



Design Document for:

Cat Theft Manual

The Purrfect Game for Everyone

“Game Away!”™

All work Copyright ©2020 by Catendo Written by Frank Fang Feng, Jenny Nguyen, Kevin Cui
Gong, Nour Ghaith Hamade, Scottie Huynh, and Kiran Shrestha
Version # 5.00

Thursday, November 12, 2020

Design History

The different versions listed below which increase by whole numbers mark a significant upgrade to the game design from the previous version. The versions where the decimal is increased indicates minor changes to the design document.

After weeks of brainstorming, the first version of this design document contained basic details that encompassed the main concepts of our game, such as the game world and map. Later versions would expand on these topics such as finalizing mission and character details. Followed by the various appendixes and a website. The final version is simply revisions and tweaks to some sections of the design document.

Version 1.00

Version 1.00 includes some of the most basic ideas and general game plans that we came up with. Mostly to do with the world building and how we wanted the game to look and the various activities that the player could do.

- Edited the section on character customization and included images of possible customization options.
- Included a detailed description of the world overview
- Updated Game world section, (weather, day and night, time etc.)
- Sound design and music
- Created character sections and Mission appendix.

Version 2.00

Version 2.00 is the one where we got all of the characters for the story and the missions completed as well as updates to the previous items of Version 1.10

- Updated story missions.
- Updated main boss characters and henchmen characters.
- Updated Map design and visual.

Version 2.10

- Finalized map

Version 3.00

Version 3.00 saw a final version of the missions and character appendix and concept arts.

- Finalized Mission Appendix with the Home Cats route, Stray Cats route, and Powerups side quests
- Updated Character Appendix with more characters
- Updated Single Player Game details
- Updated Sound/Audio sections
- Character concept art completed
- Item concept art completed

Version 4.00

Version 4.00 expanded on technical aspects such as lighting model and rendering engine.

Advertisements and promotion are first introduced.

- Updated Story of Single-Player Game
- Updated Lighting Model and Rendering Engine
- Catendo website construction

Version 4.10

Version 4.10 contained updates on character rendering and enemy units and finalized the UI design.

- Updated enemies and monsters
- Finalized UI for main window and menu
- Finalized Rendering Engine and Lighting Model
- Updated Game Engine (nearly finalized)
- Updated Character Rendering
- Updated website

Version 5.00

The last version was dedicated to reviewing the design document for grammar and inconsistency.

- Update Single Player Game Details
- Finalized Game Engine
- Design Document revisions

Game Overview

Philosophy

Philosophical point #1

We are creating this game with the hope that it will be accessible to players of all ages. This is a game that will be similar to Grand Theft Auto in that we will have an open world where the player is free to do anything they want and will have the ability to do missions for people in order to gain respect for that faction. We will be making the game PG friendly; the player will play as a cat in a cartoon-like world. Any R-rated aspects are converted into safe for work variants.

Philosophical point #2

We wanted to make a fun and relaxing game to relieve the stress of being in quarantine and other global issues. We want the player to be transported into the game world and not have to worry about any real life issues they may be having.

Philosophical point #3

The market for this type of open-world sandbox game with the cat theme is open. There is almost no other competitor, which means that our game will be able to dominate this field. This should mean that our sales numbers should always exist because we doubt any other company is willing to make a game like ours.

Common Questions

What is the game?

This is an open world sandbox game where the player gets to take control of a cat and do various activities around the map. They can do missions for two main factions: the stray cats and the home cats. The player is free to support either faction or they can remain neutral and attempt to close the divide between the two factions.

Why create this game?

Our team is creating this game because of our mutual love for cats and open-world games. Due to the release of Genshin Impact, our team was inspired to create a similar, relaxing game that players can sit down and enjoy while reducing the stress from being dragged along in the current world events and pandemic.

Where does the game take place?

Our game takes place in a fictional location. It will contain three main areas: the city, suburbs, and farm area. In addition to this we will have specific locations that act as bases for the two factions. The home cat's will be a Mansion. The stray cat's will be in an area called the underground. This world will be similar to the real world because it will take place in the modern time. Our world will be populated with buildings, vehicles and fashion that mirror today's world.

What do I control?

The player controls a single cat that explores the world and completes various quests and challenges through combat and other more creative means. This player controlled cat can be customized and upgraded as the game progresses.

What is the main focus?

The main focus of the game is to solve the feud between two factions of warring cats. The stray cats and home cats both request your help, and you can decide to help one or the other or even both. Your decisions will end up with the victory of one faction over the other or a truce.

What's different?

There are very few games that are like ours currently in the market and any that do exist are low quality and leave much to be desired in terms of story and gameplay. Our game will have better graphics, story, and world than others on the market. Most games in this genre and style have poor graphics and next to no story. The main difference will be that our story allows the player to decide what they want to do and it will influence the final outcome.

Feature Set

General Features

- Open sandbox world with few exploration restrictions
- 5 sub-worlds with unique layouts
- Branching story paths
- Player customization
- 3D cel-shaded graphics

Multiplayer Features

Not applicable.

Editor

Not applicable.

Gameplay

- Open World
- Final ending affected by player
- Cat characters
- Power up items
- Missions unique to each story path
- Legend of Zelda-influenced combat system

Combat

Player

Health

The player will start with 100 health points.

Canned Cat Food "overheal" players for 25 additional health points for a total of 125 health points.

Restaurants "overheal" players for 50 additional health points for a total of 150 health points.

Max health is 175 health points (Base + Restaurant + Canned Cat Food).

Damage

Players and attackable NPCs will receive 10 health points worth of damage per attack when damaged by non-boss units. Mini-boss and boss units will deal 25 health points of damage per attack to the player. Players can avoid damage and incoming attacks by tumbling in a direction (see Controls Appendix).

Attacks

Swipe - Basic attack, quick but short-ranged.

Pounce - Homing air attack, targets the closest enemy or whoever the player is locked-on to. The player will be vulnerable for a moment after landing.

Dive Kick - Falling attack, must be initiated by jumping from high ground and having a locked-on target. The player will bounce off an enemy after a successful Dive Kick, allowing them to keep moving and attacking immediately. Otherwise, they will be vulnerable upon landing just like after using a Pounce.

Respawn

If a player dies during combat, they respawn at the veterinarian with full health. If the player gets caught by Animal Control, they respawn at the Police Station with full health.

Enemy

Health

Non-boss enemies will start with 50 health points. Mini-bosses will have 100 health points. Final bosses will have 200 health points. Non-boss enemies' health bar will not be visible to the player.

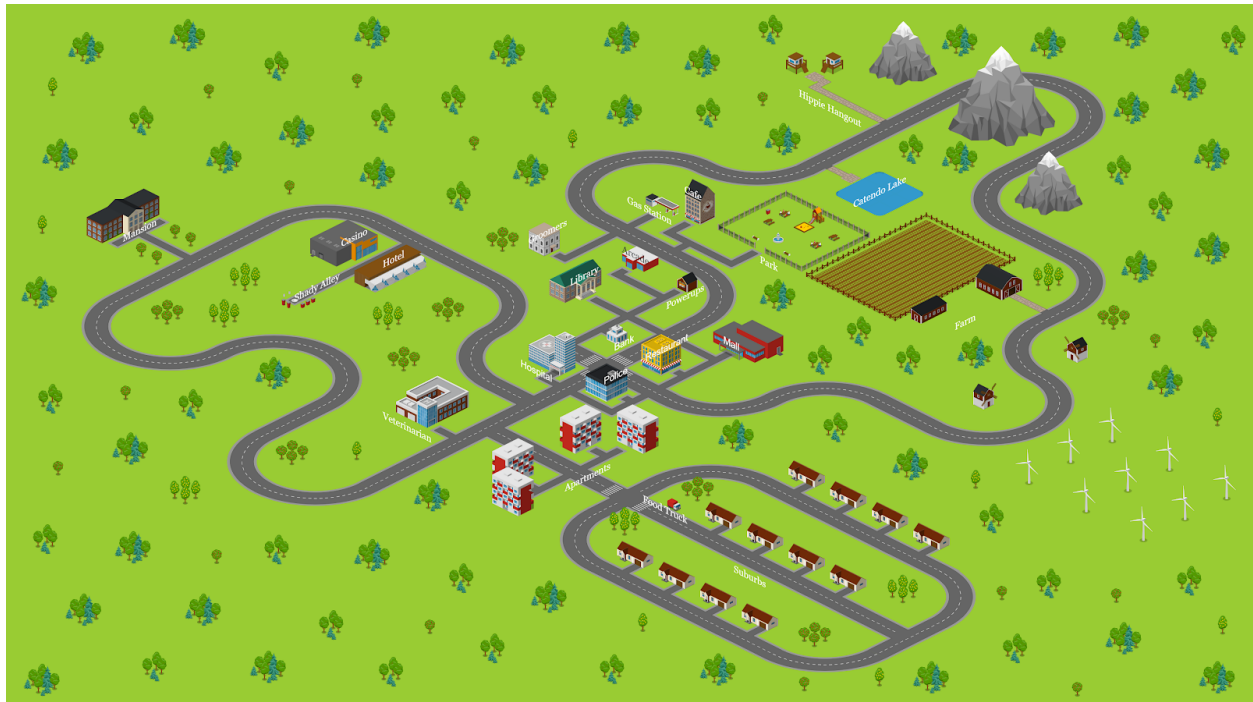
Damage

Non-boss enemies will receive 25 health points worth of damage per attack. Mini-bosses and bosses will take 10 points of damage per attack. All outgoing damage can be modified by power ups. For example, if the player has a power glove, non-boss enemies will take 50 points of damage and boss enemies will take 20 points of damage.

