



Paradise

Instructional
Booklet



CATTUBENE

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1. Paradisa

I live in a big palace.

I live in a big palace, with caves, zoos, forests and Arctic Ocean, where I eat, I sleep, I practice.

I live in a big palace, with a dark shadow in the deep, howling from time to time.

I live in a big palace, without a proper exit.

...



The extraordinary name Paradisa (Nissa for short), belongs to an ordinary little girl in an ordinary family. But she is a violin prodigy, which brings her parents countless honor. But seldom, the care and praise from strangers and friends, will make it through the glaring light of golden trophies and shines right on Paradisa herself. And she has become extra lonely since the member of the family reduces from 3 to 2.

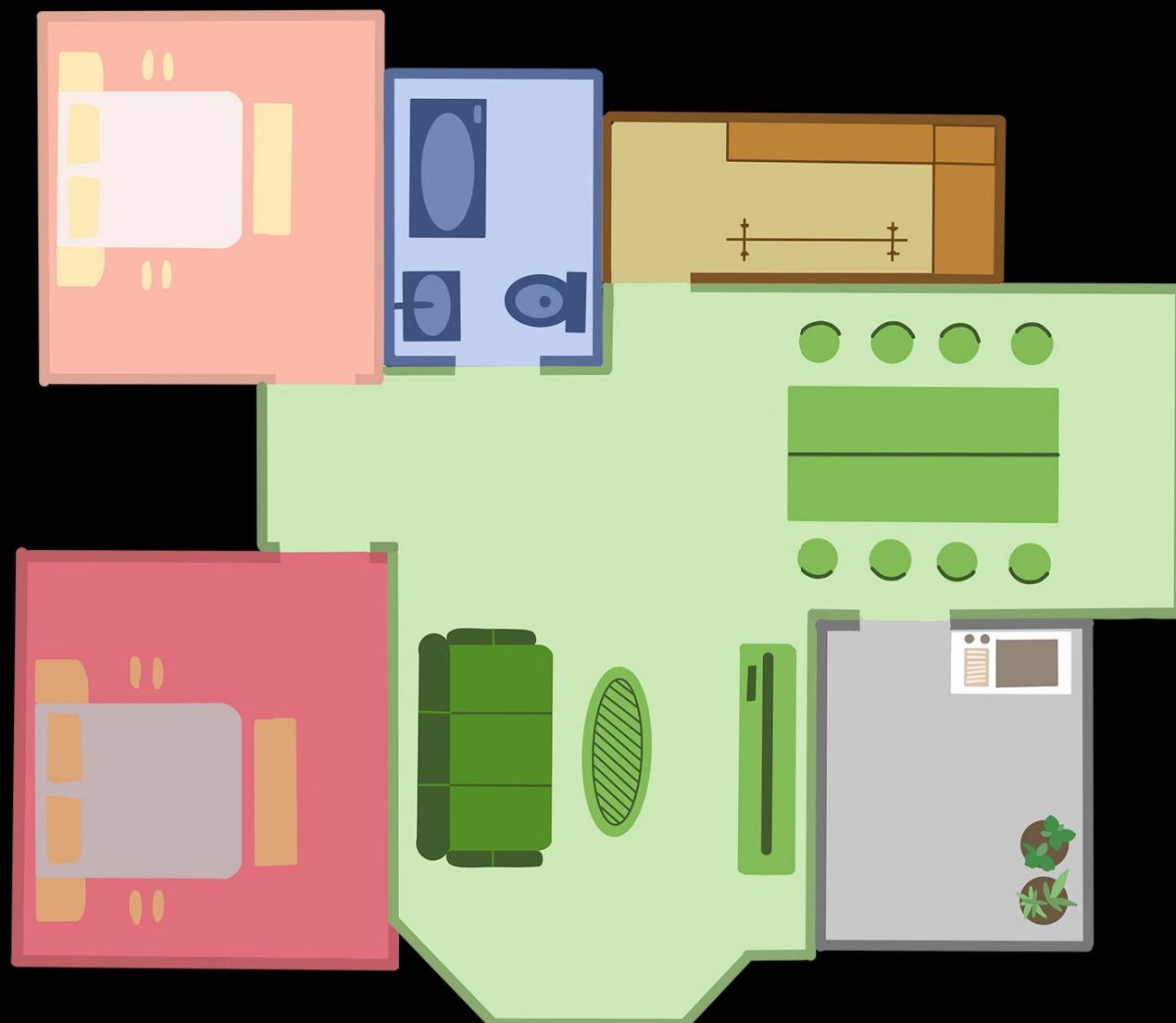
Therefore, in this ordinary morning in spring, she begins an expedition in her own house. She applies her extraordinary imagination on all these common scenes, with her little companion. Everything expected to run on routine is not the same again.



