# Cat Game

### Overview

“Cat Game” (working title) is a post-apocalyptic, post-human action-adventure. It is an epic setting full of Gods, heroes, magic, and a diverse ecosystem of other animals.

Lyon, our protagonist, is a common delivery-cat raised by a single father. Times are tough, since local gang wars have made food extremely hard to find. One day, Lyon’s father sends him out to seek his Mother, who lives at the top of the nearby mountain.

When Lyon at last reaches the place, he realizes it’s not a home, but a temple. Upon entering, he’s greeted by his mom: the Goddess Nyan, the All-Mother. She charges him, as her offspring, to restore balance to the power struggle; an evil animal has taken far too much control and must be put in his place.

So, Lyon sets out to become the world’s most powerful demigods – but, of course, he’s not the only son of the All-Mother, and they’re not all nice...

### Game pillars

#### Cat Agility

The protagonist is a house cat, and feels just like a house cat to play. We sacrifice realism for playability as little as possible, trying first to reconcile them. When the player asks: “I’m a cat, so shouldn’t I be able to do this?” the answer should *always* be “You can!”

#### Setting

The post-human setting of Gods and Monsters is one of the main features of the game. The story drives the plot, but mostly it is a vehicle to allow the player to explore the world. We will meet peasants, heroes, Gods, witches, and half-siblings, all of whom are products of the setting. “Worlds” - level areas – are very distinct and full of wonder and danger.

#### Mutation

The progression system of the game resolves around mutation. As a demigod, Lyon has the power to gain the attributes of animals that he kills and eats. Enemies provide “mutation points” which can be spent in the Mutation menu. These can be used to increase base stats (intelligence, power, agility, defence, HP, and stealth), or to access special abilities. This system is what gradually opens the world up to the player, making it one of the foci of the game.

#### Merciless Nature

Animals do not have the same scruples as humans do. Killing, eating, defending, threatening, all in the name of survival. Nature is merciless, and so must the player be to survive!

Avatar

Progression

Enemies