Proposal

Game: Cat ‘N Mouse

Team name:
CatNMouse

Team Members:
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1. Description of the proposed project. What game are you making?
    a. We are making 2D game called “Cat and Mouse” where the player controls a mouse trying to get the cheese while avoiding the obstacle cats and poison and reaching the safety of its mousehole when all cheese collected.

2. Whether you are cloning a well-known game or you are creating your own one, explain what features it will have, and what we can expect it to look like. You should include sketches.
    a. We are trying to clone a popular flash game called cat and mouse. There is a chance that we will change the graphics to snake and rabbit, depending on what sprites we decide on. We are thinking the game will have four objects. The game will have a mouse object, which the player will control using the arrow keys. The second object will be the cheese object, which the mouse will touch the coordinates of, and then the score will increase by one. Third, the object of the cat will move back and forth on predetermined coordinates, and if the mouse runs into the cat, it is game over. Fourth, the last object will be static obstacles. If the mouse runs into static obstacles, it will be game over.

The game will look something like the following:

INSTRUCTIONS

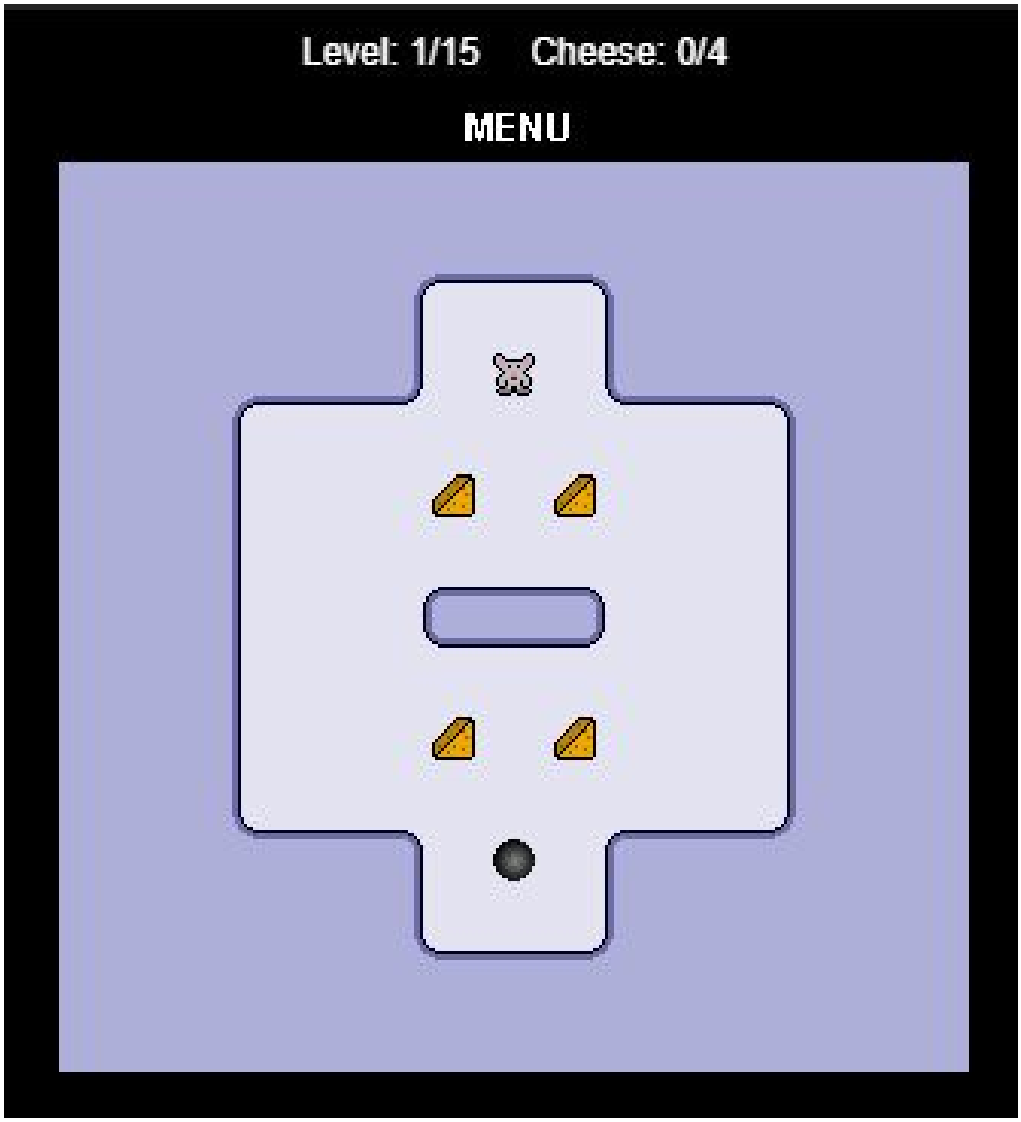
You are a mouse. Use the arrow keys to move.

