

Cat Game Design Document

Game Identity / Mantra:

First-person Doom inspired survival where you play as a cat. So essentially Doom but you're a cat.

Design Pillars:

Fun, adorable mischief. The game is supposed to be engaging for the player, keep them on their toes. Or in this case their paws. It's a pixelated game with 8x8 textures so we can try to do our best to make it adorable. The mischief element comes in from the fact cats are annoying to owners some of the time. Whatever they do, they seem to piss them off. So that needs to be translated into our game from the cat's perspective.

Genre/Story/Mechanics Summary:

Main Feature: Well it's a first person inspired Doom/Wolfenstein game. So you play as a cat in first person although it'll be pixelated and the objects are planes with textures on them, rather than 3D objects in the level. There has to be some form of movement for swiping or attacking objects and for them to be destroyed. Try to make a swiping animation if possible. Even if it's basic. Furball attack is a range attack, this does not require animations.

Survival Mechanic: While you are being chased by the HUMAN! You are a cat, so naturally you destroy their prized possessions. Like vases, sculptures, and ornaments. How unfortunate. So you have to destroy all the possessions, and then get to the cat flap to finish. Otherwise if you don't destroy all the possessions, you can't escape.

AI: Human is the main enemy in the game. He cannot be damaged at all and will chase the player. Avoid him at all costs. Roombas can attack you but only if you get too close but they can be damaged and knocked out.

Roomba Fixing Mechanic: The player has to avoid Roombas. However they can be knocked out. If the Roomba is inoperable, then the human will go to fix the Roomba first then go back to chasing the player.

Features:

Being a cat in first person is a must.

Gotta have sculptures, vases and ornaments. You could if you wanted to make them into easter eggs. Like a Mario Sculpture or a Yoshi Egg Ornament.

You're running away from a human owner. That's pretty scary. Reminds me of Resident Evil, Silent Hill and other Horror games.

Roombas are a blessing and a curse, they can damage the player but they can be a distraction for the player if knocked out. This will distract the human, buying you some time to destroy things.

Cat flap as the finish point. What an interesting saving grace.

Interface:

Doodle has free reign. However it should look appropriate for a cat game and should look familiar to the UI from the old Doom and Wolfenstein games, but still unique.

Art Style:

It's pixelated folks. 8x8 textures. NO 3D objects, instead using planes with images on them. Gotta be cute.

Music/Sound:

Music should convey the feeling of mischief and using strings and maybe the piano. Doodle made a great suggestion as to what he was thinking. Link:

<https://www.youtube.com/watch?v=w4Xl6zSUqZM>

Development Roadmap / Launch Criteria:

Platform: Itch.io

Audience: Anyone who likes cats

Launch Day: 17/05/21