

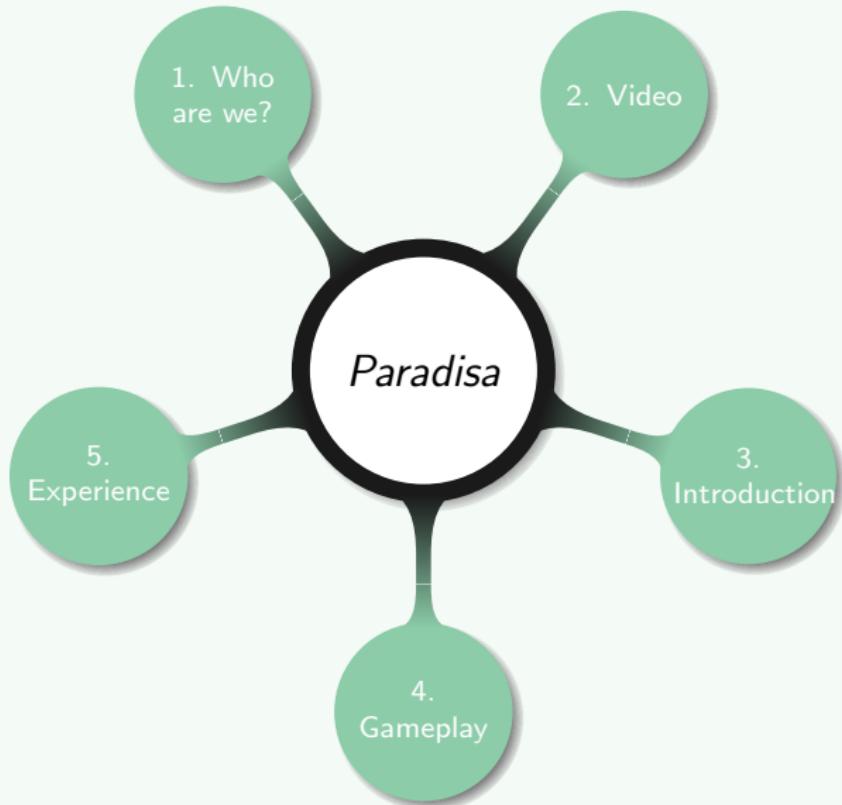


SoloecFOCS

Presents

*Paradisa*

A game by *Cattubene*





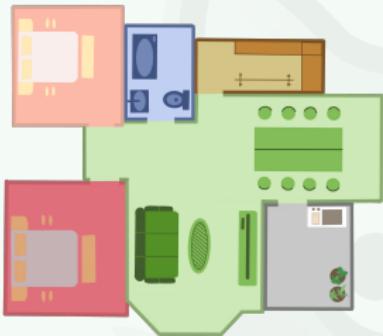


- Yuchen Zhou
- Yuchen Jiang
- Zhimin Sun
- Rundong Tang





# Overview of Paradisa



*Paradisa* is a combination of RPG game and Coaster Rider:

- Keyboard based 2-D game
- An overall game map and 5 game levels
- Tags:  
Dark, Puzzle, Cats,  
Party-Based RPG

Our characters & background story:

- *Paradisa*
- Daily fantasy of the little girl
- Domestic conflict for a violin prodigy
- The inseparable companion – cat



## Meaning behind the Story

*Paradisa* has its internal meanings to be reflected on:

- Game setting: no villains but a tragic ending
- Features of characters: limited
- The little girl:
  - An artistic talent
  - Not regarded as a normal "little girl" by others
  - Special imagination



## General Gameplay

Control the cat and the little girl to move as you wish. While cat can walk and jump freely, the little girl walks until she reaches any boundary to stop. Cat can only jump for limited height. They must help each other to pass through.

Your goal is to get both Nissa and her cat to reach **the key item** of each level.

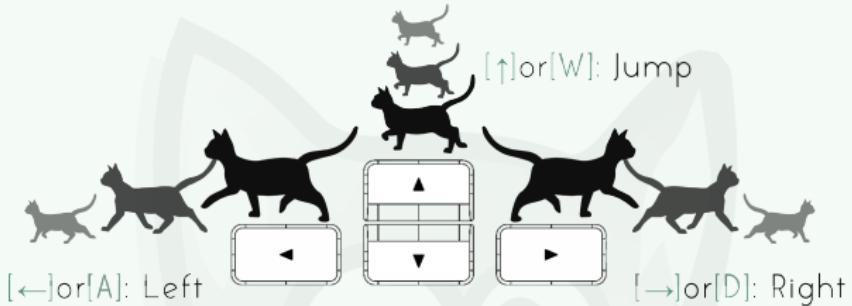


# General Control



[Space]: Pause  
[R]: Restart  
[P]: Skip current level

# Controlling the Cat

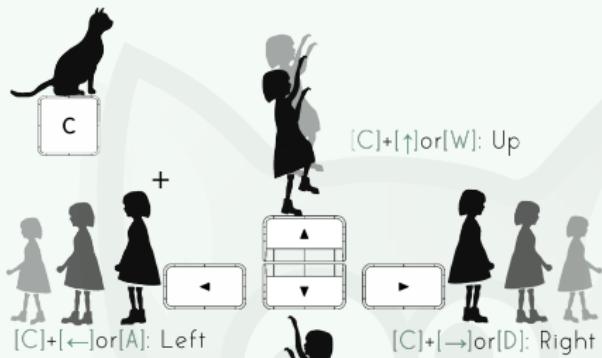


**[C]: Sit and call the girl**

**[E]: Operate equipments (buttons...)**  
**[E]+DIRECTION: pushing boxes**



# Controlling the Girl



When Nissa's cat jump to her,  
They hug each other but  
they can't walk.

(You can also use this technic to  
help the cat jump higher.)





# What makes Paradisa attractive

## *Narrative:*

- Focusing on storytelling: a complete story presented
- Delicate animations
- Exploring plots step by step through solving puzzles:
  - Paranoia → Marshmallow → Drowning → Slime → Paradise

# What makes Paradisa attractive

*Challenging:*

- Dealing with defects of characters
- Mechanisms to be explored
- Planning routes to get key items

# What makes Paradisa attractive

*Artistic:*

- Cute figures of characters
- Well-painted backgrounds
- Delicate items
- The corresponding relationship between fantasy and reality





SoloerFOCS

Thank you!