The Game World

Overview

This game world is fictional. The map will contain three main areas that the player will be able to explore: city, suburbs, and farmland. There will also be two areas that are identified strictly with one of the two warring groups, a mansion and the underground. The home cats headquarters is the mansion while the underground will be the stray cats headquarters. Each area has specific key landmarks that offer various power ups for players to obtain for short periods of time. The restaurant found in the city, the food stand found in suburbs, the diner found in the farm, and the food truck found in the underground offer various buffs. They are only located in their specified area. In addition, the city will contain the animal control headquarters, cosmetics store, and upgrade shop. Finally, every area has a “Welcome To [area]” sign to help indicate where the players are heading when they enter a new zone; these signs are only shown in game and not on the map or mini-map.



Story-Affected World

The businesses and shops in the map will all have the logo of Maximilian. This can be changed by the end of the game depending on the type of decisions the player makes. In addition to this there will be stray cats scattered around the world. These characters can also disappear after the player completes enough of the story, depending on the decisions they make.

The Underground

There will be an underground hangout area where the stray cats have made their base. This area can be accessed by going in the alley near the casino area. This can be used by the player for various reasons including, but not limited to escaping from animal control.

Fast Travel

The player will be able to fast travel by hopping onto specific trucks. These trucks will be located in each section of the map and will allow

The Physical World

Overview

The physical world will be similar to the real world. It will mirror the real world in all aspects from the buildings, vehicles and people that populate it. The scale of this map will be rather large, but it will be small enough that the player can walk from one end to the other within a reasonable real world time frame.

Key Locations

There are three major sub-areas in this world. The city, suburb and farm. Each area will have its own characters that reside within it. These locations are all connected and make up the whole map. There will be no loading necessary as it is all connected. This means that the player will be able to walk from one end to the other without having to re-load between the different locations. Each location will allow for different missions to take place.

Travel

The player is able to walk and climb around this world. They also have the option to fast-travel by interacting with trucks parked in various locations on the map. These trucks give the player certain sub-areas as options to travel to and are much quicker than simply walking over to those sub-areas. If the player does choose to walk and not fast travel though, they will be able to do so without having to load the next area, because all the areas are connected.

Scale

The game world will be scaled to how a real domestic house cat would see the real world. From a human perspective, the world will be no bigger than an average city with a nearby suburbia and farm, but from a cat's perspective, this world would be massive. The time to travel will not be a 1:1 like in the real world. Walking will allow the player to move faster than the real world which means that they travel from one end of the world to the other in a couple of real world minutes. We do not want traveling from one place to another to feel like a chore or that it takes too long. Even with these improvements, if the player feels that the traveling is taking too long we have given them options to fast travel.

Objects

See the "Powerups Appendix" for a list of all the powerups available to the player to use.

Weather

The weather will reflect the weather of our real world to a certain extent. We will have normal sunny weather, cloudy skies and rainy weather. Each of these will have a certain amount of chance of occurrence with normal sunny having the highest chance of occurrence. These weather events will last for a day or a couple of hours of ingame time. With the timing scaled to ingame time the world should feel dynamic.

Day and Night

Our game will have a day and night mode which will have an affect on the gameplay. During the day the animal control will be patrolling around the world and will try to catch you if you are being mischievous. Once the day cycle ends and night begins animal control will stop patrolling the map and cat burglars will come out. These have a similar function to animal control in that they will both attempt to capture you. In addition to this some missions can only be performed/activated during the night time.

Time

In our game, an hour in real life will equal a day in the game. We will use thirty minute day and night cycles with the option to skip night by going to sleep at designated spots in the city.

Rendering System

Overview

Our rendering will be handled by Unreal Engine 4's built-in rendering system. The main visual style we want to achieve with this game is a cartoony version of the real world. Unreal Engine 4 can support this visual style with its rendering and visual tools.

3D Rendering

We will be using Unreal Engine 4 in order to do all of our 3D rendering for this game. Unreal Engine 4's rendering system for 3D modeling has support for physically-based materials, which approximates how light actually hits objects rather than how we think it would act on objects. This can work fluidly with our lighting models and makes working with materials easier. Even for our game, which is going for a cartoony visual style, physically-based materials will help make our game look appealing without unnecessary effort or time.

To keep performance for this rendering engine acceptable on most machines, Unreal Engine 4 also includes several performance-related features. These include scalability options, virtual texturing that helps reduce memory overhead when rendering at runtime and dynamic resolution that can be adjusted by the developer. We will make use of these features as our game's cartoon-like visual style means that we do not have to make everything look photorealistic.

Camera

Overview

The camera will be player controlled and follow the character from behind in a third person perspective. The camera will allow pointing at the player character, however, it can be rotated in a circle while still focused on the player character by moving the mouse. During combat the camera will have the player character and the enemy that is currently locked in frame. It will still be in a third person perspective, however, it won't be pointing directly to the player character like it normally would.

Camera Detail #1

If the player stands near a building and moves the camera in a way that would cause it to phase into the building it will instead be pushed closer to the character. This way the camera cannot phase through objects in the world it have collision detection and be moved as if it was a visible entity in the real world.

Camera Detail #2

During the cutscenes the camera will leave its normal location and be positioned based on the various storyboards. This will allow the camera to make the game feel more cinematic and allow the player's attention to be guided to focus on specific characters as they speak.

Game Engine

Overview

This game will be using Unreal Engine 4 because our team believes that unreal engine's graphics capabilities are a good fit for our game. We intend to use cel-shaded 3D models for all of the assets in our game. Unreal Engine is a game that has been used to create many high quality open world games such as Borderlands 3 and Batman Arkham City. Unreal Engine is extremely powerful and we believe that it is an engine to develop on. In addition to this, developing our own engine would take a long time which would be a waste of valuable resources and risky since Unreal Engine has all the features necessary for our game.

Game Engine Detail #1

Unreal Engine 4 uses PhysX as part of its physics engine. PhysX performs collision detection and simulates physical interactions between objects. This tool is powerful and not too expensive and will be important for us to use. Some parts of our game will require the player to interact with objects in the world such as a mission where the player has to break into a house and knock over things. We are not planning to make physics interactions in our game much crazier than that, so PhysX will serve our exact needs.

Water

Unreal 4 has a Water tool that will allow us to create the lake shown in the game map. This Water tool has a spline tool that lets us easily draw and fill the lake, a physics mesh actor that can simulate ripples and splashes, and a rendering pipeline that can give our water a look that matches the game's overall cartoony visual style. Unreal 4's Water tool also comes with an underwater rendering component, but since we are not allowing players to swim, we will not concern ourselves with using it.

Collision Detection

Unreal 4 handles collision detection using Collision Responses and Trace Responses. In-game physics objects can be set to an Object type that dictates how they react when they make contact with other physics objects. When this contact occurs, an event can be generated, which triggers code that tells the colliding physics objects what to do beyond the collision itself. These events will allow us to implement things such as contact damage and hitboxes for attacks.

Lighting Models

Overview

We will use Unreal Engine 4 to control our lighting. Some extensive lighting tools will need to be used in our game, given that we are planning to implement a day/night cycle and indoor areas with varying atmospheres that will need different lighting to match each. Unreal Engine 4's lighting tools will be used to do this for the convenience of being included in the main game engine and for how powerful these tools are.

Lighting Model Detail #1

To help implement the lighting model for the day/night cycle, Unreal Engine 4 can create precomputed lighting scenarios for a single level. This means our overworld can store multiple lighting setups with the visual quality of dynamic lighting and the cost of static lighting. Precomputed lighting scenarios will also be used for most indoor areas in the game to portray light coming from windows, whether it be sunlight or moonlight.

Lighting Model Detail #2

Each part of the game world will have different lighting to reflect the atmosphere of that area. The outside overworld will have lighting that mimics how lighting would look in a realistic city including the main lightsource of the sun at daytime and street lights at night. This will work with the weather cycle as well. So for rainy days, the sun's light will be obscured by rainclouds. Each of the buildings and indoor areas the player can enter will also have realistic lighting based on where light sources are found in the area's architecture and where the sun can be shone through windows. Special attention to lighting will be spent on the mansion and the underground areas. The mansion will have lighting everywhere to match the feel of a regal mansion and the underground will feature dim and broken lighting to set a more dangerous tone to the area. The underground will not be affected by the lighting of the sun for obvious reasons.

The World Layout

Overview

The world will be organized into three major sections that will all have characters that reside in each location. In addition to this, the characters and vehicle that will spawn in each location will match the location.

World Layout Detail #1

The mansion which is the base for the home cats is located slightly outside of the city. We chose this layout because it shows and hints at the personality of the home boss, Bruno. It is not necessarily part of the city, suburb or farm. It is distant and isolated from all these locations even though geographically it is somewhat close.

World Layout Detail #2

The underground is located within the city near the casino. We chose this location because it represents how the stray cats are always there and that even if the city looks shiny and clean from the surface, the background is not as it seems.

Game Characters

Overview

The game will be populated with key characters that play a role in the story by giving the player missions. It will also contain generic enemies and neutral npc characters that will populate the world map.

Key Characters

Player

A cat never referred to by name that the player controls. Its name and physique can be changed by the player. This cat starts the game being left in a rescue shelter after its mother disappears and never returns. After leaving the shelter, this cat's personality and role in the main conflict are determined by the player's choices.

Bruno

The leader of the Strays. A sinister-looking sphynx who was forced to fend for himself as a kitten, and as a result hates house cats and humans. He wants to overthrow the Home Cats and show them the suffering he had to face.

Maximilian

The leader of the Home Cats. This siamese wearing a top hat and monocle is seemingly a friendly business owner, but he is actually ruthless and wants the Strays ousted by any means necessary. That way, he can keep his parents' business alive and expand it further so that they will finally accept him.

Billy

The orange tabby Home Cat of the Farm area. A cat who wears overalls that avoids anyone like the plague. He just wants to enjoy the rest of his years with himself on his farm. Although he was friends with Maximilian growing up as a kitten, they have lost touch in the recent years so Billy is unaware of Maximilian's efforts and plans to oust the Stray Cats.

