<Name of Level Ingredient>

Use this opening paragraph to expand upon the title and to introduce the behaviour.

Outline: Use this paragraph to state the basics of the behaviour/ingredient. For example, how long the ingredient is used, how many there will be, what conditions it is used in, its relation to the player etc.

How the Ingredient will work: This is the detailed breakdown of the ingredients, use, function and relationship with the player in the game environment. Use this section to explain things like the relevant functions that the ingredient will have (**shoot, turn, listen, watch, hide, walk etc.**) or functions that are directly controlled by the player (**acelerate, brake, turn shoot** if it is a vehicle, etc.), and special functions.

In addition, the designer will use this section to explain any visual, audio or other non-gameplay features he would like.

The following is a chart of the XXXXX's Behaviours and the associated Tunable Variables for each.

B E H A V I O U R	V A R I A B L E S	D E S C R I P T I O N
Behaviour 1	• Variable 1 • Variable 2 etc.	The two previous columns are for taking a behaviour, and breaking it down into the variables that the designers will use and change to alter and tune gameplay. In this box, you will expand in detail on the behaviour and its variables, explaining how they are intended to work, what affects them and and additional animations, audio etc that are associated with this behaviour
Behaviour 2	• Variable 1 • Variable 2 • Variable 2	**See above**

Designer: