

Cat Survival (Title to be changed)

Story

Prologue

The main character (you) is a cat. You live alone with your loving owner, an elderly woman, in a small humble house surrounded by the bustling city.

Your neighbor is a mean-spirited spoilt child by the age of 10, who will always chase you around when he has the chance. One day, the child chases you again and while running away, you jumped on a truck.

On that truck you feel safe, then you found out that truck is a cat food delivery truck (your owner apparently ordered it), and you proceed to eat most of them. Full and tired, you fell asleep. Unbeknownst to you, the truck drove off to a faraway place.

Then when you open your eyes, you're lost.

Objective

Find your way home, avoiding obstacles along the way, collect enough food to survive through the hunger.

Ending

Proposed Ending 1

You finally reach your house, your home, the place where you remember you've spent the entirety of your kittenhood. But the human that was always beside you were nowhere to be found. How long have time passed after you've been gone? It's been a year. She passed away.

Genre

- Role Play
- Adventure
- Puzzle

Game Element

- Collecting
- Chasing
- Combat
- Shooting
- Dodging (Uses stamina)

Game Content

- Humor
- Drama

Theme

- Urban
- Local

Style

- Cartoon

Game Sequence

- Linear Story line (For now)

Player Immersion

- Narrative
- Tactical
- Emotional

Game Technical

- 2D for characters
- 3D for environment

Enemies

- Human
- Dog
- Other Cats
- Children

Replay

- Respawns at beginning