2. Gameplay

Paradisa consists of 5 levels and 2 rounds.

In each round players will go through Living Room, Bedroom, Bathroom, Storeroom, and Balcony of the house.



2. Gameplay

Control the cat and call 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.



In the final level, run away from the black shadow which will chase you all the time.

KEEP RUNNING UNTIL YOU REACH THE END.



3. Game Controls

3.1 Game Flow Controls

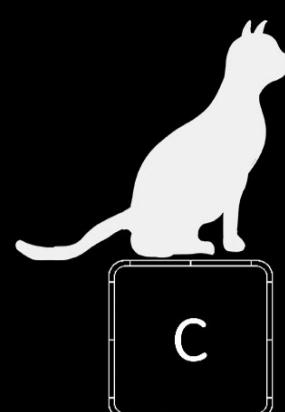
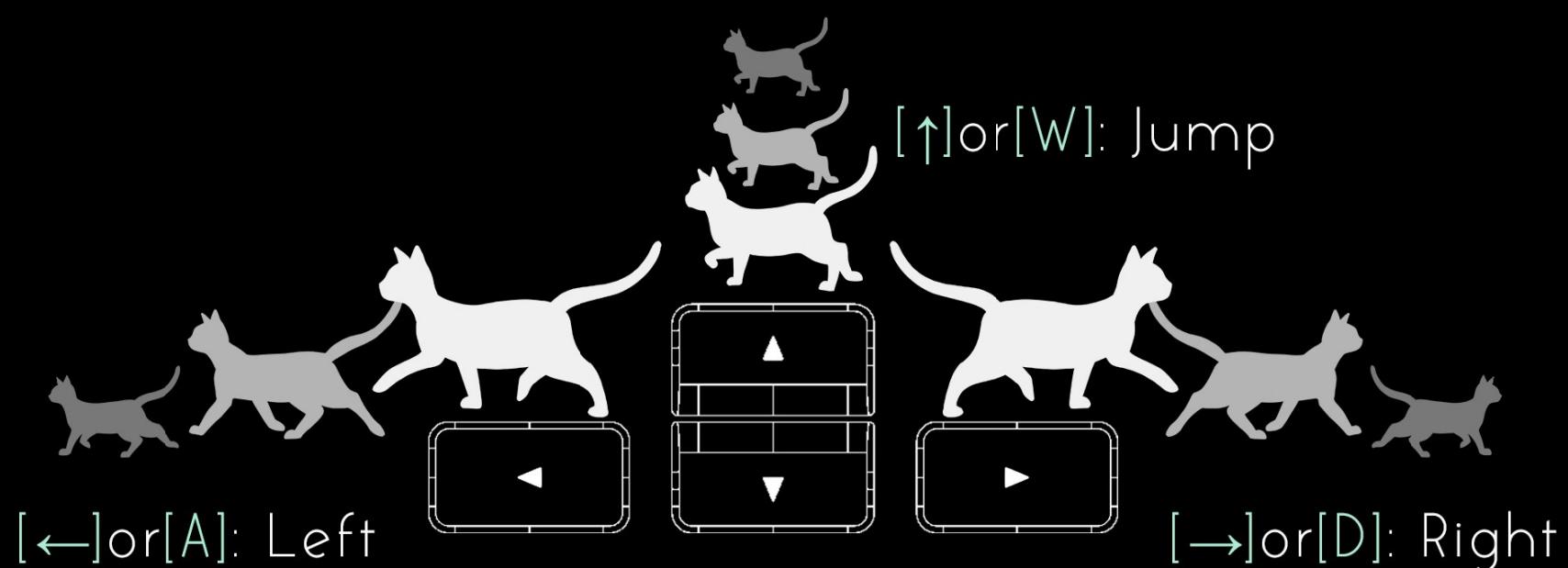


