodnight}}
             2.   ((Goodnight2)) and {{Goodnight2}}
     vi.   Once unit has fallen asleep, the user must switch the unit to Try-me and then back on using [On/TryMe] or press and hold [Mode] for 2 sec

  e. If the sleep routine is interrupted with any input before it has completed and the unit goes to sleep, then play the appropriate input response (see section G.b)

  f. If the player switches [On/Try-Me] to the Try-Me position, play one of the following SFX/VFX and the character will go into Try-Me mode
             1.   ((Goodnight)) and {{Goodnight}}
             2.   ((Goodnight2)) and {{Goodnight2}}

G. Listen Mode

  a. When entering "Listen Mode" play ((MusicMode)) and {{MusicMode}} to indicate to the user that the characters is in Listen mode

  b. When in Listen Mode, the mic will always be on and will be listening for sounds/music

  c. When any sound/music is detected, the LEDs in the characters tail will function as an equalizer or peak detector, so that the tail will light up to the peak of music, or in response to the user's voice. There will be 3 potential LED display states for this peak detector:
       i.   Base – In this display state, the LEDs will emanate from the base of the tail to its tip. This will be the default LED display state when Listen Mode is first entered
      ii.   Tip – In this display state the LEDs will emanate from the tip of the tail to its base
     iii.   Pulse – In this display state, rather then the LEDs lighting up in a linear fashion, all the LEDs will all be on at a dim state, and will then brighten to full illumination based on the beat of the music

d. The will be 13 different potential color schemes for the tail when in Listen Mode;

     i.   {{COLOR A}} – This will be the starting color scheme when "Listen mode" is first initiated
    ii.   {{COLOR B}}
   iii.   {{COLOR C}}
   iv.   {{COLOR D}}
    v.   {{COLOR E}}
   vi.   {{COLOR F}}
  vii.   {{COLOR G}}
 viii.   {{COLOR H}}
  ix.   {{COLOR I}}
    x.   {{COLOR J}}
  xi.   {{COLOR K}}
  xii.   {{COLOR L}}
 xiii.   {{COLOR M}}
 xiv.   {{COLOR N}}
  xv.   {{COLOR O}}
 xvi.   {{COLOR P}}

e. Each time the character is pet front to back: [Cap F] → [Cap B], play ((swoosh)), and the unit will cycle to the next LED display state: Tip → Pulse → Base → etc (see section H.c)

f. Each time the character is pet back to front: [Cap B] → [Cap F], play ((swoosh)) and the unit will cycle to the previous LED display state: Pulse → Tip → Base → etc (see section H.c)

g. If [Tail] is pressed, play ((Swoosh)) and unit will cycle to the next color scheme: {{COLOR A}} → {{COLOR B}} → {{COLOR C}} → {{COLOR D}} → etc

h. If [Tail] is pressed 2x quickly in succession (2x press), play ((Swoosh)) and unit will cycle backwards to the previous color scheme: {{COLOR D}} → {{COLOR C}} → {{COLOR B}} → {{COLOR A}} → etc

i. If [Cap F] or [Cap B] are pressed and held for 2sec, play one of the following SFX/VFX randomly:
    i.   ((Oh Yeah))
   ii.   ((Get down))
  iii.   ((DigIt))

j. If [Mode] is pressed, play ((switch)) and {{SwitchMode}} and the character will switch to "Game Mode" (see section I)

k. If no sound is registered from the [mic] for 15sec, play ((idle4)) and {{idle4}}

l. If no sound is registered from the [mic] for a total of 1 min, play ((idle4)) and {{idle4}}

m. If no sound is registered from the [mic] for a total of 2 min, play one of the following SFX/VFX and the character will go to sleep:
  i. ((Goodnight)) and {{Goodnight}}
  ii. ((Goodnight2)) and {{Goodnight2}}

n. If no activity from any of the inputs excluding the [mic] for 5min, play ((yawn))

o. If no activity from any of the inputs excluding the [mic] for and additional 5min, play ((yawn))

p. If no activity from any of the inputs excluding the [mic] for an additional 10 sec, play ((Goodnight)) and {{Goodnight}} and the character will go to sleep

q. Once unit has fallen asleep, the user must switch the unit off and then back on using [On/TryMe] or press and hold [Mode] for 3 sec

H. Game Mode

a. When entering "Game Mode" play ((GameMode)) and {{Game Mode}} to indicate to the user that the character is in Game mode

b. There will be 3 different games variants that the player can play in "Game Mode"

  i. Bounce- A Pong type game in which the user presses the tail to bounce the light back and forth with the Lumeez
  ii. Catch- A reaction type game in which Purple and Green lights will flow down the tail. The user is trying to press the tail to catch the Green lights and avoid the Purple lights
  iii. Bullseye- A timing reaction game in which light flows up and down tail with a singular LED remaining lit (the target). The user needs to press the tail button when the flowing light crosses the target. ~~If accurate, the target location changes and~~ the flowing light gets faster

c. Each time the character is pet front to back: [Cap F] → [Cap B], play ((swoosh)) and {{Swoosh}} and cycle forwards to the next game mode: Bounce → Beat → Bullseye → Bounce → etc

d. Each time the character is pet back to front: [Cap B] → [Cap F], play ((swoosh)) and {{Swoosh}} and cycle backwards to the next game mode: Bounce → Bullseye → Beat → Bounce → etc

e. Rather than defaulting to a specific game every time the character enters game mode, each time the character enters "Game Mode" one of 3 potential game variant should randomly launch (Bounce, Beat, or Bullseye) after ((GameMode)) and {{GameMode}} are completed

f. Bounce Game

   i. Whenever the Bounce game variant is launched play ((BounceIntro)).

   ii. Wait 2 sec and then play ((presstail)) and {{presstail}}. This will indicate to the player that they need to press [Tail] to start the game

   iii. If no activity for 15 sec, play ((Bounce Intro)) then ((presstail)) and {{presstail}} again

   iv. If no activity for an additional 15 sec, play one of the following SFX/VFX:
      1. ((FriendshipPrompt4)) and {{FP4}} then ((Bounce Intro))
      2. ((idle5)) and {{presstail}} then ((Bounce Intro))
      followed by ((press tail)) and {{press tail}}. Repeat this every 15 sec until a total of 2min of inactivity occurs, then proceed to sleep routine (see H.I below)

   v. If [Tail] is pressed, a game of Bounce will start. Play ((GameStart)) and then play one of the following SFX/VFX randomly:
      1. ((gassy))
      2. ((gassy2))
      3. ((gassy3))
      4. ((gassy4))

   vi. The character should send a light target down its tail starting at the base towards the tip of the tail.
      1. This light should consist of 2 active LEDs: The leading/front LED at 100% brightness, the trailing LED at 20% brightness

   vii. As each light in the tail lights up with the leading LED in the light target, a specific SFX should play:
      1. LED 1: will always play one of the gassy SFX as defined above
      2. LED 2: play ((tone2))
      3. LED 3: play ((tone3))
      4. LED 4: play ((tone4))
      5. LED 5: play ((tone5))
      6. LED 6: play ((tone6))