Snowy

The main Home Cat of the Suburbs area. A white ragdoll who acts as Maximilian's PR agent and acts as the nice voice of reason for the Home Cats. She has conflicted feelings about the extreme measures the Home Cats are planning to take to oust the Strays. She's also in search of Shadow, who previously ran from the Home Cats.

Fancy

The main Home Cat of the City area. A blinged-out long-hair calico who is a lazy spoiled-brat. She has been riding on the coattails of Maximilian's success as his right-hand lady and wants nothing more than to keep her lifestyle of indulgence. If this means supporting Maximilian in everything he does and hiring other cats to do all her work for her, so be it.

Willie

The main Stray of the Farm area. A grey domestic shorthair who oversees the Strays' drug operation, and is constantly stoned-out on catnip. The hippie cat talks plenty about what's "natural" for cats, but the most important thing for him is making sure he has enough catnip to keep him high. He barely even realizes the Strays are at war with the Home Cats.

Shadow

The main Stray of the City area. A stealthy black cat who joined the Strays to topple Maximilian's empire but has conflicted feelings about the Strays' methods. He's also concerned about Snowy's well-being, but is afraid of facing her again because he feels he betrayed her by defecting from the Home Cats.

Manchester

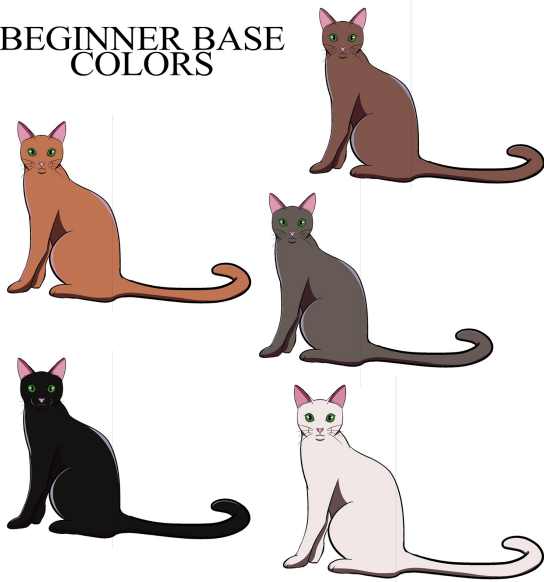
The main Stray of the Suburbs area. A mangy tuxedo cat and a street-smart prankster who had to claw his way out of a painful kittenhood. He does whatever he can to assert his dominance over all cats, Home or Stray, and maintain his freedom to do as he pleases.

Creating a Character

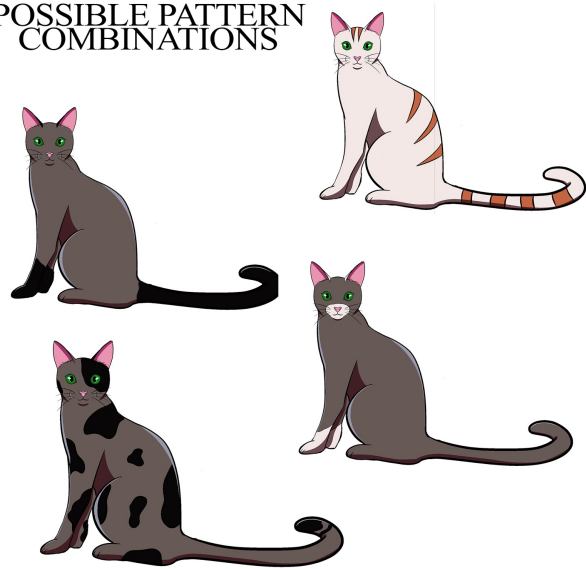
At the start of the game, the player can customize their cat's name, colors, and fur patterns.

For colors, players will be able to choose from 5 base colors: grey, white, black, brown, and orange. Then, they can pick from some default fur patterns that will be provided to everyone from the start. Stripes, spots, no pattern, paws/mouth, and paws/tail are their four options, and the color of the pattern is selected from the same variety of colors found in the base colors.

BEGINNER BASE COLORS



POSSIBLE PATTERN COMBINATIONS



As the player progresses through the game, they can also find in-game stores that let them exchange cat treats for cosmetic items. These items can be applied to the player in the customization menu. New patterns, and base colors will be offered.

Enemies and Monsters

Animal Control

Animal Control are humans who work for the rescue shelter capturing cats roaming around the city without an owner. Cats that have a collar will be taken back to their owner with the information posted on the collar. Cats that do not have a collar will be taken back to the shelter where they will be posted for adoption. Animal Control can be found patrolling around the City section of Catsburg and will chase the player if the player is in vision. The player must escape out of Animal Control's line of sight to stop being pursued. Animal Control functions similar to cops in Grand Theft Auto where they will call in reinforcements to surround you. There is no way to kill Animal Control. Your only option is to escape.

Henchcats

These are regular non-boss enemies that will spawn for each faction. The ones that are a part of the Home Cats will have a collar. The ones that are a part of the Strays will not have collars. These enemies can only basic attack and are easily beaten by the player. Damage and Health information can be found in the Combat section.

Mini-bosses

As the player progresses through the main storyline, the player will encounter four mini-bosses: Betsy, Oliver, Spot, and Hermione. Each mini-boss is unlocked when the player completes three of its respective quests (e.g. Completing *A Fancy Favor*, *Rat 'Em Out*, and *Farm-acist* will unlock the mini-boss for *Udder Nonsense*). Defeating the mini-boss once will allow the player to challenge the mini-boss anytime.

There is a unique mechanic in each mini-boss. Betsy is a cow who will constantly charge at the player at a rapid speed and requires the player to dodge her advances or suffer tremendous damage. Oliver will jump from platform to platform in the factory and the player is forced to chase after him. Spot, although slow at attacking, will deal heavy damage to the player. Hermione will throw all the books in the library at the player and forces the player to take shelter behind bookcases and desks.

Bosses

Completion of all the quests for a specific route will unlock the boss for that route. The player will have to defeat Bruno at the end of the Home Cats route and defeat Maximilian at the end of the Stray Cats route. Finishing both routes before defeating a boss will unlock an opportunity to defeat both bosses and restore peace to Catsburg.

The boss fights are unique because the player is no longer battling alone. In *Bruno More*, Snowy and Fancy will assist the player in taking down Bruno. In *Maxed Out*, Shadow and Manchester will assist the player in taking down Maximilian. If the player chooses to complete *A Cat Call for Peace* instead, all four characters will assist the player in taking down the two bosses.

User Interface

Overview

Our user interface will be very simplistic to ensure an immersive experience. Players will not be overwhelmed with a flood of information on the screen. It will include the base UI and a simplified menu that players can interact with.

Main Interface

The main interface is the screen players will be looking at the most often. It has very minimal elements but includes a health bar, reputation bar, map, currency, and the currently activated quest. Players will not be able to customize this interface. There will also be a menu button to allow players to transition to the next interface.

Menu

The menu will have minimal options, including character, inventory, quests, settings, help, and exit. Characters will allow players to change their customization and equip any items they currently have. This will only be accessible outside of combat. The inventory tab will allow players to look through any items they have collected, including their currencies, cosmetics, and quest items. Quests will provide access to all the quests that the player has accepted and will allow them to switch between activated quest lines. Settings is where the player may change any necessary controls, graphics intensity, and audio settings. Help allows players to directly contact support if they have any problems or questions with the game. Finally, the exit button will close the game and save their progress.

Weapons

Overview

Not Applicable.

Weapons Details #1

Not Applicable.

Weapons Details #2

Not Applicable.

Musical Scores and Sound Effects

Overview

Our audio will mainly be royalty free music from the internet and audio that we record with a handheld microphone. These will be imported into the unreal engine and blended with the game triggers.

Music

The musical soundtrack for our game will be taken from the copyright free use music that is produced by Kevin MacLeod. The amount of songs and audio that has been released by Kevin MacLeod is vast, therefore we should be able to find music that fits each scene or mood that we are trying to show in the game at any given time.

3D Sound

Unreal Engine 4 comes with the Unreal Audio Engine, which we will use for our sound APIs.

Sound Design

We will attempt to get all of the audio for the game from recordings of real cats which we will then manipulate if necessary in order to fit the desired sound effect. The recording will be done on the Tascam DR-07X which is a handheld recorder. This will give us the ability to record real house cats as they move about.

Single-Player Game

Overview

In the single-player game, the player takes control of a cat that ventures out of a cat shelter to Catsburg. There, they find that Catsburg is embroiled in a battle between the business empire of the Home Cats and the rebelling Strays. The player can explore all of Catsburg freely, but to win the game, they must complete missions for either side in the conflict.

Single Player Game Detail #1

Complete main storyline quests

Main storyline quests will be available to the player to complete. Completion of these quests will progress the story, revealing more information about the conflict between the Home Cats and the Stray Cats in Catsburg, and also unlock the next quest in the sequence. Each quest presents the player with a unique task from knocking over items to defeating foes. Completing the quest will reward the player with cat treats, catnip, and reputation.

Single Player Game Detail #2

Complete side quests for powerups

As the player progresses through the main storyline quests, optional side quests will be unlocked that will reward the player with powerups upon completion. These quests will ask the player to carry out favors for other characters such as distributing fliers or finding a pair of socks.

Completion of these side quests will unlock powerups that the player can purchase at the Powerups Store.

Single Player Game Detail #3

Make decisions that will impact the ending

Throughout the game, the player will be given quests to complete for both Home Cats and Stray Cats. The side that the player decides to help will ultimately side who will win the internal struggle between the two factions. Once the player has filled up the reputation bar by completing all the quests for one side, they will be able to defeat the other side's boss.

Single Player Game Detail #4

Explore the map

From the beginning of the game, the entire map will be open for the player to explore with the exception of the two bases belonging to each faction. The player can explore the city, the farm, and the suburbs area. If the player progresses through the Stray Cats route, Shady Alley will be

unlocked which leads to the Stray Cats' base. If the player progresses through the Home Cats route, the mansion will be unlocked where Maximilian stays.

