

Schrödinger's catastrophe



The Funky Bunch

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Features Overview

Character Movement:

Both cats will always try to move at the same time unless they get stuck on obstacles like buttons or walls.

Switching between cats:

Switching the cats lets you use their abilities in both dimensions. Gameplay would be uninteresting if you could only jump in the normal dimension and only dash in the box dimension.

Cat abilities:

Each cat has an ability, the living cat can jump over obstacles using the spacebar, and the ghost cat can dash through obstacles using the shift key.

Jumping is useful for getting to high places or over obstacles that are too big to dash through.

Dashing is helpful for quickly getting past obstacles that are too high or impossible to jump over.

Environmental Interactions:

The environment has multiple objects and interactions such as doors, buttons, and movable objects like balls and boxes.

Doors are solid objects that cannot be jumped over or dashed through, they have to be opened by a button located in the opposite dimension. Doors will only be open for as long as a cat is standing on the button, as soon as they leave the button the door will close.

The normal cat is the only one that can interact with these buttons and when they step on it, the cat will get stuck and won't be able to move unless you switch cats. This helps the player get through the door without accidentally moving the cat off the button.

Boxes and balls will only interact with the normal cat and can be pushed down ramps or platforms onto buttons to activate them.

Manual/Help

Controls

- A/D or Left/Right keys to Move left/right
- Space bar or W to Jump (live cat)
- Left or Right Shift to Dash (dead cat)
- R to Switch cats
- Esc to open/close Options menu

Options Menu

- Full Screen toggle
- Resolution picker (gets resolution options based on device)
- Master Volume slider

FAQ

- Why is Dash not working?
 - You can only dash when there is a clear position to dash to
 - The dash has a cooldown so you can not repetitive dash
- Why can I not interact with objects?
 - Only the alive cat can interact with the moveable objects/buttons
 - The intractable items are the dark boxes, balls, and buttons
- Why can I not press the blue buttons?
 - Only moveable boxes and balls can press the blue buttons
- How do I finish the level?
 - To finish the level both cats must be on the spinning box at the end of the level

Assets used

Kevin MacLeod – [Itty Bitty 8-Bit Song Track](#)

Sound effects obtained from <https://www.zapsplat.com>

Title screen font - Nerima Number <http://fontpro.com/nerima-number-font-13525>