7. LED 7: will play either a success SFX or miss SFX as defined below
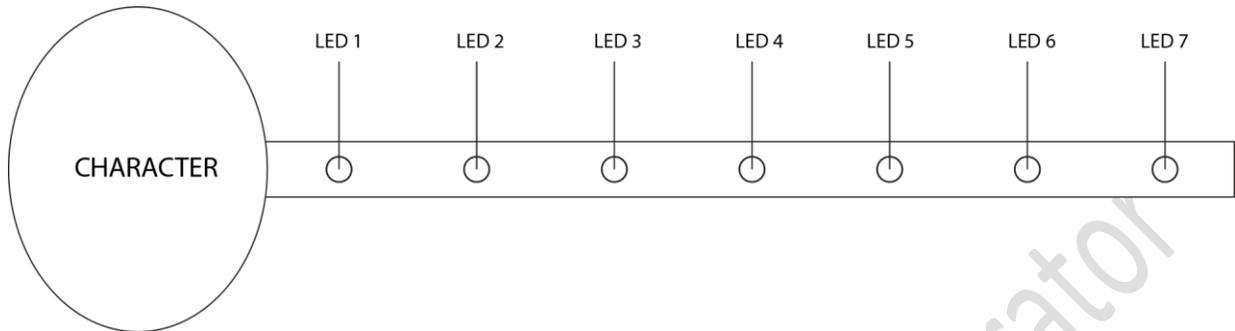
viii. The color of the LEDs in the tail will be determined by which direction they are travelling:
1. If the LED target is travelling down the tail from the character to the tip, it should be orange
2. If the LED target is travelling up the tail from the tip to the character, it should be cyan

ix. The light target will travel down the tail, and the player will attempt to press [Tail] when the leading LED of the light target is the LED that is closest to the tip of the tail and "bounce" the light back to the creature

x. If [Tail] is pressed successfully, play one of the following SFX/VFX and the light target should change direction and head back up the tail:
1. ((success))
2. ((success2))
3. ((success3))
4. ((Encourage))
5. ((Encourage2))
6. ((Encourage3))
7. ((Encourage4))
8. ((Encourage5))

xi. Rather then having to hit [Tail] with 100% timing accuracy, there should be a wide time window of opportunity for the player to have a "successful" result when targeting the light trail.

xii. The speed at which the light target travels back up the tail should be determined by early the player pressed [Tail] within the window of opportunity. The closer to the start of the window of opportunity, the faster the light target will travel

xiii. When the light target reaches the closest LED to the base of the tail, the character will "bounce" the light target back towards the player. Play one of

the following SFX/VFX randomly and change the direction of the light target so that it is travelling back down the tail:
1. ((gassy))
2. ((gassy2))
3. ((gassy3))
4. ((gassy4))

xiv. The speed at which the light target travels back down the tail should be equal to the speed at which it travelled up the tail previously

xv. The character and player will continue to "bounce" the light target back and forth until either the player "misses" the light target, or the player "wins"

xvi. If the window of opportunity closes before the player presses [Tail], the player will "miss" the target and the game session will be over. Play ((Discourage1)) and then ((GameOver)) then ((lose)) and {{Lose}}

xvii. If the player successfully hits [Tail] within the window of opportunity 10 times in a row, the light will travel back up to the base of the tail and the player will win. Play ((GameOver)) then ((win)) and {{win}}

xviii. Play ((Performance)) to let the user know that their game performance is about to be displayed

xix. The character will now display the players performance using the LEDs in its tail:
1. The tail should play the appropriate light sequence based on the number of times that the player successfully "bounced" the light target back starting from the tip to the base.
2. If the player "hit" the target 1-2 times play {{ScoreNegative}} and ((negative))
3. If the player "hit" the target 3-6 times play {{ScoreOK}} and ((ok))
4. If the player "hit" the target 7-9 times play {{ScorePositive}} and ((positive))
5. If the player player "hit" the target 10 times then play {{ScorePerfect}} and then one of the following SFX/VFX
   a. ((celebrate)) and {{celebrate}}
   b. ((celebrate2)) and {{celebrate2}}
   c. ((celebrate3)) and {{celebrate3}}

xx. The player can press [Tail] at any time after the performance is displayed in order to start a new game

xxi. If no activity for 5 sec after the players performance is displayed play one of the following SFX/VFX:

1. ((GreatGame)) and {{GreatGame}} then pause 0.5sec then play ((BounceIntro))
2. ((GreatGame2)) and {{GreatGame}} then pause 0.5sec then play ((BounceIntro))
3. ((GreatGame3)) and {{GreatGame}} then pause 0.5sec then play ((BounceIntro))

xxii. If no activity for an additional 5sec play ((presstail)) and {{presstail}}. This will indicate to the player that they need to press [Tail] to start another game.

xxiii. If no activity for an additional 15 sec, play one of the following SFX/VFX:
1. ((FriendshipPrompt4)) and {{FP4}}
2. ((idle5)) and {{presstail}}
followed by ((press tail)) and {{press tail}}. Repeat this every 15 sec until a total of 2min of inactivity occurs, then proceed to sleep routine (see H.l below)

xxiv. At any time during a game of Bounce, if the player presses and holds [Tail] for 3 sec, interrupt the game, play ((scratch)) then ((GameMode)) and {{Game Mode}} and return to H.f.i above

g. Catch Game

i. Whenever the Catch game variant is launched play ((CatchIntro)).

ii. Wait 2 sec and then play ((press tail)) and {{presstail}}. This will indicate to the player that they need to press [Tail] to start the game

iii. If no activity for 15 sec, play ((CatchIntro)), then ((presstail)) and {{presstail}} again

iv. If no activity for an additional 15 sec, play one of the following SFX/VFX:
1. ((FriendshipPrompt4)) and {{FP4}} then ((CatchIntro))
2. ((idle5)) and {{presstail}} then ((CatchIntro))
followed by ((press tail)) and {{press tail}}. Repeat this every 15 sec until a total of 2min of inactivity occurs, then proceed to sleep routine (see H.l below)

v. If [Tail] is pressed, a game of Catch will start and play ((GameStart)) then one of the following light sequences will begin:
1. {{Catch1}}
2. {{Catch2}}
3. {{Catch3}}
The 3 different sequences will be composed of a series of lights that travel down the tail from its base to the tip with specific timing.

