
GAME DESIGN DOC – CUT THE SHEEP

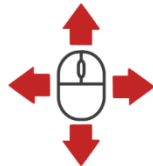
(placeholder)

Gameplay objectives

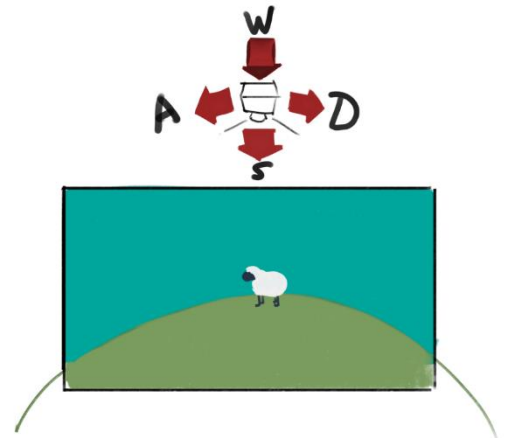
Use the scissors to cut the sheep, your objective is not to “win”. It is to follow the instructions given (i.e. “you’re only allowed to cut the sheep, and you have to do it one at a time”) and make the player consider their position towards rules by giving them the option to break them, by giving them creatures besides sheep to cut, and a button to press to cut them all in one action. We’re still working on more options.

Game mechanics

Cursor movement



Cutting sheep



NOT following the rules:

When you don’t follow the rules and cut a creature other than a white sheep, or more than one of them at a time, your webcam will turn on. Starting a timer that counts down into the game end screen, where you can restart the game. The goal is to NOT make the player feel bad for their choices, or judge them in any way. Our intention is to show people there’s rules you can follow, and rules that you don’t, depending on who you are and what your personal preferences are.

Game art style