Single Player Game Detail #5

Meet and befriend other cats

The player will encounter many different cats from both factions while exploring around the map. They can befriend these cats by running errands for them around the city. As the player completes more quests for each cat, the cats will become friendlier and friendlier.

Single Player Game Detail #6

Establish reputation with each clan

The player can establish their reputation with each faction by completing quests for each side. Each quest will reward the player with reputation toward the faction that the player is helping (e.g. completing *Rooftop Chase* will increase the player's reputation with the Home Cats by 5). When the player fills up the reputation bar with a faction, the enemy boss will be unlocked.

Single Player Game Detail #7

Defeat mini-bosses

For every three quests completed, the player will be tasked to take down a mini-boss. Each mini-boss has a unique fighting mechanic; some mini-bosses will be more aggressive whereas others may be more defensive. Mini-bosses will reward the player with more cat treats, cat nips, and reputation.

Single Player Game Detail #8

Avoid Animal Control

Animal Control is an enemy that the player cannot kill and must avoid. They mostly roam the city looking for cats who are not with their owner to take back to the shelter. If a player is in vision of Animal Control, reinforcements will be called to surround the player.

Story

The mission associated with each scene in the story will be listed in the parentheses. For example, (Seek the Salmon) refers to the Seek the Salmon mission in the Story Appendix.

Prologue

Before the setting of *Cat Theft Manual*, the player plays as a wild cat who resides on the outskirts of Catsburg, enjoying the peace and tranquility of the wilderness. The player lived with a mother in a hollow tree stump decorated with leaves and branches. Together, they would hunt birds and fish for food and climb trees to get a view of the beautiful wilderness in their leisure time.

One day, the mother left on her usual hunting trip never to be seen again. The player gets a glimpse of what unfolded: the mother was too excited to come home with a big tuna that she forgot to check for oncoming traffic before crossing the road and was hit by a truck. The character that the player controls, unaware of the fate of the mother, waits day in day out only to be discovered by rescue service and taken to the Catsburg Animal Shelter where the story begins.

Tutorial

(Seek the Salmon)

The player meets a carefree Birman cat named Bella who asks the player to fetch her salmon in return for showing the player how to escape from the animal shelter. Before the player leaves, Bella warns the player about the conflict between the Home Cats and the Stray Cats in Catsburg and that the choices the player makes will have an effect on the future of the city.

Home Cats Route

(A Fancy Favor)

Outside of the animal shelter, the player runs into Fancy, a rich and spoiled calico cat, who is frantically searching for her expensive collar and demands that the player help her. When Fancy discovers that the player is originally from out of town and doesn't have a place to stay in Catsburg, she brings you back to her home in the suburbs "out of the kindness of her heart".

(Rat 'Em Out)

There, Fancy introduces you to a ragdoll cat by the name of Snowy. Although she is soft-spoken, she expresses her concern about having a stranger in their territory, afraid that the player might harm her friends. To demonstrate the player's good intentions, the player gets rid of the rat infestation in Snowy's house by baiting out the rats with cheese.

(Farm-acist)

Snowy is convinced that the player will not pose a threat and welcomes the player to the suburbs where the Home Cats live with their owners. She explains that the Home Cats work under Maximilian, a Siamese cat with a top hat and gold monocle, who owns the majority of businesses in Catsburg. Fancy oversees operations in the city while Snowy oversees the suburbs. Snowy also explains that she was worried that the player may be a spy for the Stray Cats, a faction of cats

who do not have owners and roam Catsburg wrecking havoc, but no longer has doubts about the player's integrity. She warns the player to steer clear of a substance called cativa that the Stray Cats have been distributing around the city. To learn more about their business operations, she sends the player to look for Billy, an orange tabby who runs the farm.

(Udder Nonsense)

However, Billy does not welcome the player at first and refuses to have a conversation until the player helps out at the farm by planting tomato seeds. After fulfilling his request, he reluctantly gives you a tour of the farm where they grow all the crops and produce goods for Maximilian's businesses. He tells you about Betsy the cow who has been trespassing on the farm and eating the crops and enlists you to venture to Catendo Lake to get rid of the nuisance.

(Rooftop Chase)

Fancy heard a rumor that the Stray Cats have a huge stash of cativa hidden on the rooftop of the hospital to replenish their supplies. She orders you to investigate the area and dispose of the stash to eliminate one of their sources. When the player climbs to the rooftop of the hospital and destroys the crates full of cativa, the player is ambushed by several Stray henchmen and narrowly escapes by jumping from rooftop to rooftop.

(Local Salesmen)

Snowy has noticed more Stray Cats hanging around the suburbs and an increase in Cativa usage among her peers. After some investigation, she has discovered that the Stray Cats have been visiting the suburbs and distributing the substance to the local residents. Snowy desperately wants the dangerous substance out of her home. She gives you the location of where the unwanted cats were last seen and the player then stakes out the premise waiting to eliminate them.

(Tracing their Carbon Footprint)

Billy is interested in what makes cativa so addicting to cats and asks you to sneak into the laboratory in Hippie Hangout and steal the ingredient list so that he could investigate the content. The area is heavily guarded by Stray henchmen and forces the player to hide behind boxes to avoid the henchmen's line of sight. The player finds the list posted on a whiteboard in the laboratory and disappears into the forest. After examining the list, Billy finds out that tuna is the addictive ingredient in cativa and warns the player that eating too much tuna can lead to mercury poisoning. He sets off to inform the others of his discovery.

(Hotel Service)

While scouting the city, Fancy overheard a Stray henchmen leaving the hotel and complaining about a hard day at the cativa factory. She suspects that the Stray Cats have teamed up with Oliver, the Japanese bobtail who owns the hotel and fears Maximilian's hunger for power, and are using the hotel as a distribution center for cativa. Fancy urges the player that the factory must

be destroyed to cease the distribution of cativa before any cat contracts mercury poisoning. The player storms through the hotel crushing henchmen along the way and defeats Oliver before smashing the machines to pieces.

(Bruno More)

The Home Cats have identified the harmful ingredient in cativa and stopped the production and distribution of the substance around Catsburg. They're ready to take down Bruno, the evil mastermind behind cativa. With the help of Snowy and Fancy, the player invades Shady Alley and takes down Bruno in his underground lair.

Stray Cats Route

(Covert Operation)

Outside of the animal shelter, the player is approached by Shadow, a black Russian blue cat, who knows all the cats around town—both his comrades and his enemies—but hasn't seen the player around before. He decides to test the player by sending the player to Cat-mart, a department store owned by the rich and powerful Maximilian, to steal a tennis ball. The player walks into Catmart posing as a normal customer and swipes a tennis ball from the shelf while no employees are looking. Shadow is impressed by the player's stealth and agility and wants to recruit you for the Stray Cats, a faction of cats in Catsburg who are not owned by humans.

(Cat-astrophe!)

He takes you to the suburbs where Manchester, an American shorthair, is awaiting to assess the player's skills. Manchester wants to see if you have what it takes to join the Stray Cats and sends you on a mission to cause mayhem in a suburban home. The player roams around the house knocking over flower pots and dishes. Manchester is impressed by the huge mess that player has made and officially welcomes you to the Stray Cats. He tells you that the Strays run a business selling cativa in Catsburg and warns you to not buy and instead steal from any establishments owned by Maximilian because he already has a plethora of money.

(Feeling Under the Feather)

When the player arrives at Hippie Hangout, Willie is seen being attacked by crows while desperately trying to protect his garden. He asks for your assistance in getting rid of these nasty birds. The player must swipe at any crow that tries to get near a plant. After eliminating the threat, Willie gives you a tour around Hippie Hangout and shows you the garden where they grow their crops and the laboratory where they produce cativa.

(Spot the Difference)

Willie mentions that one of the shipments of cativa is running late because Spot the doberman has intercepted the delivery and is guarding the stash at a gas station. Willie asks you to head to

the gas station and retrieve the shipment by defeating Spot. Shadow leads the player to the Stray Cats' base of operation, a hideout that can only be entered through Shady Alley. There, Bruno, the boss of the Stray Cats, thanks the player for defeating Spot and recovering the shipment of cativa. He informs the player about how Maximilian has been a ruthless owner, buying out every business in the city, and about how the Stray Cats plan to destroy Maximilian's monopoly on Catsburg.

(Tactical Espionage Action)

Through his former affiliation with the Home Cats, Shadow has discovered a secret vault located in Maximilian's top restaurant Cat-alogy where he stores all his earnings. Shadow plans to steal Maximilian's secret stash of funds and asks the player to assist him with this heist. The player must sneak around the restaurant and avoid being caught on any security camera. After successfully breaking into the vault and securing the money, Shadow and the player run into Snowy outside of the restaurant where she pleads for a truce between the two factions. Shadow is hesitant but walks away in the end.

(Cat-infectant)

Willie assigns you a mission to sabotage the Home Cats by contaminating the plants on their farm with bugs. A shortage of ingredients will give Maximilian's establishments a difficult time to fulfill its popular demand and ultimately tarnish their reputations. The player ruins their upcoming harvest by spreading caterpillars on all the crops on the farm.

(Kennel Break)

The Stray Cats need more cat power if they're going to take on the Home Cats. Many Stray Cats have been recently captured by Animal Control while distributing Cativa around Catsburg. The player intentionally gets captured and taken to the animal shelter and waits until the humans have clocked out for the day before breaking all the locks on the cages and escaping into the night.

(You Gatsby Kidding Me!)

The Stray Cats are having a difficult time distributing cativa around the city because Hermione, a librarian at Catsburg Public Library who is a faithful servant to Maximilian, is strongly against this substance infecting her beloved city. The player ambushes Hermione at her workplace and eliminates the interference.