vi. Each sequence will be approximately 22sec in duration, and will consist of Green and Orange colored LEDs flowing down the tail of the character. The objective is for the player to press [tail] when a Green light hits the last LED on the characters tail, and avoid pressing [tail] when a Orange light hits the last LED on the characters tail.

vii. Whenever a light starts at the LED closest to the base of the character, play a SFX/VFX depending on the color of the light:
    1. If the light is purple, play one of the following VFX/SFX:
        a. ((kiss))
        b. ((kiss2))
        c. ((kiss3))
        d. ((kiss4))
    2. If the light is lime, play one of the following VFX/SFX:
        a. ((gassy))
        b. ((gassy2))
        c. ((gassy3))
        d. ((gassy4))

viii. If the player presses [Tail] at the correct times (when the last LED is Green), play one of the following SFX/VFX:
    1. ((success2))
    2. ((success2))
    3. ((success3))

ix. If the player presses [Tail] at the incorrect times (when the last LED is Orange colored), play one of the following SFX:
    1. ((wrong))
    2. ((wrong2))
    3. ((wrong3))

x. If the player presses [Tail] at any time when the last LED is not lit, there should be no response

xi. When the light sequence is complete play ((GameOver)) followed by ((win)) and {{win}}

xii. Play ((Performance)) to let the user know that their game performance is about to be displayed

xiii. The character will now display the players performance using the LEDs in its tail:
    1. There are 15 purple light targets and 15 lime colored targets in each of the sequences. The player's score will be based on the

number of times that they successfully pressed [Tail] when the last LED was Green (+1) minus the the number of times that they incorrectly pressed [Tail] when the last LED was Orange colored (-1)

2. If the player scores less then 0 points, play {{ScoreNegative}} and ((negative))
3. If the player scores 0 or 6 points play {{ScoreOK}} and ((ok))
4. If the player scores 7 or 11 points play {{ScorePositive}} and ((positive))
5. If the player scores 12 points or more, play {{ScorePerfect}} and one of the following SFX/VFX
   a. ((celebrate)) and {{celebrate}}
   b. ((celebrate2)) and {{celebrate2}}
   c. ((celebrate3)) and {{celebrate3}}

xiv. The player can press [Tail] at any time after the performance is displayed in order to start a new game

xv. If no activity for 5 sec after the players performance is displayed play one of the following SFX/VFX:
   1. ((GreatGame)) and {{GreatGame}} then pause 0.5sec then play ((CatchIntro))
   2. ((GreatGame2)) and {{GreatGame}} then pause 0.5sec then play ((CatchIntro))
   3. ((GreatGame3)) and {{GreatGame}} then pause 0.5sec then play ((CatchIntro))

xvi. If no activity for an additional 5sec, play ((press tail)) and {{presstail}}. This will indicate to the player that they need to press [Tail] to start another game.

xvii. If no activity for an additional 15 sec, play one of the following SFX/VFX:
   1. ((FriendshipPrompt4)) and {{FP4}}
   2. ((idle5)) and {{presstail}}
   followed by ((press tail)) and {{press tail}}. Repeat this every 15 sec until a total of 2min of inactivity occurs, then proceed to sleep routine

xviii. At any time during a game of Catch, if the player presses and holds [Tail] for 3 sec, interrupt the game, play ((scratch)) then ((GameMode)) and {{Game Mode}} and return to H.g.i above

h. Bullseye

i. Whenever the Bullseye game variant is launched play ((bullseyeIntro)).

ii. Wait 2 sec and then play ((presstail)) and {{presstail}}. This will indicate to the player that they need to press [Tail] to start the game

iii. If no activity for 15 sec, play ((BullseyeIntro)) then ((press tail)) and {{press tail}} again

iv. If no activity for an additional 15 sec, play one of the following SFX/VFX:
    1. ((FriendshipPrompt4)) and {{FP4}} then ((BullseyeIntro))
    2. (idle5)) and {{presstail}} then ((BullseyeIntro))

    followed by ((presstail)) and {{presstail}}. Repeat this every 15 sec until a total of 2min of inactivity occurs, then proceed to sleep routine

v. If [Tail] is pressed, a game of Bullseye will start and play ((GameStart))

vi. One of the LEDs will be designated as the target, and will start pulsing Green rapidly. The target will always be located in LED position #4 (center LED)

vii. The character should send a light trail down its tail starting at the base towards the tip of the tail. This light should consist of 1 active LED that is lit Purple

viii. When the light trail reaches the last LED, play ((boing1)), and it should reverse direction and start traveling back up the tail. This light trail should continue to "bounce" back and forth between the tip and the tail

ix. When the center LED of the light trail is directly over the target LED, it should shine White

x. The objective is for the player to press [Tail] when the light trail passes over the target LED. If the player successfully presses [Tail] when the light trail is over the target LED this is considered a "hit" and play {{BullseyeHit}} and one of the following SFX
    1. ((Success))
    2. ((Success2))
    3. ((Success3))

xi. If the player presses [Tail] when the light trail is not on top of the target LED, this is considered a "miss" turn the currently lit LED red temporarily and play one of the following SFX:
    1. ((Wrong))
    2. ((Wrong2))
    3. ((Wrong3))

xii. If the player does not press [Tail], the light trail should continue to travel up and down the tail. Whenever it switches direction, play ((Boing)) or ((boing 1)) depending on if it is at the tip of the tail or at the base. If the light trail travels up and down the tail 8 times without the user pressing [Tail], play ((GameOver)) followed by ((lose)) and {{lose}}. They will lose the game, and the game session will be over and the user will be given their performance

xiii. If the player successfully "hits" the target, the speed that the light trail is travelling will increase

xiv. If the player successfully hits the target 8 times, play ((GameOver)) followed by ((win)) and {{win}}. The player will win the game, and the game session will be over and their performance will be displayed

xv. If the player "misses" the target a total of 5 times, play ((GameOver)) followed by ((lose)) and {{lose}}. They will lose the game, and the game session will be over and their performance will be displayed

xvi. Play ((Performance)) to let the user know that their game performance is about to be displayed

xvii. The character will now display the players performance using the LEDs in its tail:
    1. If the player "hit" the target 1-2 times play {{ScoreNegative}} and ((negative))
    2. If the player "hit" the target 3-5 times play {{ScoreOK}} and ((ok))
    3. If the player "hit" the target 6-7 times play {{ScorePositive}} and ((Positive))
    4. If the player player "hit" the target 8 times times play {{ScorePerfect}} and then one of the following SFX/VFX
        a. ((celebrate)) and {{celebrate}}
        b. ((celebrate2)) and {{celebrate2}}
        c. ((celebrate3)) and {{celebrate3}}

xviii. The player can press [Tail] at any time after the performance is displayed in order to start a new game

xix. If no activity for 5 sec after the players performance is displayed play one of the following SFX/VFX:
    1. ((GreatGame)) and {{GreatGame}} then pause 0.5sec then play ((BullseyeIntro))
    2. ((GreatGame2)) and {{GreatGame}} then pause 0.5sec then play ((BullseyeIntro))
    3. ((GreatGame3)) and {{GreatGame}} then pause 0.5sec then play ((BullseyeIntro))

xx. If no activity for an additional 5 sec play ((press tail)) and {{presstail}}. This will indicate to the player that they need to press [Tail] to start another game.