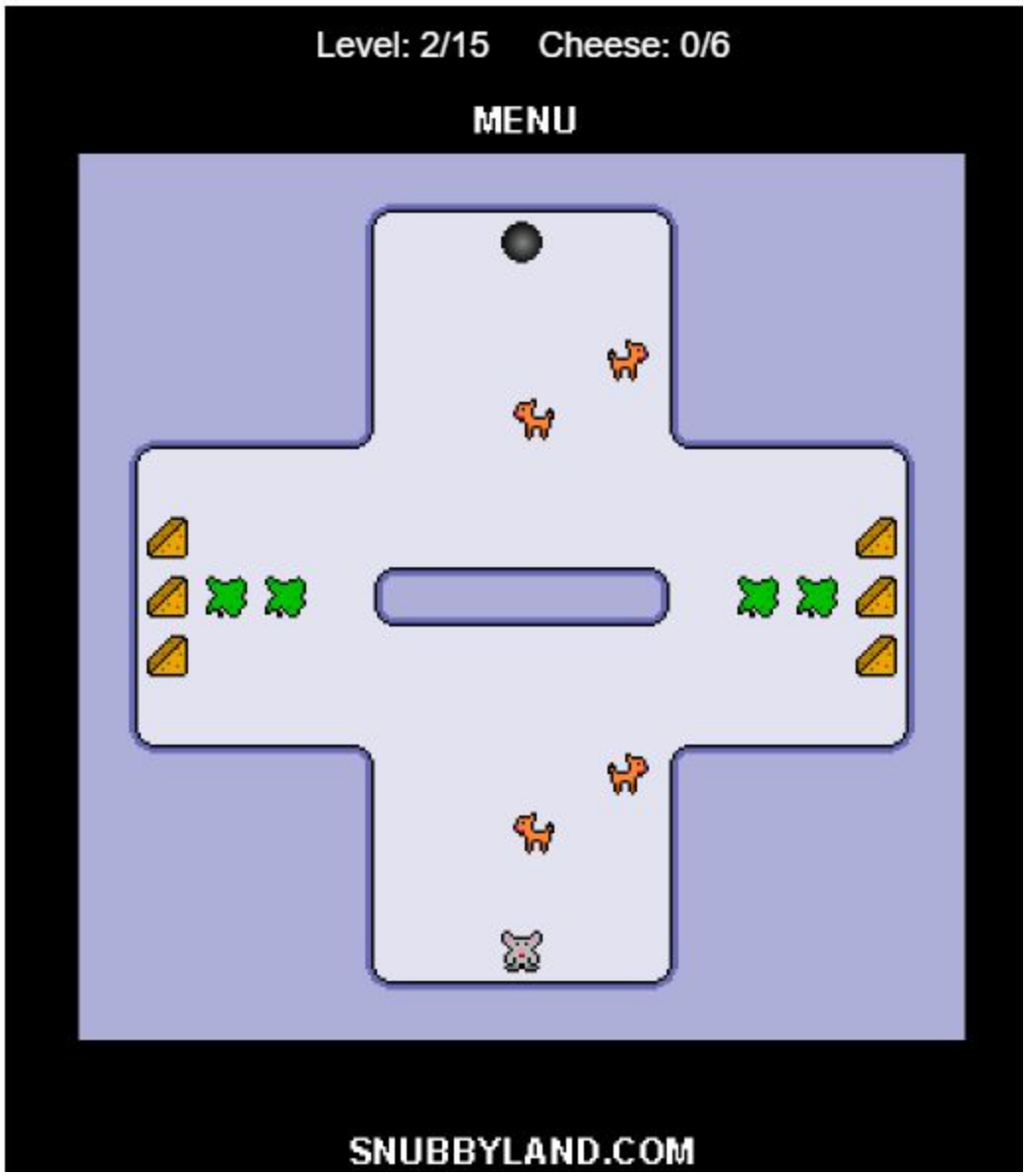
Collect all of the cheese.

