

Game Design Document

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Name of the Game: Annoying Cat

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Tutorial: 4

Link to the game repository: https://github.com/LeilaMatayeva/annoying_cat_game

Table of Content

1 Overview	2
1.1 Game abstract	2
1.2 Objectives to be achieved by the game	2
1.3 Core gameplay	2
1.4 Game features	2
1.4.1 Genre	2
1.4.2 Number of players	2
1.4.3 Game theme	3
1.4.4 Story summary	3
2 Mechanics	3
2.1 Game elements categories	3
2.2 Rules	3
2.2.1 Interaction rules	3
2.2.2 Artificial Intelligence	3
2.3 Game world elements	4
2.4 Game log elements	4
2.5 Other elements	4
2.6 Assets list	4
3 Dynamics	4
3.1 Game World	4
3.1.1 Game theme details	4
3.1.2 Missions/levels/chapters Flow	4
3.2 Missions/levels/chapters elements	4
3.2.1 Objectives	4
3.2.2 Rewards	5
3.2.3 Challenges	5
3.3 Game interface	5
3.4 Controls interface	5
3.5 Game Balance	5

4 Visuals and Sounds.....	5
4.1 Game visuals	5
4.2 Game sounds	5
5 Document information	6
5.1 Document references.	6
6 Attachments.....	6

1 Overview

The game is based in an apartment where the main character is a cat. The player plays as a cat and his/her goal is to destroy a certain number of objects in the apartment (break a vase, scratch a couch, break tv etc.), while no one sees it. The game is a 3D game for PC. The game simulates a real-world environment and includes some arcade and puzzle game features. Player is restricted by time, which decreases with every new level. Also, the higher the level player plays, the higher number of things he/she must destroy. The game doesn't have an age restriction so it can be played by anyone.

1.1 Game abstract

'Annoying Cat' is a 3D game for PC where you play as a cat and try to destroy things in the house in a limited amount of time. The game idea is inspired by the game "Neighbors from Hell" [1].

1.2 Objectives to be achieved by the game

Objectives of the game are to have a fun time spend and improve reaction and coordination skills of the player (by correctly hitting the target – things to destroy in a limited time).

1.3 Core gameplay

The player can walk and jump as a cat to explore the apartment. When a player wants to hit something, he/she must aim a paw in the right spot. Player must destroy all objects on the list in order to go to the next level. Player is restricted by the timer. Player has to pretend to be asleep when a cat owner (NPC) comes into the room.

1.4 Game features

The game is played in a single-player and POV mode.

1.4.1 Genre

The genre of the game is simulation with arcade features (player has to do some actions quickly in a limited time) and some puzzle features (player has to find things to destroy and hide from NPC).

1.4.2 Number of players

The game has only a single-player mode.

1.4.3 Game theme

The game takes place in the modern world, in a normal home environment. The game has simple, playful, cozy and cartoon-like aesthetics.

1.4.4 Story summary

The game is based on a story about a playful cat who wants to mischief his owner out of boredom. The owner often leaves the house and leaves the cat alone, and at this time the cat tries to destroy things in the house.

2 Mechanics

2.1 Game elements categories

Main character – a big orange cat that is controlled by the player;

Destroyable objects – objects that player has to destroy (vase, tv, glasses etc.). The amount of them varies depending on the level. List of destroyable things is shown on the screen;

Decorative/undestroyable objects – other things like furniture that cannot be destroyed by the player, although they also have physics and can fall/move;

Owner of the cat (enemy) – an NPC that comes home when the time is over. It can also come in the middle of the game. Player can hear footsteps of the NPC 5 seconds before it comes. Player must lay down (pretend to sleep) when it happens to succeed the level;

Timer – a specific time shown at the top of the screen that a player must finish the game. Time varies depending on the level and becomes less with every higher level;

Score – depends on how quick the player was at finishing the level. Shown as a number of stars (max. 5 stars);

Levels – 10 different levels that start from very simple to very hard.

2.2 Rules

The cat is controlled by keyboard and can walk in x,y-directions, jump and lay down.

Cat can jump on things (furniture) and hit them with its paw. When a player wants to hit a destroyable thing, he/she needs to aim at it with a target and press button on the keyboard to hit it. Cat can lay down by pressing a down arrow on the keyboard. If a player doesn't destroy all the things from the list in a given time, he/she loses that level. If a player doesn't lay down when the owner comes, he/she loses that level.