(Maxed Out)

The Home Cats' business has been severely damaged: their grocery stores have a shortage of ingredients, their top restaurant has been robbed, and their most loyal servant has been eliminated. The Stray Cats are finally ready to invade the mansion and put a stop to Maximilian's hold on Catsburg.

Peaceful Route

(A Cat Call for Peace)

Shadow and Snowy have come to realize that both Bruno and Maximilian are a danger to the safety of Catsburg. Bruno's business has started an insatiable addiction for Cativa and Maximilian is buying out all the small businesses. Shadow and Snowy have decided to reach out to their peers about their concerns and were able to start a rebellion against both bosses. They plot to bring the bosses to the park where each boss believes the other is going to surrender. There, the player along with Shadow, Manchester, Snowy, and Fancy face against Maximilian and Bruno.

Home Cats Ending

With Bruno, the evil mastermind behind the cativa operation, defeated, the production and distribution of the substance in Catsburg has come to an end. The Home Cats were able to save Maximilian's businesses from being overthrown, remove their most fierce competition, and thus left the Stray Cats in hiding.

Stray Cats Ending

After the fall of Maximilian, all the businesses that were once under his control are returned to their original owners. Business owners no longer feel threatened by Maximilian's monopoly and are able to run their businesses peacefully. To the Home Cats' dismay, some of the Stray Cats started opening up their own businesses in order to sustain themselves.

Peaceful Ending

The rebellion successfully overthrows Bruno and Maximilian's corrupt reign over the city. As a result, the harmful substance is eliminated from the city and the businesses are returned to their original owners. There is no longer an internal conflict among the cats.

Hours of Gameplay

If the player tries to go for one side's ending only, the game should take about 6 hours to finish. Going for the full peace ending should take 12 hours, and doing all of the side-missions adds 4 hours. So the game is able to provide the player with at least 10 hours of gameplay, which is of course expanded if they choose to replay it and attempt to complete the other side of the story.

Victory Conditions

The single-player game is won after the player has either completed the final mission for one side, which is unlocked by completing that side's main missions, or completed all main missions and the true final mission.

Multiplayer Game

Overview

Not Applicable. This is a single player-focused game, so none of these multiplayer components are applicable.

Max Players

Not Applicable.

Servers

Not Applicable.

Customization

Not Applicable.

Internet

Not Applicable.

Gaming Sites

Not Applicable.

Persistence

Not Applicable.

Saving and Loading

Not Applicable.

Character Rendering

Overview

The characters are rendered with cel-shading.

Character Rendering Detail #1

Cel-shading is when something is rendered using multiple bands of color rather than a continuous gradient. In order to create the bands of color, we will calculate the brightness of the surface and use this value to threshold the bands. This method is more suitable for our game over the conventional method of comparing the surface direction and light direction, as this method does render a shadow on our model.

Character Rendering Detail #2

Cel-shading provides additional benefits as well. Through cel-shading, our characters will have a cartoon aesthetic, which is perfect for the overall aesthetic of the game. In addition, it will be easier to render, since we will not need to render fur.

World Editing

Overview

Not applicable. Because we will not allow the player to edit the game world.

World Editing Detail #1


Not Applicable.

World Editing Detail #2

Not Applicable.


Advertisement/Market

Advertisement and funding for our game will be acquired through our website, where we will have the game trailer along with various subscription features that supporters can subscribe to. Purchasing a subscription will give the player certain rewards depending on which tier they subscribe to. In addition to this, they will all get access to the latest pre-release version of the game that the developers will be working on. The promotion and information for our game can all be found on our website. Visit the website at <https://catendo-aa762.web.app.>

 Catendo

Home Character Team About

Cat Theft Manual



Coming Soon!

Cat Theft Manual is an open world sandbox game where the player gets to take control of a cat and do various activities around the map. They can do missions for two main factions: the stray cats and the home cats. The player is free to support either faction or they can remain neutral and attempt to close the divide between the two factions. Meet the cats that are allied to each faction as you go through the story. Will you fight for the Home cats or the Stray cats? The world is your litter-box.

Sale Locations

Our game will be made for only PC. Customers will be able to purchase digital copies on Steam. In addition to this we will be giving out the alpha and beta versions to customers that subscribe and become patrons.

Story Appendix

In our game, there are two factions: the Home Cats and Stray Cats. Each side will give a certain amount of storyline missions along with some mini-boss missions and one final boss mission.

Tutorial Missions:

Seek the Salmon

Type:

Tutorial

Location:

Animal Shelter

NPC:

Bella

Requirement:

None

Description:

Bella requests that you fetch her salmon and in return she will show you a way to escape from the animal shelter. Search for the food in the kitchen.

Reward:

Unlock *A Fancy Favor* and *Covert Mission*

+5 Cat Treats

+5 Catnips

Home Cat Missions:

A Fancy Favor

Type:

Main Quest

Location:

City

NPC:

Fancy

Requirement:

None

Description:

Fancy is frantically looking around the city for her expensive designer collar. She doesn't care who you are or where you came from. She only cares about locating her lost collar and demands

that you help her. Search high and low from every tree to every bush. Who knows where Fancy could've left it.

Reward:

Unlock *Rat 'Em Out*

+5 Cat Treats

+5 Catnips

+5 Reputation for Home Cats

Rat 'Em Out

Type:

Main Quest

Location:

Suburbs

NPC:

Snowy

Requirement:

Complete *A Fancy Favor*

Description:

Snowy is skeptical of you because of your unknown background. You need to demonstrate your good intentions by getting rid of the rat infestation in her house to give her owner a peace of mind. Lay out cheese around the house to bait out the rats and eliminate them.

Reward:

Unlock *Farm-acist*

+5 Cat Treats

+5 Catnips

+5 Reputation for Home Cats

Farm-acist

Type:

Main Quest

Location:

Farm

NPC:

Billy

Requirement:

Complete *Rat 'Em Out*

Description:

He enlists you as an assistant to help him plant some tomato seeds. Plant and water a seed for each empty hole in the soil.

Reward:

Unlock *Udder Nonsense*

+5 Cat Treats

+5 Catnips

+5 Reputation for Home Cats

Udder Nonsense

Type:

Mini-boss

Location:

Catendo Lake

NPC:

Billy

Requirement:

Complete *Farm-acist*

Description:

Betsy, a wild cow, has been spotted around Catendo Lake eating anything and everything in her path. The farm has fallen victim to her unsatisfiable hunger numerous times and she must finally be stopped. Locate Betsy and make sure she never returns to the farm ever again.

Reward:

Unlock *Rooftop Chase*

+10 Cat Treats

+10 Catnips

+10 Reputation for Home Cats

Rooftop Chase

Type:

Main Quest

Location:

Hospital

NPC:

Fancy

Requirement:

Complete *Udder Nonsense*

Description:

While patrolling the city, Fancy heard a rumor that the Stray Cats have hidden a stash of Cativa on the rooftop of the hospital. Climb up to the rooftop of the hospital and locate the Cativa. Watch out because there might be some Stray Cats guarding the stash.

Reward:

Unlock *Local Sale*

+5 Cat Treats

+5 Catnips
+5 Reputation for Home Cats

Local Salesmen

Type:

Main Quest

Location:

Suburbs

NPC:

Snowy

Requirement:

Complete *Rooftop Chase*

Description:

Snowy has noticed that there have been more Stray Cats hanging around the suburbs than usual and an increase in Cativa usage among her peers. She suspects that the Stray Cats have been distributing Cativa to cats in the neighborhood. Stake out where they are selling the drug and eliminate the salesmen during after hours.

Reward:

Unlock *Tracing their Carbon Footprint*

+5 Cat Treats

+5 Catnips

+5 Reputation for Home Cats

Tracing their Carbon Footprint

Type:

Main Quest

Location:

Hippie Hangout

NPC:

Billy

Requirement:

Complete *Local Salesmen*

Description:

Billy is interested in what makes this drug so addicting. He asks you to sneak into the laboratory in Hippie Hangout and steal the ingredient list so that he could investigate the content. The area is heavily guarded so try not to get caught by any henchman.

Reward:

Unlock *Hotel Service*

+5 Cat Treats

+5 Catnips

+5 Reputation for Home Cats

Hotel Service

Type:

Mini-boss

Location:

Hotel

NPC:

Fancy

Requirement:

Complete *Tracing their Carbon Footprint*

Description:

The Stray Cats are using the hotel as a base of operation for distributing Cativa around the city. Oliver, the Japanese bobtail who owns the hotel, despises Maximilian's hunger for power and has teamed up with the Stray Cats by providing them with a huge facility to store their shipments. Defeat Oliver and halt their distribution of Cativa.

Reward:

Unlock *Bruno More*

+10 Cat Treats

+10 Catnips

+10 Reputation for Home Cats

Bruno More

Type:

Final Boss

Location:

Shady Alley

NPC:

Fancy

Requirement:

Complete *Hotel Service*

Description:

The Home Cats have been able to identify the recipe for Cativa and stopped the distribution of the drug around Catsburg. It's time to take down Bruno and put an end to his drug business in this city. Invade Shady Alley where Bruno will be waiting for you in his underground lair.

Reward:

Unlock *Home Cats Ending*

+20 Cat Treats

+20 Catnips

Stray Cats Missions:

Covert Operation

Type:

Main Quest

Location:

Catmart

NPC:

Shadow

Requirement:

None

Description:

Shadow hasn't seen your face before and he knows all the cats around town—both his comrades and the enemies—and can't tell if you're a friend or a foe. To gain his trust, he sends you on an errand to steal a tennis ball from Catmart, a department store owned by the rich and powerful Maximilian. This is a stealth mission that requires you sneak into the establishment, steal the item, and escape without being detected.

Reward:

Unlock *Cat-astrophe!*

+5 Cat Treats

+5 Catnips

+5 Reputation for Stray Cats

Cat-astrophe!