Once you have collected all of the cheese, go to your mouse hole.

Watch out for cats and poison!

Complete all 15 levels to beat the game!


Level: 1/15 Cheese: 0/4
MENU


Level: 2/15 Cheese: 0/6
MENU
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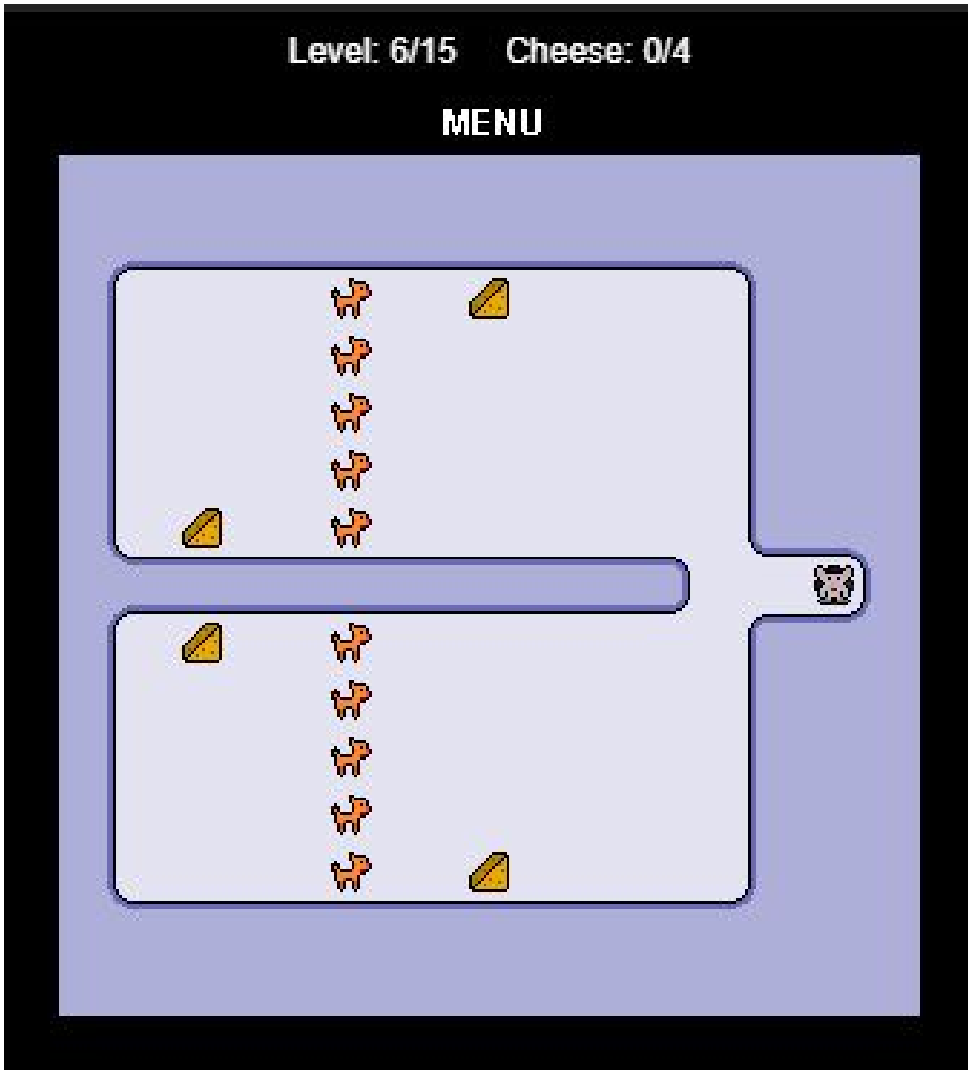
Level: 6/15 Cheese: 0/4
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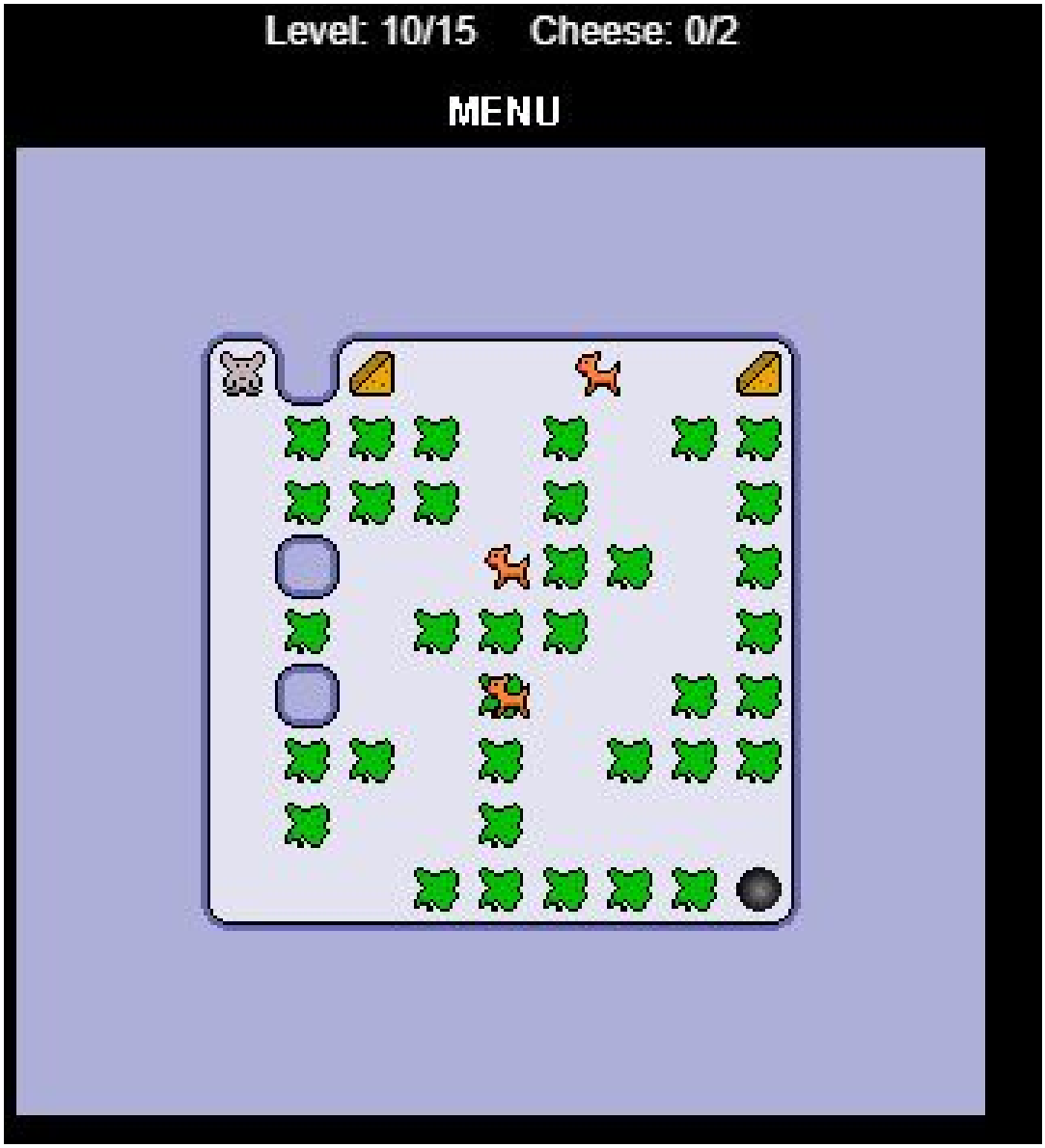
Level: 10/15
Cheese: 0/2
MENU