

Summary

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For our game our main character is a mouse, the mouse will be running around the floor of a house in search of cheese, which will reward 1 point, the cheese will be randomly spread out across the board. In addition to the cheese, there will also be a bonus steak, which is worth 3 pieces of cheese that will randomly appear. The board will be made up of a floor in a home with different rooms for example a kitchen, a living room, a bathroom, or a bedroom. Each room will have counters, walls, and different obstacles, like a bed in the bedroom, which will act as barriers for the mouse. In the beginning, our mouse will come out of a hole in the kitchen and look for cheese to eat while avoiding any obstacles. There will be 3 cats that are the mouse's enemies, going around these rooms trying to catch the mouse, and if successful end the game. One of the cats will actively hunt the mouse down, but the other two cats will roam randomly. In addition to the enemies, there will also be punishments in the form of mouse traps, which will dock 5 points. Finally, once the mouse has collected all the cheese it will exit through a different hole on the other side of the board.