Type:

Main Quest

Location:

Suburbs

NPC:

Manchester

Requirement:

Complete *Covert Operation*

Description:

Manchester wants to see if you have what it takes to join the Stray Cats. To test your skills, he wants you to cause mayhem by breaking into a suburban home and knocking over as many items as you can. You will be given 60 seconds to roam around the house and destroy anything in your path from flower pots to dishes.

Reward:

Unlock *Feeling Under the Feather*

+5 Cat Treats
+5 Catnips
+5 Reputation for Stray Cats

Feeling Under the Feather

Type:

Main Quest

Location:

Hippie Hangout

NPC:

Willie

Requirement:

Complete *Cat-astrophe!*

Description:

Help! Willie is desperately trying to protect his garden while being attacked by crows. He asks for your assistance in getting rid of these nasty birds. Swipe at any crow that tries to get near a plant. Be careful because you'll fail if you let a bird touch a plant three times!

Reward:

Unlock *Spot the Difference*

+5 Cat Treats
+5 Catnips
+5 Reputation for Stray Cats

Spot the Difference

Type:

Mini-boss

Location:

Gas Station

NPC:

Willie

Requirement:

Complete *Feeling Under the Feather*

Description:

One of the Stray Cats' shipments of Cativa is running late because Spot the doberman has intercepted the delivery and is guarding the stash at a gas station. Spot roams the freeway and is a danger to all cats who come across him. It's time to take down the menace once and for all. Defeat spot and retrieve the shipment.

Reward:

Unlock *Tactical Espionage Action*

+10 Cat Treats

+10 Catnips

+10 Reputation for Stray Cats

Tactical Espionage Action

Type:

Main Quest

Location:

Restaurant

NPC:

Shadow

Requirement:

Complete *Spot the Difference*

Description:

Through his former affiliation with the Home Cats, Shadow has discovered a secret vault located in Maxilian's top restaurant Catalogy where he stores his earnings. He wants to rob Maximilian's secret stash of funds and asks you to assist him in this heist. Make your way to the vault and steal the cash without being detected by the security cameras.

Reward:

Unlock *Cat-infectant*

+5 Cat Treats

+5 Catnips

+5 Reputation for Stray Cats

Cat-infectant

Type:

Main Quest

Location:

Farm

NPC:

Willie

Requirement:

Complete *Tactical Espionage Action*

Description:

Willie assigns you a mission to sabotage the Home Cats by contaminating the plants on their farm. A shortage of ingredients will give Maximilian's grocery stores a difficult time to fulfill its popular demands. Ruin their upcoming harvest by spreading caterpillars on all the crops.

Reward:

Unlock *Kennel Break*

+5 Cat Treats

+5 Catnips

+5 Reputation for Stray Cats

Kennel Break

Type:

Main Quest

Location:

Animal Shelter

NPC:

Manchester

Requirement:

Complete *Cat-infectant*

Description:

The Stray Cats need more cat power if they're going to take on the Home Cats. Many Stray Cats have been recently captured by Animal Control while distributing Cativa around Catsburg. Let yourself be taken into the animal shelter and free your comrades from the inside. When all the humans have clocked out for the day, break all the locks on the cages and escape into the night.

Reward:

Unlock *You Gatsby Kidding Me!*

+5 Cat Treats

+5 Catnips

+5 Reputation for Stray Cats

You Gatsby Kidding Me!

Type:

Mini-boss

Location:

Library

NPC:

Manchester

Requirement:

Complete *Kennel Break*

Description:

The Stray Cats are having a difficult time distributing Cativa around the city because Hermione, a librarian at Catsburg Public Library who is a faithful servant to Maxilian, is strongly against this drug infecting her beloved city. Get rid of Hermione but be quick on your paws because she'll send a whirlwind of books in your direction!

Reward:

Unlock *Maxed Out*

+10 Cat Treats

+10 Catnips

+10 Reputation for Stray Cats

Maxed Out

Type:

Final Boss

Location:

Mansion

NPC:

Shadow

Requirement:

Complete *You Gatsby Kidding Me!*

Description:

The Home Cats' business has been severely damaged: their grocery stores have a shortage of ingredients, their top restaurant has been robbed, and their most loyal servant has been eliminated. It's time to finally invade the mansion and put a stop to Maximilian's hold on Catsburg. Take down Maxilian with all that you got!

Reward:

Unlock *Stray Cats Ending*

+20 Cat Treats

+20 Catnips

Neutral Missions:

A Cat Call for Peace

Type:

Final Boss

Location:

Park

NPC:

Shadow and Snowy

Requirement:

Complete *You Gatsby Kidding Me!* and *Hotel Service*

Description:

Both Bruno and Maximilian have arrived at the park with the expectation that the other is surrendering. When confronted by a rebellion of cats who want to end their reigns, they decide to join forces to protect their businesses. Work together with Shadow and Snowy to take down Bruno and Maximilian and restore peace to Catsburg.

Reward:

Unlock *Peace Ending*

+20 Cat Treats

+20 Catnips

Side Missions:

Power Gloves

Type:

Side Quest

Location:

Apartments

NPC:

Fancy

Requirement:

None

Description:

Fancy is hosting an extravagant birthday party next weekend and wants to make sure there'll be a huge crowd attending. She wants you to distribute fliers to all the residents in the apartments.

Stop by each unit and drop a flier at the front door.

Reward:

Unlock *Power Gloves* at the *Powerup Store*

+5 Cat Treats

+5 Catnips

CaJordans

Type:

Side Quest

Location:

Park

NPC:

Manchester

Requirement:

Complete *Spot the Difference*

Description:

You run into Manchester spending his day off at the park playing basketball. He challenges you to see who can shoot the most hoops under 60 seconds.

Reward:

Unlock *CaJordans* at the *Powerup Store*

+5 Cat Treats

+5 Catnips

Canned Cat Food

Type:

Side Quest

Location:

Cafe

NPC:

Snowy

Requirement:

Complete *Hotel Service*

Description:

Snowy loves the smell of bacon coming from the cafe but the cafe owners recognize her as the cat who always steals the customers' food. She asks you to steal bacon from one of the customers and bring it to her.

Reward:

Unlock *Canned Cat Food* at the *Powerup Store*

+5 Cat Treats

+5 Catnips

Socks

Type:

Side Quest

Location:

Mall

NPC:

Willie

Requirement:

Complete *You Gatsby Kidding Me!*

Description:

Willie is having trouble finding a pair of socks with a peace sign at the mall. Check every store to see if they have what he's looking for.

Reward:

Unlock *Socks* at the *Powerup Store*

+5 Cat Treats

+5 Catnips

Shield

Type:

Side Quest

Location:

Casino

NPC:

Shadow

Requirement:

Complete *Udder Nonsense*

Description:

Shadow wants you to test your luck by gambling at the casino. Defeat the other four players and dealer at Poker.

Reward:

Unlock *Shield* at the *Powerup Store*

+5 Cat Treats

+5 Catnips

Powerup Appendix

- Power gloves/mittens: All outgoing player attacks will do 200% more damage.
- CaJordans: Jump height is increased by 200%.
- Canned cat food: Restores 25hp upon use/consumption.
- Socks: Increase the players walking and running speed by 150%.
- Shield: Raise defense and take 200% less Damage

Character Appendix

Player

Overview

A customizable character that will be controlled by the player of the game.

Appearance

This character's appearance is customizable by the player. See Creating a Character.

Motivation

The player cat is lost and has nowhere to go. He/she wants to survive on the street and will help others with their needs in order to survive.

Personality

This cat's personality is determined by the player's actions.

Background

As a young cat his/her mother went hunting for food and never came back, no one knows what happened to the mother. The player cat was picked up by rescue services not long after and placed in a shelter where he/she meets a cat named Bella. Bella teaches him/her about the world and how to get out of the shelter.

Conflict

He/She has nowhere to go and needs to survive so they go to other cats for help. Other cats will help him/her if he/she does a mission for these cats.

Bruno, The Leader of the Strays

Overview

Bruno is the leader of the Strays, a gang of street cats opposed to the Home Cats' monopoly over Catsburg. He causes the game's main conflict by selling a drug known as Cativa and causing major trouble for Maximilian's businesses. Players must face him near the end of the game and defeat him to stop the distribution of Cativa and prevent anarchy from running amok in Catsburg.

Appearance

A Sphynx cat.

Motivation

Bruno has a deep hatred for humans and house cats. He believes that they are all evil and hiding it behind a mask. He wants to get revenge for the way he had been treated by them. He wants to make them feel how he felt, alone in the streets.

Personality

Bruno is a smart and inspiring cat who knows how to get others to help him and rally around him. He is also violent and selfish, using his intelligence for his own gains. He also does not hesitate to take action against those he believes have wronged him.

Background

Bruno was abandoned by his parents when he was still a kitten. He had to survive on his own doing anything to survive. He sought help from house cats but they all ignored him. Ever Since then he has grown his hatred for house cats. Being the cunning cat he is he lived on the streets constantly moving around the city, suburbs and the farm area avoiding animal control. As the years passed by he grew up to become an even more dangerous and intelligent cat.

Conflict

Bruno wanted revenge against the house cats who he believes are all entitled snobs. He believed the way to do it was to finally release the drug that he had spent years developing. With his

henchmen whom he had found over the years he could grow his drug business into an empire and overthrow the home cats.

Maximilian

Overview

Maximilian is the leader of all the home cats in Catsburg and runs a majority of the business in the city. He causes the game's main conflict by inflating prices and controlling the majority of the city's economy. Players must face him near the end of the game and defeat him to destroy his monopoly and restore the prices to affordable levels.

Appearance

Maximilian is a rich Siamese cat who is always groomed and likes to take care of his appearance. He even wears a top hat and gold monocle for no other reason than to subtly flaunt his wealth everywhere he goes.