2.2.1 Interaction rules

When player hits a destroyable object, it falls/breaks down/changes its form. If player hits not destroyable object, it can fall down/move. Player can see a list of destroyable objects and click on them to see a short information (a small hints of where these things are located). Player can pause a game.

2.2.2 Artificial Intelligence

Destroyable and not destroyable objects change after hitting them as described above. The cat starts to meow if the player doesn't move for 10 seconds. The owner can come in the middle of the game for a few seconds.

2.3 Game world elements

Furniture - table, couch, window, chair etc.;

Doors that can be opened to go from room to room;

List of destroyable objects – always at the bottom/top of the screen during the game.

2.4 Game log elements

Game menu – contains 'start game', 'information', 'help';

Game score window – shows the score of different levels that the player played;

Levels window – shows how many levels player has played. Allows going back to already played levels.

2.5 Other elements

(-, can be added later)

2.6 Assets list

Cat (different positions to make animation of the moves);

Cat's paw (different positions to make animation of the moves);

Environment – a number of 3D objects that imitate an apartment (furniture, windows, doors, etc.);

Destroyable objects (in normal and broken state to make animation);

The cat's owner (different positions to make animation of the moves);

Menu buttons and timer illustration.

3 Dynamics

3.1 Game World

The game is based on a nowadays world in a normal apartment where a main character (cat) destroys things consciously to mischief its owner.

3.1.1 Game theme details

Game world looks like a cozy small apartment in cartoon-like style. All the colors are bright and warm, it should have a playful and funny atmosphere. Player can hear sounds of birds from the window, TV playing, kids playing outside.

3.1.2 Missions/levels/chapters Flow

Player can choose where he/she wants to go. Player can go to another room through doors and come back. Player always starts at the same place in the beginning of the level. Player cannot skip levels but can come back to the previous level. New level starts automatically when player wins the level and sees the score.

3.2 Missions/levels/chapters elements

3.2.1 Objectives

Player must complete the task (destroy number of objects) in a certain time to go to the next level. For every 10 seconds player does it earlier he/she receives a star. A goal of player is to finish the task as quickly as possible and reach maximum number of stars (five) on each level.

3.2.2 Rewards

Player's reward is receiving a high score. Player can play one level multiple times to try to beat his/her previous result.

3.2.3 Challenges

Player's main challenge is to find destroyable objects and hit them in a limited time. Destroyable objects can be hidden behind/under other objects. Player must pay attention to the sounds and not miss the sound of owner's footsteps so he/she can lay down and not get caught.

3.3 Game interface

First screen is a title screen that has the name of the game and the name of the developer. It lasts for 3-5 seconds and automatically changes to the main menu screen.

Main menu screen has 3 buttons: start game, information, help. After choosing 'start game' player sees another screen with list of levels. Player can choose any unlocked (already played) level and the next level after the last unlocked level. Levels that haven't been played are locked and cannot be opened.

After choosing 'information' player can see a screen with number of stars he/she received at every level.

After choosing 'help' player can see a screen with a short instruction about how to play a game and its rules.

After player chooses the level from the level screen, the main game screen appears.

On the main game screen player can see a 3D environment, list of destroyable objects on top of the screen, timer on the top right and menu button on the top left. List of destroyable objects looks like small illustrations and names of those objects in the row. After choosing menu button player sees another screen with buttons 'continue the game' and 'go to the main menu'.

3.4 Controls interface

Player can manipulate every screen of the game by clicking on certain buttons on the screen with the mouse right click.

3.5 Game Balance

Elements like timer and list of destroyable objects can be easily changed to increase/decrease difficulty.

4 Visuals and Sounds

4.1 Game visuals

Player sees a 3D environment that looks like a small apartment in bright warm colors.

4.2 Game sounds

Player can hear sounds that imitate real life – birds singing, kids playing on the street, TV working.

5 Document information

5.1 Document references.

1. JoWood Vienna. 2003. *Neighbors from Hell*. Game [Windows]. (20 June 2003). JoWood Productions, Austria, Europe. Last played 2011.

6 Attachments

Link to the paper prototype: <https://youtu.be/nTmBNemZriY>