xxi. If no activity for an additional 15 sec, play one of the following SFX/VFX:
1. ((FriendshipPrompt4)) and {{FP4}}
2. ((idle5)) and {{presstail}}

followed by ((press tail)) and {{press tail}}. Repeat this every 15 sec until a total of 2min of inactivity occurs, then proceed to sleep routine

i. If the player presses [Mode], play ((switch)) and {{SwitchMode}} and the character will switch to "Play Mode" (see section F)

j. If no activity for 2 min, begin the sleep routine:
i. Turn off the ((beat)) for the currently active game
ii. Play ((FriendshipPrompt1)) and {{FP1}}
iii. If no activity for an additional 10 sec, play ((Yawn)) and {{Yawn}}
iv. If no activity for an additional 10 sec, play ((Snore)) and {{Snore}}
v. If no activity for an additional 10 sec, play ((Snore)) and {{Snore}}
vi. If no sound is registered from the [mic] for a total of 2 min, play one of the following SFX/VFX and the character will go to sleep:
1. ((Goodnight)) and {{Goodnight}}
2. ((Goodnight2)) and {{Goodnight2}}
vii. Once unit has fallen asleep, the user must switch the unit off and then back on using [On/TryMe] or press and hold [Mode] for 3 sec

k. If the sleep routine is interrupted with any input before it has completed and the unit goes to sleep, then play the appropriate input response depending on which game mode the character is currently in

l. At any time during a game of Bullseye, if the player presses and holds [Tail] for 3 sec, interrupt the game, play ((scratch)) then ((GameMode)) and {{Game Mode}} and return to H.h.i above

I. Eyes

a. Different light routines will include specifications for the character's eyes in addition to the LEDs in the character's tail

b. The default color for the eyes should be cyan

c. When there is no activity, or specific light sequence occurring, the eyes should play {{blink}} every approximate 4sec

J. Try-Me

a. The only input that will be active in Try-Me mode will be [Mode]

b. When [Mode] is pressed, play one of the following SFX/VFX and light routines:
   i. ((Hello)) and {{hello}}
   ii. ((PlayWithMe)) and {{TryMePlay}}
   iii. ((Laugh)) and {{TryMeLaugh}}
   iv. ((purr)) and {{TryMepurr}}

c. Rather than playing randomly, the different try-me routines should cycle through in order

K. Hidden Codes

a. In order to support marketing activities, we would like to embed some discoverable content that can only be activates when a specific combination of inputs are activated (similar to cheat codes in video games)

b. These discoverable elements are not intended to interrupt the normal input/output play as defined in the above spec

c. Below is a list of the hidden codes that we would like to include:

   i. If the user presses and holds [Cap F] for 6 sec, play ((discover)) then ((song1)) and {{song1}}
   ii. If the player presses and holds [Tail] for 6 sec, play ((discover)) then ((Beatbox)) and {{BeatBox}}
   iii. If the player presses [Tail] 20x in a row without any other inputs being activated, play ((discover)) then ((HappyBirthday)) and {{HappyBirthday}}
   iv. If the player presses [Cap F] then [Cap B] then [Cap F] then [Cap B] then [Tail], play ((discover)) then ((Valentines)) and {{Valentines}}
   v. If the user presses and holds both [Cap F] and [Cap B] for 10 sec, play ((discover)) then ((Thanksgiving)) and {{Thanksgiving}}
   vi. If the user presses and holds [Tail] and presses [Mode] at the same time play ((discover)) then ((JulyFourth)) and {{JulyFourth}}
   vii. If the user presses [Tail] then 2x[Tail] then 2x[Tail] then [Tail] play ((discover)) then ((discorage1)) then ((gassy)) and then enter Fart Mode:
      1. In Fart mode, any input utilizing [Cap F], [Cap B] or [Tail] will result in one of the following SFX/VFX and light routines:
         a. ((gassy)) and {{gassy}}
         b. ((gassy2)) and {{gassy2}}
         c. ((specialgas)) and {{specialgas}}
         d. ((specialgas)) and {{specialgas2}}
         e. ((specialgas)) and {{specialgas3}}

  2. In Fart Mode, if there is no activity for 30sec, play ((Goodnight)) and {{goodnight}} and the unit should go to sleep. If the unit goes to sleep, it will exit Dog mode and be back in normal play mode upon waking.

  3. If the player presses [Mode] the unit will exit Fart Mode and return to normal functioning

viii. If presses [Mode] 10 times in a row without any other inputs being activated, play ((discover)) then ((bark)) and then enter Dog Mode:

  1. In Dog mode, any input utilizing [Cap F], [Cap B] or [Tail] will result in one of the following SFX/VFX and light routines:
   a. ((bark)) and {{bark}}
   b. ((bark2)) and {{bark2}}
   c. ((bark3)) and {{bark3}}
   d. ((bark4)) and {{bark4}}
   e. ((bark5)) and {{bark5}}

  2. In Dog Mode, if there is no activity for 30sec, play ((Goodnight)) and {{goodnight}} and the unit should go to sleep. If the unit goes to sleep, it will exit Dog mode and be back in normal play mode upon waking.

  3. If the player presses [Mode] the unit will exit Dog Mode and return to normal functioning

ix. If the user double taps [Cap B] 10 times play ((discover)) then ((Halloween)) and {{Halloween}}

x. If the user presses and holds [Tail] and presses and holds either [Cap F] or [Cap B] for 3 sec, play ((discover)) and then ((meow)) and enter Cat Mode:

  1. In Cat mode, any input utilizing [Cap F], [Cap B] or [Tail] will result in one of the following SFX/VFX and light routines:
   a. ((meow)) and {{meow}}
   b. ((meow2)) and {{meow2}}
   c. ((meow3)) and {{meow3}}
   d. ((meow4)) and {{meow4}}
   e. ((meow5)) and {{meow5}}

  2. In Cat Mode, if there is no activity for 30sec, play ((Goodnight)) and {{goodnight}} and the unit should go to sleep. If the unit goes to sleep, it will exit Cat mode and be back in normal play mode upon waking.