Motivation

Maximilian's main reason for doing anything is to gain the love and approval of his parents. He believes that he can gain it by owning all the businesses and becoming more successful than his parents by making his own legacy. He believes that the only way to do this is by becoming the baron of the entire city by owning all the businesses and showing his parents that he is worthy.

Personality

Maximilian is deceptively friendly, maintaining the public facade of a well-meaning business owner who puts the interests of other cats first. In reality, he is a ruthless business cat who tries to destroy his competition by any means necessary. He refuses to listen to any doubts or criticisms from the cats that work under him, and he may even fire anyone who speaks out against him on the spot. His temper rarely flares up, especially in public or around most of his allies, but when he does lose it, he will be dead-set on eliminating whatever has angered him. Maximilian runs his business from the comfort of his mansion. When an unknown character enters his base of operations, he would usually greet them with "Who gave you purr-mission to enter the premises?"

Background

Maximilian was born in a fancy mansion to a wealthy family with everything handed to him on a silver platter. However, he lacked familial affection growing up as he was only seen as a tool for prosperity for his standoffish parents. Rather than teaching him love and kindness, they taught him how to be a ruthless businessman with hopes that he would one day inherit the business. Young Maximilian thought he could gain their affection by complying to their wishes so he spent his entire childhood devoting himself to becoming the best businessman he could possibly be.

When it was Maximilian's turn to finally inherit the business, the business was on its last leg. Thanks to the skills he learned growing up, he was able to take the business further than anything he'd ever imagine and built a monopoly in Catsburg. Although Maximilian's name was known far and wide for his business ventures, his parents still refused to recognize his accomplishments and forced Maximilian to further expand his business.

Conflict

Just when Maximilian was about to succeed in his venture to become the biggest business in Catsburg, the stray cats move in with their drug business and cause him to lose customers. As a ruthless business cat, he would love to remove this unforeseen competition. However, he cannot just oust the Strays because he has to maintain a facade of goodness by looking after all the wellbeing of all cats.

Internally, Maximilian has to deal to his parents. Manipulated from a young age, Maximilian is constantly living in his parents' shadow and is forced to live up to a completely unrealistic standard. Despite already running a successful business, he constantly doubts himself and always believes that his parents would have handled most situations better. Little did he know that this was all a part of his parents' plan to control Maximilian and turn him into a ruthless puppet that will always act in the best interests of the family business.

Billy

Overview

Billy is a member of the home cats and is Maximilian's main farmhand at the production line. He is the main character the players interact with in the Farm area of the map.

Appearance

Billy is your typical average sized, orange tabby who is getting along in years. It's not his build that stands out, but the fact that he wears overalls; you couldn't mistake him for any other cat! His personality is what you'd expect for a cat at that age, scowling and grumpy!

Motivation

He chooses to spend his time away in the farmland to seek peace in his last few years. Peace from other humans, peace from other cats. He will do everything in his power to avoid interaction with any other living, breathing entity. You will see farm fences surrounding his farm. You will never see the gate open. You will even begin to question if anyone actually lives there; however, the gleaming, well-combed vegetation, full of thriving, bountiful produce says otherwise.

Personality

While Billy does not take kindly to new faces, if for some rare reason, you happen to befriend him and end up on his good side he is the most laid back and friendly soul you can meet on the ranch. You just have to prove to him you're worth his time.

Background

Billy grew up with his parents both of which were orange tabbies like himself on the farm. He grew up around all sorts of animals, cows, sheep, pigs, chickens and cats alike. He always helped around the farm with all the necessary chores. During his kittenhood is also when he met Maximilian when one day Farmer Bob took Billy to the city to have a playdate with other cats, but eventually he stopped taking Billy and Billy would just stay on the farm day in and day out, grinding through chores. Billy used to be a warm and friendly cat, but that was before trespassers, namely Willie, began to make it a routine to harass the farm and its animals or produce. As he aged, he grew increasingly skeptical of visitors to the point where he started hating them altogether since they were no different than Willie.

Conflict

While Maximilian and Billy knew each other while they were younger, they drifted apart. It was hard for Farmer Bob to bring Billy all the way to the city, and so drifted their friendship. With that being the case, Billy has no idea of Maximilian's plan to oust the Strays. For Billy, his one and only problem is the annoying trespassers. They keep causing trouble around the farm and everything would be solved if they would just stay out!

Snowy

Overview

Snowy is a member of the Home Cats, and is the main Home Cat assigned to the Suburbs area. She works under Maximilian as his PR agent.

Appearance

Snowy is a white ragdoll cat with a standard red collar. It should be noted that hers is the only one among the Home Cats that is not fancy or special-looking in any way. Also, Shadow's collar matches hers.

Motivation

Snowy was coerced by Maximilian to assist the Home Cats in eradicating the Strays. In truth, she just wants to bring the two factions together in peaceful coexistence. She also wants to know where Shadow is, and whether he really is among the Strays' ranks. She hopes that, through the player, she can bring this peace and get her answers.

Personality

Snowy is soft-spoken, caring, and kind-hearted. She is an understanding cat, always trying to find the best in everyone, or at least the reason why they act the way they do. That said, she has mounting frustrations with Maximilian due to his heartless business attitude and his refusal to listen to her suggestions. At the same time, she also fears Maximilian somewhat, feeling that she owes him too much to back down on any orders he gives her. Any time she finds some clue or shred of evidence that Shadow is around, however, Snowy will drop everything and do whatever it takes to continue her search for him.

Background

Snowy grew up as a Home Cat, albeit one who felt lost in life. The only light in her life at the time was her best friend and fellow Home Cat Shadow, who was already working under Maximilian. By Shadow's request, she was taken under Maximilian's wing and got a job as his PR agent, befitting her kind-hearted personality. This kind gesture from Max made Snowy admire him and she saw that he would be a great leader. This was until she saw Maximilian's ruthlessness first-hand when he bought out a rival company and had its original owners fired on

the spot. Though she felt outraged by Maximilian's actions, she decided to stay silent for fear of her own safety. When Shadow mysteriously disappeared, her fears worsened, and soon she felt as if she had to stick to Maximilian to survive. Thus, she stuck to her job, doing as Maximilian told her to do, but still sticking to the hope that she would find Shadow again someday.

Conflict

Snowy's kind-hearted nature makes it difficult for her to enact the aggressive actions Maximilian wants to take against the Strays. She also knows what Maximilian is really like, which makes her further despise his orders. However, Snowy knows that with how much she owes Max, and with how much control he already has over her, she can't afford to disobey him. She's afraid to leave or lose Max anyways, as Shadow's sudden disappearance made her paranoid about losing every guiding force in her life. As much as she would like to believe that Shadow is still around (which he is), the sequence of events starting from when he vanished has left her skeptical and overly cautious. She will refuse to believe anyone's word about Shadow's well-being until she sees him for herself. Shadow's fear of facing Snowy doesn't help this either, as he tends to flee immediately if he senses Snowy nearby.

Fancy

Overview

Fancy is a Home cat and is Maximilian's right-hand lady. She is the main Home cat of the City area.

Appearance

Fancy is a fat long-hair calico with a blinged-out collar and covered with gaudy jewelry.

Motivation

Born into fortune, Fancy does not want to have to work for anything. Seeing the success of Maximilian, Fancy hopes that Maximilian's success over the Stray cats will leave her a life of effortless luxury.

Personality

Spoiled, rotten, and very lazy, Fancy primarily works by not doing anything herself and forcing her subordinates to do everything for her. Despite all the work they have done, Fancy is not

grateful in the slightest and regularly badmouthes every cat she knows, except Maximilian. Bereft of any real talent, skills, or experience, Fancy speaks pompously and uses a bunch of business jargon that does really mean anything at all.

Background

Fancy grew up in a very rich household where everything she needed and wanted was handed to her on a silver platter. Incredibly spoiled, Fancy eventually joined Maximilian because her owners would not let her play with the Moon. She believes that by joining and succeeding with Maximilian, she will be able to play with the Moon to her heart's content.

Conflict

Used to everything being given to her, Fancy has no actual business experience. She is very afraid of Maximilian finding out this fact and firing her, so she tries to sound like she knows what she is doing and makes everyone else do her work for her.

Willie

Overview

Willie is one of the Strays' lieutenants and the leader of their drug operation. He is the main Stray of the Farm area

Appearance

Willie is a grey domestic shorthair with matted, unkempt fur. He always has a mellowed-out face and has flowers randomly scattered on his body.

Motivation

As per Bruno's orders, Willie is in Catsburg to oversee the Strays' drug production and operations. Willie himself wants all cats to live free, as they "naturally" should, though the most important thing to him is making sure he stays on his catnip high.

Personality

Willie acts like a stoned-out hippie, constantly talking a lot of nonsense about love, peace, and what's "natural." He's very relaxed about everything, and almost always seems oblivious.

Background

Willie used to be a home cat. However, he got tired of the restrictions and decided to move out. Once out on his own, he focused on acquiring catnip and lounging about all day. Though, it soon got harder and harder to afford until he was approached by the strays. They offered to provide him money and catnip as a member of their organization. Strangely enough, Willie was a rather efficient worker since he wanted to do everything the easiest way possible. He slowly climbed up the ranks until he reached his current role.

Conflict

Willie is seemingly oblivious about the conflict at large going on, making him almost useless for resolving it. He's also super-dependent on his catnip; without it, he becomes a wreck. This leads to him making poor decisions just to get more.

Shadow

Overview

Shadow is one of the Strays' lieutenants and the main Stray assigned to the City area. He is the Strays' master spy.

Appearance

Shadow is a black Russian Blue cat. He wears a dark blue scarf to hide his red collar which matches Snowy's collar, though this is a detail that would never be revealed until the player gets to know Shadow sufficiently.

Motivation

As a Stray cat, Shadow aims to topple the Home Cats' restrictive grip on the cat market. Though he shares this goal with Bruno, his true interest is in ensuring a better future for him and Snowy. He hopes that whatever he is doing will somehow do this, even though now he is no longer sure what exactly he's doing.

