

Due to the removal of Podiums (replaced with areas), the mechanic of creating Brickimal needs to be slightly changed.

Now the system should work as follows:

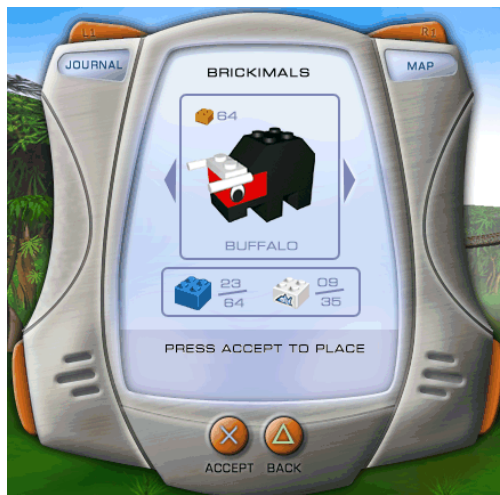
- Pepper collects 'Standard Bricks' from the island and sub-games.  
Each brick collected is added to his Brick pool (Displayed in the PDA screen)



- Pepper collects 'Heart Bricks' from the island and sub-games.  
Each brick is added to his Heart Brick pool, #/21 (Displayed on the PDA screen)



- Pressing 'accept' on the highlighted 'Brick pool' will take Pepper to the Brickimal section of the PDA
- Accessing the Brickimal section lets Pepper know which have already been created, which are to be created and the number of bricks needed.
- Pressing 'left' or 'right' scrolls through the list of 21 Brickimal, each displayed by their current status.



- Locked Brickimal will appear as '?' letting the player know that a heart is still required.
- Text in the 'Info Bar' also states the needed requirement.
- The value in the top left corner denotes how many bricks are required to build the Brickimal after the heart as been obtained.



- Once a heart is obtained, then the associated Brickimal to that hear will unlock.  
Example: Heart #18 = Cutesy Duck
- 1<sup>st</sup> State is that the Brickimal has been 'unlocked' but not built.
- Once a Brickimal has been unlocked, the image is complimented by its species name.



- 2<sup>nd</sup> State is that the Brickimal has been 'unlocked' and built. Building is done by the player pressing 'accept' on an unlocked Brickimal. Building a Brickimal will deduct the amount needed to build from the player's current total.



- Once built, the Brickimal will appear on the island in a pre-set location (defined by Andy Bray). The player can then search and locate these places to watch the Brickimal move around.
- The bricks collected by the player are entered into a pool. Each time a Brickimal is created the amount is deducted from the pool. This could put the player into situations such as, having 40 bricks in the pool and 4 unlocked Brickimal. 3 being worth 10 Bricks and 1 worth 40. From this point the player can choose to build just one Brickimal (40 Bricks) or three (10 bricks each) or even to wait and not build any.

Number	Bricks Needed	Brickimal
1	3	Pig Dog
2	3	Skeeter
3	5	Giraffe
4	5	Whale
5	5	Goose
6	5	Elephant
7	5	Gazelle
8	5	Snamel
9	5	Rhino
10	5	Baby Rhino
11	10	Tufted Duck
12	10	Bison
13	10	Elephant Baby
14	10	Squirrel
15	15	Bill
16	15	Pelican
17	15	Fish
18	20	Cutesy Duck
19	20	Duck
20	20	Speed Boat
21	24	Phoenix
	Total = 200	