  3. If the player presses [Mode] the unit will exit Cat Mode and return to normal functioning

L. SFX/VFX

	VFX	Description	Dialogue	Time
1	((Hello))	Plays upon start up. Introduction to character. Also utilized in as a Try-me routine	**Hey you!**	TBD

2	((MissedYou))	Plays upon start up if the user has not played with the toy for a long time	**I missed you a lot!**	
3	((PlayMode))	Indicates to the player that they are in Play mode. Also utilized in as a Try-me routine	**Let's have fun!**	TBD
4	((pinch))	Response to tail being pinched	**Ouch!**	TBD
5	((pinch2))	Response to tail being pinched	**Yikes!**	TBD
6	((pinch3))	Response to tail being pinched	**Hey!**	TBD
7	((excuseme))	Response to having a lot of gas by saying "excuse me"	**So sorry!**	TBD
8	((excuseme2))	Response to having a lot of gas by saying "excuse me"	**Oop-sy!**	TBD
9	((excuseme3))	Response to having a lot of gas by saying "excuse me"	**Uh-oh! My bad!**	TBD
10	((Super Sassy))	Character's response to her tail being pinched 5 times in a row	**Respect the tail!**	TBD
11	((SuperSassy2))	Character's response to her tail being pinched 5 times in a row	**What did I do to deserve this?**	TBD
12	((Angry Tail))	Character's response to her tail being pinched 10 times in a row	**Aww, tail hug!**	TBD
13	((Tickle))	If the character is pet back and forth multiple times	**You're messing up my hair!**	TBD
14	((Happy))	Appreciation sound for being pet	**Oooh**	TBD
15	((Happy2))	Appreciation sound for being pet 2	**Ahhh, yeah!**	TBD
16	((Happy3))	Appreciation sound for being pet 3	**That tickles!**	TBD
17	((Happy4))	Appreciation sound for being pet 4	**All the feels!**	TBD
18	((HappyKiss))	Appreciation sound for being pet 5	**Kissing VFX**	TBD
19	((purr))	Character's response to being pet 5 times in a row	**Purr VFX**	TBD
20	((super purr))	Character's response to being pet 10 times in a row	**Long Purr VFX**	TBD
21	((PurrSurprise))	Random surprise response from petting character	**You're sweet like a cupcake!**	TBD
22	((Angry))	Character expressing displeasure when being pet backwards	**Rasberry VFX**	TBD

23	((Angry2))	Character expressing displeasure when being pet backwards 2	**Oh, come on!**	TBD
24	((Angry3))	Character expressing displeasure when being pet backwards 3	**Uh-uh**	TBD
25	((growl))	Character showing frustrtion after being pet backwards 5 times in a row	**Growl VFX**	TBD
26	((tantrum))	Character throwing a tantrum after being pet backwards 10 times in a row	**Annoyed Growl VFX**	TBD
27	((laugh))	Character laughing	**Laugh VFX**	TBD
28	((laugh2))	Character laughing	**Giggle VFX**	TBD
29	((headache))	Characters response after being tapped on the head repeatedly	**Ow, my brain hurts!**	TBD
30	((Yikes))	Surprise response after being tapped on the back of the head	**Yikes!**	TBD
31	((Yikes2))	Surprise response after being tapped on the back of the head 2	**Gasp VFX**	TBD
32	((Funny Yikes))	funny response after being tapped on the back of the head 5 times in a row	**Well, hello to you too!**	TBD
33	((question))	Indicates to the player that they should ask the Lumeez a simple question (similar to magic 8-ball)	**Ask me a yes or no question!**	TBD
34	((MyAnswer))	Preceeds some fortune responses	**My answer is…**	TBD
35	((Fortune))	Answer to simple question (similar to magic 8-ball)	**Yes**	TBD
36	((Fortune2))	Answer to simple question (similar to magic 8-ball)	**Nope**	TBD
37	((Fortune3))	Answer to simple question (similar to magic 8-ball)	**Maybe**	TBD
38	((Fortune4))	Answer to simple question (similar to magic 8-ball)	**Ubetcha!**	TBD
39	((Fortune5))	Answer to simple question (similar to magic 8-ball)	**Sure!**	TBD
40	((Fortune6))	Answer to simple question (similar to magic 8-ball)	**My tail is tingling! That means yes!**	TBD

41	((LongNo))	Surprise fortune response	**I'm sorry to say no. Unless you wanted me to say no. Then I'm happy to say no.**	TBD
42	((KnockKnock))	Lead into knock knock jokes	**Knock, knock**	TBD
43	((Joke))	Short knock knock joke	**[Who's there?] Canoe [Canoe who?] Canoe pet my head?**	TBD
44	((Joke2))	Short knock knock joke	**Iguana (Iguana who?) Iguana tell you another joke**	TBD
45	((Joke3))	Short knock knock joke	**I'm a Koala (Koala who?) I'm a Koala-fied to make you laugh!**	TBD
46	((Joke4))	Short knock knock joke	**Unicorn (Unicorn who?) Unicorn-y, but I like you!**	TBD
47	((Joke6))	Short knock knock joke	**I'm Paul (I'm Paul who?) I'm paul-sitive you're my best friend!**	TBD
48	((affection))	A cute affectionate line	**I heart you!**	TBD
49	((Surprise))	A surprised response to a loud noise	**Oof! My ears!**	TBD
50	((Kiss))	Kissing sound	**Kissing VFX**	TBD
	((Kiss2))	Kissing sound	**Kissing VFX**	TBD
	((Kiss3))	Kissing sound	**Kissing VFX**	TBD
	((Kiss4))	Kissing sound	**Kissing VFX**	TBD
51	((applause))	Applause + Yea!	**Whoooohooo, yeah!**	TBD
52	((Yawn))	Cute yawn	**Yawn VFX**	TBD
53	((Snore))	Cute Snore	**Snore VFX**	TBD
54	((whistle))	Response to not being played with	**<whistle> Hey, over here!**	TBD
55	((idle))	Response to not being played with	**Don't mind me, I'll entertain myself.**	TBD
56	((idle2))	Response to not being played with	**You know what? I think you're Friend-tastic!**	TBD
57	((idle3))	Response to not being played with	**I know what you're thinking. That I'm cute. Right?**	TBD
58	((idle4))	Response to not being played with when in music mode	**I'm all ears**	TBD