Personality

Shadow is serious, cold, tough, and a cat of few words with a hidden sense of morality. He's not afraid to get his paws dirty, but he usually avoids violence unless he has no other choice. His cold and tough persona is actually a facade to hide his true self: a noble cat filled with regret who feels lost in the world he's in. He longs for the days of old when he and Snowy could enjoy life together without worrying about the threat of a larger power looming over them. He also blames himself for running away from Snowy, and is hesitant to face her again for fear of Snowy rejecting him.

Background

Shadow grew up as a Home Cat, alongside his best friend Snowy. He also acted as Maximilian's best spy. On the job, he was as serious as he is now, but off-duty, he enjoyed life with Snowy. That changed one day when he and Snowy witnessed Maximilian's ruthlessness first-hand, as Maximilian bought out a rival company and fired its owners immediately. Knowing that Maximilian could have erased him just as easily, Shadow took the first opportunity to flee, neglecting to take Snowy with him or at least tell her that he was fleeing. While in hiding, Shadow vowed to show Max the errors of his ways and topple his business empire somehow. He soon found Bruno, who shared the same goal with Shadow and saw potential in Max's former spy. Thus, Shadow was recruited into the Strays.

Conflict

Shadow hardly feels any loyalty to the Strays. His strong sense of morality makes it difficult for him to accept having to sell Bruno's drugs, especially since he knows what they do to cats. He's also hesitant to bring about the Home Cats' total destruction, for fear of Snowy's safety should the Home Cats fall the way Bruno wants them to fall. On the other hand, he knows that if he faces the Home Cats, the best case scenario would be Maximilian turning him away immediately. Shadow also feels afraid of facing Snowy again, as he doesn't know how she felt when he "abandoned" her. Shadow's overall conflict is the feeling that he belongs to no side and that Snowy will never accept him again.

Manchester

Overview

Manchester is one of the Strays' lieutenants and their master saboteur. He is the main Stray of the Suburbs area.

Appearance

Manchester is a American Shorthair cat in a black tuxedo. He is small, mangy, scarred, and almost never seen without a toothy, ear-to-ear grin.

Motivation

A victim of severe bullying when he was young, Manchester was mentally scarred and seeks revenge against all cat-kind, since they were not there when he most needed them. As an adult, Manchester asserts dominance against everyone around him by causing as much grief as he can to all cats, whether Home or Stray, believing that by doing so, nobody will dare look down upon him again. However, despite his aggressive front, Manchester desperately fears a return to his tragic childhood. As a result, he wants to sway the conflict between the Home and the Strays into an outcome that allows him to continue his current lifestyle and freedom.

Personality

Well acquainted with the dark side of society, Manchester is a wise, perceptive, and very capable cat. Consequently, Manchester trusts nobody and will easily deceive anybody in order to protect himself and his freedom. His disdain for other cats leads to him bullying and pranking other cats as payback against the cats of his childhood, even if they are on the same side. Despite often doing things that could be mistaken for betrayal, his surprising insight and cunning has kept both the Strays and the Home cats on his good side.

Background

Growing up as a Stray in a shady neighborhood, Manchester was a victim of severe bullying as a kid. Hurt and isolated from other cats, he vows to get revenge and to become a powerful cat that will never be looked down upon ever again. This childhood trauma will lead Manchester to value his freedom above all, even if it results in the misery of every other cat around.

Conflict

Currently a lieutenant for the Strays, Manchester is in a very difficult situation. If the Home cats win, he will lose his all-important freedom and independence. However, if the Stray cats win, his contributions to the conflict will lead him inevitably to a position of power and responsibility. This new obligation will force Manchester to do things he does not want to do, further eating away at his freedom.

Bella

Bella is a Birman with white fur. She is a neutral force in the game that guides the player through the tutorial and warns the player of “point of no return” decisions. She spends her days blissfully enjoying the hospitality of the animal shelter, but she is not ignorant of the civil war going on between Home Cats and Stray Cats.

Betsy

Betsy is a cow with an insatiable appetite that wanders around Catendo Lake eating anything and everything in her path. In *Udder Nonsense*, Billy will assign the player to eliminate Betsy who is often spotted devouring crops on the farm.

Oliver

Oliver is a Japanese Bobtail who serves as the hotel bellboy. He covertly provides the Stray Cats with a base to distribute Cativa around the city because he feels threatened by Maximilian’s monopoly. The player will fight Oliver and stop the shipment of drugs in *Hotel Service*.

Spot

Spot is a doberman who roams the freeway and is a danger to all cats who come across him. In *Spot the Difference*, Spot has intercepted a shipment of Cativa and is guarding the stash at a gas station. The player must take down Spot and end his meddling once and for all.

Hermione

Hermione is a librarian at Catsburg Public library but secretly serves Maximilian by chasing out any drug dealers in the city. In *You Gatsby Kidding Me!*, the player will have to get rid of Hermione.

Controls Appendix

Controls on PC (Keyboard)

Movement:

W - *Walk Forward*

(hint: We'll let you figure this one out)

S - *Walk Backward*

(oot siht dnA :tnih)

A - *Strafe Left*

(hint: You get the idea)

D - *Strafe Right*

(hint: Do you? I really hope so, otherwise stop here and find your receipt for the game!)

Space - *Jump / Climb over obstacle*

(hint: Wow, maybe you should apply for the cat olympics, look at you!)

Shift + [while holding direction (WASD)] - *Sprint in direction*

(hint: Run, Forrest, Run!)

Shift (double-press) + [while holding direction (WASD)] - *Tumble in direction*

(hint: Be sure to turn off those darned sticky keys in Windows! Does anyone actually even use them?! Come on, Mr. Gates!)

Ctrl - *Sit (a.k.a. loaf)*

(hint: Tired? Do this. Cats do this most of their life anyway!)

Z - *lay down*

(hint: Really tired? Do this. Cats do even more of this in their life!)

Camera:

Mouse (at edge of screen) - *Moves camera view in direction*

(hint: Is it really safe to have mice in this game? I mean... this game is full of cats!)

Mouse Scroll Wheel Up - *Zoom in*

(hint: Look at that beautiful coat!)

Mouse Scroll Wheel Down - *Zoom out*

(hint: I keep running into that wall, maybe I should utilize this)

Y - *Locks camera with player at center*

(hint: Okay, I'm bored of looking at everything. Take care of this for me, game. You got it!)

Actions:

E - *Interact with / Perform action / Open Doors*

(hint: You wanna do something? Sure, click me!)

I - *Bring up inventory to view / manipulate your items*

(hint: Man, how do I even carry all of these things? I'm a cat!)

F - *Attack button* | Alternative: *Left click to attack currently selected target*

(hint: Put what you learned from Master Cat to use!)

Q - *Cycle targets* | Alternative: *Right click on target to select*

(hint: The other target was too cute to hit, I'll choose this scruffy fellow instead. He looks like he deserves it anyway!)

HUD:

F1 - *Show amount of Cat treats / Catnip*

(hint: Wow, that's a lot of catnip! Sharing is caring!)

F2 - *Show amount of Respect*

(hint: That's a whole lot of respect. Cut me a slice will ya?)

F3 - *Show to-do list of Quests*

(hint: Will I ever finish...? My eyes are starting to water. Nap time! Good thing I learned how to lay down earlier in this Controls Appendix!)

F4 - *Show Completed Quests*

(hint: Wow, I actually did something productive. Really? Hmm... Interesting)

F5 - *Show Clock / Time*

(hint: Useful for when you actually have other things to do in your life and you have to keep track of this strange thing called time)

F6 - *Show / hide Main Map (fullscreen)*

(hint: Map too small and you need to plan your trip? Over 40 and need your readers? Fear not, click me! Okay, maybe still grab those glasses; we're not responsible if you get a headache!)

F7 - *Show / hide Mini-Map (corner)*

(hint: Map still too big and you just want to go on your trip? Who needs GPS anyways?)

F8 - *Hide HUD*

(hint: For hardcore gamers! Or if you want a screenshot without anything showing? Sure we've got you covered!)

F9 - *Show / hide Hints / Tips*

(hint: If you've had enough of the snarky tips like these in the actual game, then turn it off with this button!) How could you though? ☹ I thought we had something...

F10 - *Record last 5 minutes of gameplay as a replay*

(hint: Want to show off to your friends of you beating a boss within the last 5 minutes? Take this, edit it, maybe toss in some slow motion, add some music, and throw it on YouTube!)

F11 - *Start / Stop recording gameplay*

(hint: Making a montage? Use me!)

F12 - *Screenshot*

(hint: Just ~~wasted~~ valuably spent a few hours of your life customizing and styling your beautiful feline friend and want to show them off on your social media platform of choice? Hit this button! And a few extra times just to be sure!)

During Cutscenes:

Esc - *Skip cutscene altogether*

(hint: This is for those of you who couldn't care less about the story and just want to beat up some other menacing cats!)

Space - *Move to next section of cutscene*
(hint: For those of you who are speed readers!)

Menu/Inventory:

Esc - *Pull up menu of system settings / Leave system of system settings*
(hint: Computer is super powerful and you want to see every hair on your cat? Turn up your video settings here! Need to save the game? You can also find that here! Want to leave the game? How could you?! In the off chance that you do, you can do that here too! Wow, you can do everything here, this must be what heaven is like!)

Arrow up (while in System settings): *Scroll up through menu*
(hint: Up, up and away!)

Arrow down (while in System settings): *Scroll down through menu*
(hint: Down, down and away! Wait, that's not a saying...)

Enter - *Select option / Enter menu*
(hint: This is the yes button. If you would say yes to a question, press me!)

Alt + F4 - *actually exits the game! (Unlike some famous rocket car soccer game! ☹)*
Use with caution! Only the most current save or autosave is retained!
(hint: useful for when you want to ragequit or if you're an efficient human being that wants to leave the game in a timely manner without fussing through the menu!)