

Sep 16th 2025 10:37 PM

Main ideas:

Survival adventure
Fantasy adventure

Cat pet sim!

Goal: Befriend cat in
limited number of actions

i can't draw an oval

Highlight command words in caps

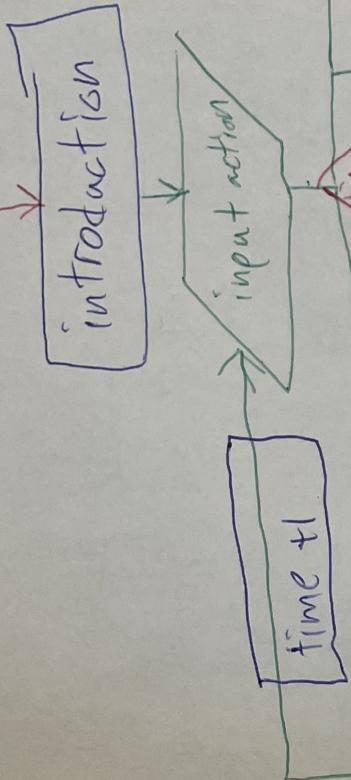
1. ~~Pick~~ Cat appears, give player options - STAND, CROUCH, WALK
 - Some options will result in game over
2. Cat is approachable, pick options for what to do
 - Ints - ~~pet~~ affection or time/action count system
 - Play to increase affinity affection
 - Bool - if cat has been fed
 - if fed, cannot feed again
3. After certain number of actions, end game
4. If affection high enough, can adopt and name cat

Make flowchart ~~tomorrow~~ tomorrow

tomorrow has one m "i"
Declare variables asap!
<= is EVTU
try to assign string that
changes based on int, didn't work
solved: initialize by assigning null

0 0

Start



This really sacks in