59	((idle5))	Response to not being played with	I'll just be right here when you're ready to play.	TBD
60	((friendship prompt1))	Response to not being played with	Yooo-hooo!	TBD
61	((friendship prompt2))	Response to not being played with	<fart> That wasn't me!	TBD
62	((friendship prompt3))	Response to not being played with	Ohhhh, friennndddd (sing-songy)	TBD
63	((friendship prompt4))	Indicating that the unit is going into sleep mode	All this no-playing is making me sleepy.	TBD
64	((Goodnight))	Indicating that the unit is going into sleep mode	Nighty-night, friend!	TBD
65	((Goodnight2))	Indicating that the unit is going into sleep mode	Sleepy-time, nighty-night!	TBD
66	((MusicMode))	Indicates to the player that they are in Listen mode	Let's Listen to music!	TBD
67	((Breakdown))	Response to enjoying music	Oh yeah, break it down!	TBD
68	((Oh Yeah))	Response to enjoying music	Yeah, this song is sweet!	TBD
69	((Get Down))	Response to enjoying music	Let's see your moves!	TBD
70	((Yes))	Response to enjoying music	Yeah, THIS is my jam!	TBD
71	((Digit))	Response to enjoying music	Awesome… party time!	TBD
72	((GameMode))	Indicates to the player that they are in Game mode	Let's play a game!	TBD
73	((bounce intro))	Indicates to the player that a game of "bounce" is starting	Let's play Tail Tennis	TBD
74	((beat intro))	Indicates to the player that a game of "beat" is starting	Let's play Music Maker	TBD
75	((bullseye intro))	Indicates to the player that a game of "bullseye" is starting	Let's play Stop on the Spot	TBD
76	((press tail))	Indicates to the player that they need to press the character's tail to start the game	Press my tail to start!	TBD
77	((Encourage))	Positive player input during game	Weeeee!	TBD
78	((Encourage2))	Positive player input during game	Eeeeek	TBD
79	((Encourage3))	Positive player input during game	Yeowch!	TBD
80	((Encourage4))	Positive player input during game	Whoo-hoo	TBD
81	((Encourage5))	Positive player input during game	Sweet!	TBD

82	((Discourage1))	Negative player input during game	**Whomp-whomp**	TBD
83	((Discourage2))	Negative player input during game	**Blah**	TBD
84	((negative))	Indicates that a player's performance in a game was not so good…but in a positive way	**Waah-wahh. That's ok, wanna play again?**	TBD
85	((ok))	Indicates that a player's performance in a game was ok…but in a positive way	**You did ok! Hope you had fun!**	TBD
86	((positive))	Indicates that a player's performance in a game was good…but in a positive way	**You're good at this game!**	TBD
87	((celebrate))	Indicates that a player's performance in a game was amazing	**Ah. Maze. Ing! You rocked it!**	TBD
88	((celebrate2))	Indicates that a player's performance in a game was amazing	**You're awesome, with extra awwwwww!**	TBD
89	((celebrate3))	Indicates that a player's performance in a game was amazing	**That was awesome!**	TBD
90	((GreatGame))	Friendship prompt after a game is played	**I always wanted a friend like you!**	TBD
91	((GreatGame2))	Friendship prompt after a game is played	**I always have fun with you!**	TBD
92	((GreatGame3))	Friendship prompt after a game is played	**I'm so happy we're friends!**	TBD
93	((tonal))	Hidden Secret VFX	**(low pitch) Hi! (normal pitch) Oops, frog in my throat!**	TBD
94	((beatbox))	Hidden Secret VFX	**Cute beatbox routine VFX**	TBD
95	((HappyDance))	Hidden Secret VFX	**Happy Dance Happy Dance Dance!**	TBD
96	((secret))	Hidden Secret VFX	**Tell me a secret!**	TBD
97	((sneeze))	Surprise response VFX	**Sneeze VFX**	TBD
98	((snort))	Surprise response VFX	**Snort VFX**	TBD
99	((bark))	Hidden Secret VFX	**bark VFX**	TBD
100	((meow))	Hidden Secret VFX	**meow VFX**	TBD
	SFX	**Description**	**Dialogue**	**Time**
1	((Gassy))	Cute fart noise 1	**Fart SFX**	TBD
2	((Gassy2))	Cute fart noise 2	**Fart SFX**	TBD
3	((Gassy3))	Cute fart noise 3	**Fart SFX**	TBD

4	((Gassy4))	Cute fart noise 4	**Fart SFX**	TBD
5	((swoosh))	Indicates switching game mode	**SFX**	TBD
6	((success))	Affirmative SFX indicating a positive action	**SFX**	TBD
7	((success2))	Affirmative SFX indicating a positive action	**SFX**	TBD
8	((success3))	Affirmative SFX indicating a positive action	**SFX**	TBD
9	((lose))	Losing stinger	**Stinger**	TBD
10	((win))	Winning Stinger	**Stinger**	TBD
11	((BreakDown))	Quick intro to indicate game is starting	**Lead-in**	TBD
12	((scratch))	Negative SFX to indicate a incorrect action	**SFX**	TBD
13	((countdown))	Short Jeopardy like tune to indicate a time window is closing while you to ask a question	**Stinger**	TBD
14	((discover))	Very Short glimmer to indicate the user has found a secret	**SFX**	TBD
15	((wrong))	Short negative tone to indicate an incorrect button press in the Catch game	**SFX**	TBD
16	((switch))	Short SFX to clearly indicate that modes are being changed	**SFX**	

M. Music

Music	Description	Time
((Bounce Beat))	Simple Loopable drum/bass beat that will play in the background during the bounce game, and during a light dance between multiple Lumeez	TBD
((Bullseye Beat))	Simple Loopable drum/bass beat that will play in the background during the Bullseye game, and during a light dance between multiple Lumeez	TBD
((Beat Beat))	Simple Loopable drum/bass beat that will play in the background during the bounce game	TBD
((Beat Song 1))	Series of MIDI notes that will play in sucession when the player pressed [Tail] during Beat game mode. Should align with backing timing of ((Beat Beat)). Should consist of approximately 30-40 notes/targets	Approx. 20sec
((Beat Song 2))	Series of MIDI notes that will play in sucession when the player pressed [Tail] during Beat game mode. Should align with backing timing of ((Beat Beat)). Should consist of approximately 30-40 notes/targets	Approx. 20sec

((Beat Song 3))	Series of MIDI notes that will play in sucession when the player pressed [Tail] during Beat game mode. Should align with backing timing of ((Beat Beat)) Should consist of approximately 30-40 notes/targets	Approx. 20sec
((Song1))	Discoverable Song unlocked by a secret code	TBD
((Song2))	Discoverable Song unlocked by a secret code	TBD
((Song3))	Discoverable Song unlocked by a secret code	TBD

N. Light Routines

Note: The below light routines will each be defined with specific timing sequencing and colors. The routines will provide

	Light Routine	Occurs When/Description	Time
1	{{wakingUp}}	See supplementary Excell documentation	TBD
2	{{hello}}	See supplementary Excell documentation	TBD
3	{{missedyou}}	See supplementary Excell documentation	TBD
4	{{playmode}}	See supplementary Excell documentation	TBD
5	{{pinch}}	See supplementary Excell documentation	TBD
6	{{pinch2}}	See supplementary Excell documentation	TBD
7	{{pinch3}}	See supplementary Excell documentation	TBD
8	{{gassy}}	See supplementary Excell documentation	TBD
9	{{gassy2}}	See supplementary Excell documentation	TBD
10	{{gassy3}}	See supplementary Excell documentation	TBD
11	{{gassy4}}	See supplementary Excell documentation	TBD
12	{{Gas Attack}}	See supplementary Excell documentation	TBD
13	{{Sneeze}}	See supplementary Excell documentation	TBD
14	{{SuperSassy}}	See supplementary Excell documentation	TBD
15	{{SuperSassy2}}	See supplementary Excell documentation	TBD
16	{{AngryTail}}	See supplementary Excell documentation	TBD
17	{{Happy}}	See supplementary Excell documentation	TBD
18	{{Happy2}}	See supplementary Excell documentation	TBD
19	{{Happy3}}	See supplementary Excell documentation	TBD
20	{{Happy4}}	See supplementary Excell documentation	TBD
21	{{HappyKiss}}	See supplementary Excell documentation	TBD
22	{{Purr}}	See supplementary Excell documentation	TBD
23	{{SuperPurr}}	See supplementary Excell documentation	TBD
24	{{PurrSuprise}}	See supplementary Excell documentation	TBD
25	{{PurrSuprise2}}	See supplementary Excell documentation	TBD
26	{{Angry}}	See supplementary Excell documentation	TBD
27	{{Angry2}}	See supplementary Excell documentation	TBD
28	{{Angry3}}	See supplementary Excell documentation	TBD

29	{{Growl}}	See supplementary Excell documentation	TBD
30	{{Tantrum}}	See supplementary Excell documentation	TBD
31	{{Tickle}}	See supplementary Excell documentation	TBD
32	{{Laugh}}	See supplementary Excell documentation	TBD
33	{{Laugh2}}	See supplementary Excell documentation	TBD
34	{{Snort}}	See supplementary Excell documentation	TBD
35	{{Headache}}	See supplementary Excell documentation	TBD
36	{{Yikes}}	See supplementary Excell documentation	TBD
37	{{Yikes2}}	See supplementary Excell documentation	TBD
38	{{FunnyYikes}}	See supplementary Excell documentation	TBD
39	{{Question}}	See supplementary Excell documentation	TBD
40	{{Countdown}}	See supplementary Excell documentation	TBD
41	{{Fortune}}	See supplementary Excell documentation	TBD
42	{{Fortune2}}	See supplementary Excell documentation	TBD
43	{{Fortune3}}	See supplementary Excell documentation	TBD
44	{{Fortune4}}	See supplementary Excell documentation	TBD
45	{{Fortune5}}	See supplementary Excell documentation	TBD
46	{{Fortune6}}	See supplementary Excell documentation	TBD
47	{{LongNo}}	See supplementary Excell documentation	TBD
48	{{knockknock}}	See supplementary Excell documentation	TBD
49	{{Joke}}	See supplementary Excell documentation	TBD
50	{{Joke2}}	See supplementary Excell documentation	TBD
51	{{Joke3}}	See supplementary Excell documentation	TBD
52	{{Joke4}}	See supplementary Excell documentation	TBD
53	{{Joke6}}	See supplementary Excell documentation	TBD
54	{{affection}}	See supplementary Excell documentation	TBD
55	{{Surprise}}	See supplementary Excell documentation	TBD
56	{{Applause}}	See supplementary Excell documentation	TBD
57	{{Yawn}}	See supplementary Excell documentation	TBD
58	{{Snore}}	See supplementary Excell documentation	TBD
59	{{Whistle}}	See supplementary Excell documentation	TBD
62	{{Idle}}	See supplementary Excell documentation	TBD
63	{{Idle2}}	See supplementary Excell documentation	TBD
64	{{Idle3}}	See supplementary Excell documentation	TBD
65	{{Idle4}}	See supplementary Excell documentation	TBD
66	{{Idle5}}	See supplementary Excell documentation	TBD
67	{{FP1}}	See supplementary Excell documentation	TBD
68	{{FP2}}	See supplementary Excell documentation	TBD
69	{{FP3}}	See supplementary Excell documentation	TBD
70	{{FP4}}	See supplementary Excell documentation	TBD
71	{{Goodnight}}	See supplementary Excell documentation	TBD

72	{{Goodnight2}}	See supplementary Excell documentation	TBD
73	{{MusicMode}}	See supplementary Excell documentation	TBD
74	{{COLOR A}}	See supplementary Excell documentation	TBD
75	{{COLOR B}}	See supplementary Excell documentation	TBD
76	{{COLOR C}}	See supplementary Excell documentation	TBD
77	{{COLOR D}}	See supplementary Excell documentation	TBD
78	{{Breakdown}}	See supplementary Excell documentation	TBD
79	{{GameMode}}	See supplementary Excell documentation	TBD
80	{{Swoosh}}	See supplementary Excell documentation	TBD
81	{{PressTail}}	See supplementary Excell documentation	TBD
82	{{Lose}}	See supplementary Excell documentation	TBD
83	{{Win}}	See supplementary Excell documentation	TBD
84	{{celebrate}}	See supplementary Excell documentation	TBD
85	{{celebrate2}}	See supplementary Excell documentation	TBD
86	{{celebrate3}}	See supplementary Excell documentation	TBD
87	{{GreatGame}}	See supplementary Excell documentation	TBD
88	{{Catch1}}	See supplementary Excell documentation	TBD
89	{{Catch2}}	See supplementary Excell documentation	TBD
90	{{Catch3}}	See supplementary Excell documentation	TBD
91	{{TryMePlay}}	See supplementary Excell documentation	TBD
92	{{TryMeLaugh}}	See supplementary Excell documentation	TBD
93	{{TryMePurr}}	See supplementary Excell documentation	TBD
94	{{song1}}	See supplementary Excell documentation	TBD
95	{{song2}}	See supplementary Excell documentation	TBD
96	{{song3}}	See supplementary Excell documentation	TBD
97	{{beatbox}}	See supplementary Excell documentation	TBD
98	{{happydance}}	See supplementary Excell documentation	TBD
99	{{bark}}	See supplementary Excell documentation	TBD
100	{{meow}}	See supplementary Excell documentation	TBD
101	{{tonal}}	See supplementary Excell documentation	TBD
102	{{RasberryKiss}}	See supplementary Excell documentation	TBD
103	{{SwitchMode}}	See supplementary Excell documentation	TBD
104	{{blink}}		
105	{{ScoreNegative}}		
106	{{ScoreOK}}		
107	{{ScorePositive}}		
108	{{ScorePerfect}}		
109	{{bark}}		
110	{{bark2}}		
111	{{bark3}}		
112	{{bark4}}		
113	{{bark5}}		

114	{{Meow}}		
115	{{Meow2}}		
116	{{Meow3}}		
117	{{Meow4}}		
118	{{Meow5}}		
119	{{specialgas}}		
120	{{specialgas2}}		
121	{{specialgas3}}		
122	{{HappyBirthday}}		
123	{{Valentines}}		
124	{{Thanksgiving}}		
125	{{JulyFourth}}		
126	{{Haloween}}		
127	{{BullseyeHit}}		
128	{{lose}}		
129	{{win}}		
130	{{GameOver}}		
131	{{Giggle1}}		
132	{{Giggle1}}		
133	{{Giggle1}}		
134	{{NewPurr1}}		
135	{{NewPurr2}}		
136	{{NewPurr3}}		
137	{{NewGrowl1}}		
138	{{NewGrowl2}}		
139	{{NewGrowl3}}		

Pick Up Recordings

	VFX	Description	Dialogue	Notes
1	((CatchIntro))	New Game name for Catch the Kiss	**New Game Name**	new
2	((BounceHow))	Simple single line Game instructions for Tail Tennis	**Simple instructions**	new
3	((BullseyeHow))	Simple single line Game instructions for Stop on the spot	**Simple instructions**	new
4	((CatchHow))	Simple single line Game instructions for Catch game	**Simple instructions**	new
5	((affection))	A cute affectionate line	**I heart you! (new reading to avoid confusion with "I Hate You"**	new
6	((laugh1))	laugh	**Shorter and cuter laugh/giggle VFX**	existing
7	((NewPurr1))	Short cute animal purr	**VFX**	
8	((NewPurr2))	Short cute animal purr	**VFX**	
9	((NewPurr3))	Short cute animal purr	**VFX**	
10	((NewGrowl1))	Short cute animal growl	**VFX**	
11	((NewGrowl2))	Short cute animal growl	**VFX**	
12	((NewGrowl3))	Short cute animal growl	**VFX**	
13	((Performance))	Indicates that the character is going to display the players performance in a game	**Ex: Lets see how you did!**	new
14	((HappyBirthday))	Short Happy Birthday song	**Needs to incorporate music/stinger**	
15	((Valentines))	Valentines Tune/Line	**Needs to incorporate music/stinger**	
16	((Thanksgiving))	Thanksgiving Tune/Line	**Needs to incorporate music/stinger**	
17	((JulyFourth))	4th of July Tune/Line	**Needs to incorporate music/stinger**	
18	((Haloween))	Haloween Tune/Line	**Needs to incorporate music/stinger**	
19	((PlayMode))	Indicates the user is entering play mode. Replaces: Lets Have fun	Replaces: Lets Have fun	
20	((idle2))	Random prompt if no activity. Replaces: You're friend-tastic	Replaces: You're friend-tastic	
21	((greatGame1))	Tells the player they had fun playing together (just	**New dialogue**	

		completed playing one of the games)		
22	((GreatGame2))	Tells the player they had fun playing together (just completed playing one of the games)	**New dialogue**	
23	((GreatGame3))	Tells the player they had fun playing together (just completed playing one of the games)	**New dialogue**	
24	((bark2))	Special bark/growl when in dog mode	**VFX**	
25	((bark3))	Special bark/growl when in dog mode	**VFX**	
26	((bark4))	Special bark/growl when in dog mode	**VFX**	
27	((bark5))	Special bark/growl when in dog mode	**VFX**	
28	((meow2))	Special meow when in cat mode	**VFX**	
29	((meow3))	Special meow when in cat mode	**VFX**	
30	((meow4))	Special meow when in cat mode	**VFX**	
31	((meow5))	Special meow when in cat mode	**VFX**	
	((laug			

	SFX	**Description**	**Dialogue**	**Time**
1	((discover))	Need a more explicit SFX that indicates that a secret has been discovered	**Discovery/crystalline stinger..a fanfare as if played on mystic crystals**	new
2	((Gassy))	Cuter fart noise 1	**Cuter shorter Fart SFX**	
3	((Gassy2))	Cuter fart noise 2	**Cuter shorter Fart SFX**	
4	((Gassy3))	Cuter fart noise 3	**Cuter shorter Fart SFX**	
5	((Gassy4))	Cuter fart noise 4	**Cuter shorter Fart SFX**	
6	((Specialgas))	Special Fart SFX when in fart mode	**Fart+ Giggle**	
7	((Specialgas2))	Special Fart SFX when in fart mode	**Fart+ Giggle**	

8	((Specialgas3))	Special Fart SFX when in fart mode	**Fart+ Giggle**	
9	((tone2))	Short tone on scale position 1	**SFX**	
10	((tone3))	Short tone on scale position 2	**SFX**	
11	((tone4))	Short tone on scale position 3	**SFX**	
12	((tone5))	Short tone on scale position 4	**SFX**	
13	((tone6))	Short tone on scale position 5	**SFX**	
14	((success))	Positive tone Triggered when the user correctly catches a kiss light in the catch game	**More of a crystal glisten**	
15	((success2))	Positive tone Triggered when the user correctly catches a kiss light in the catch game	**More of a crystal glisten**	
16	((success3))	Positive tone Triggered when the user correctly catches a kiss light in the catch game	**More of a crystal glisten**	
17	((wrong))	Negative noise Triggered when the user incorrectly catches a fart light in the catch game	**SFX**	
18	((wrong2))	Negative noise Triggered when the user incorrectly catches a fart light in the catch game	**SFX**	
19	((wrong3))	Negative noise Triggered when the user incorrectly catches a fart light in the catch game	**SFX**	
20	((boing1))	Bounce sound Triggered when the light trail reverses direction at the top of the tail	**SFX**	
21	((boing2))	Bounce sound Triggered when the light trail reverses direction at the top of the tail	**SFX**	
22	((GameOver))	Short stinger that will indicate a game is over. This stinger will lead into either the win stinger or the lose stinger	**SFX**	

23	((win))	Crystal like winning stinger…Needs to align tonally with the other SFX	**SFX**	
24	((lose))	Crystal like winning stinger…Needs to align tonally with the other SFX	**SFX**	
25	((GameStart))	Unified starting stinger to indicate a game is about to begin	**SFX**	
26	((Specialgas))	Special Fart SFX when in fart mode	**SFX**	
27	((Specialgas2))	Special Fart SFX when in fart mode	**SFX**	
28	((Specialgas3))	Special Fart SFX when in fart mode	**SFX**	
29	((giggle1))	Short cute giggle	**VFX**	
30	((giggle2))	Short cute giggle	**VFX**	
31	((giggle3))	Short cute giggle	**VFX**	

Light Sequence Adjustments

	Light Routine	Occurs When/Description	Time
1	((idle3))		
2	((idle4))		

3	((idle5))		
4	((laugh1))		
5	((Angry2))		
6			
7			
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16	Scrub eyes in all routines		
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