[Space]: Pause

[R]: Restart

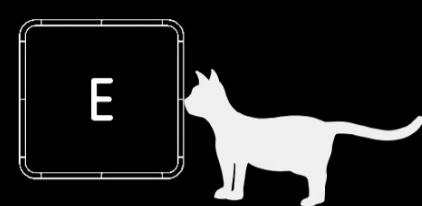
[P]: Skip current level

3.2 Cat



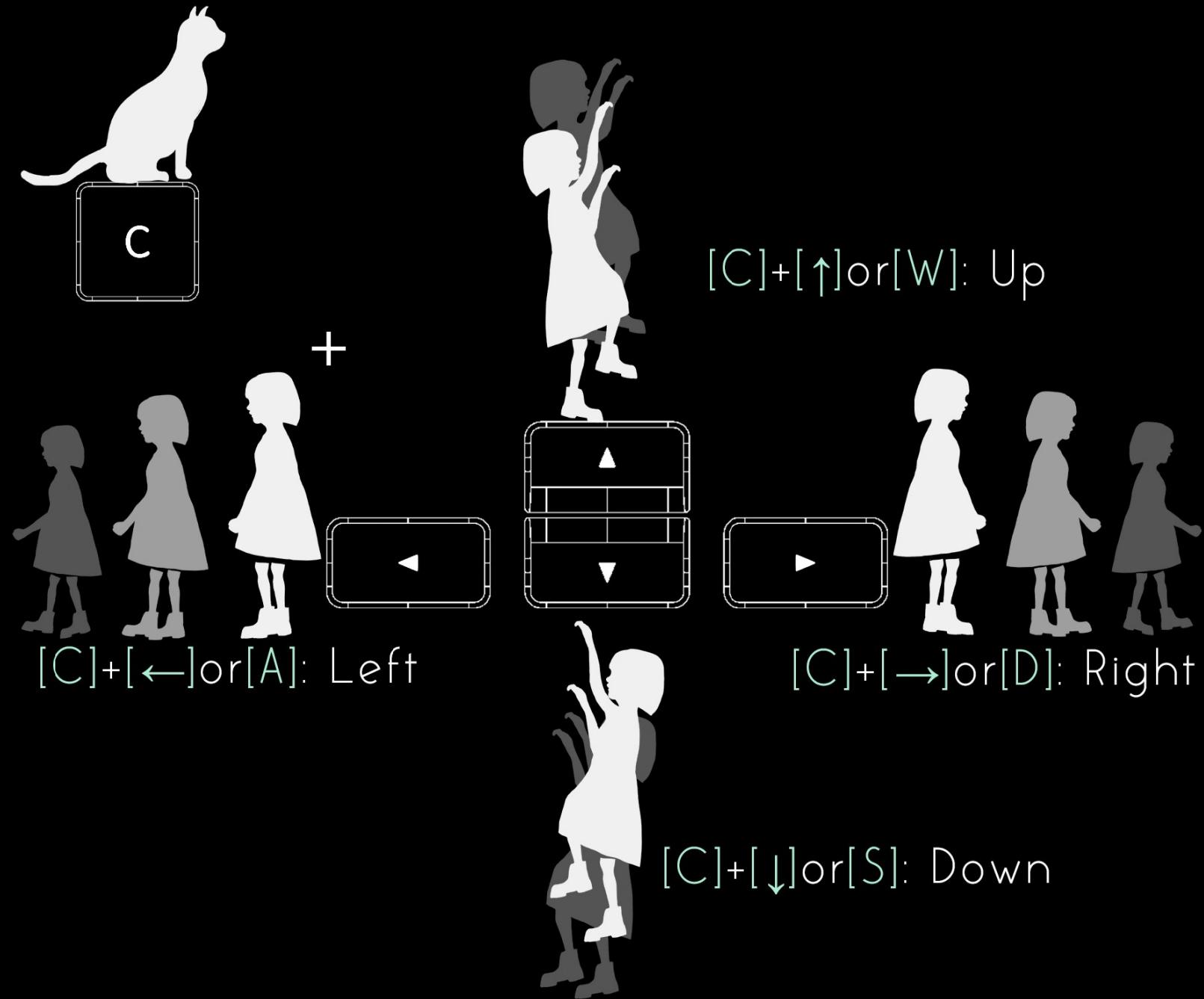
[C]: Sit and call the girl

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



3. Game Controls

3.3 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.)

4. User Experience

Narrative:

Paradisa focuses on storytelling. Players are presented a complete story about the paranoid girl and her lovely kitty and they can explore the plot step by step through conversations and the girl's mental activity in each game level.

Challenging:

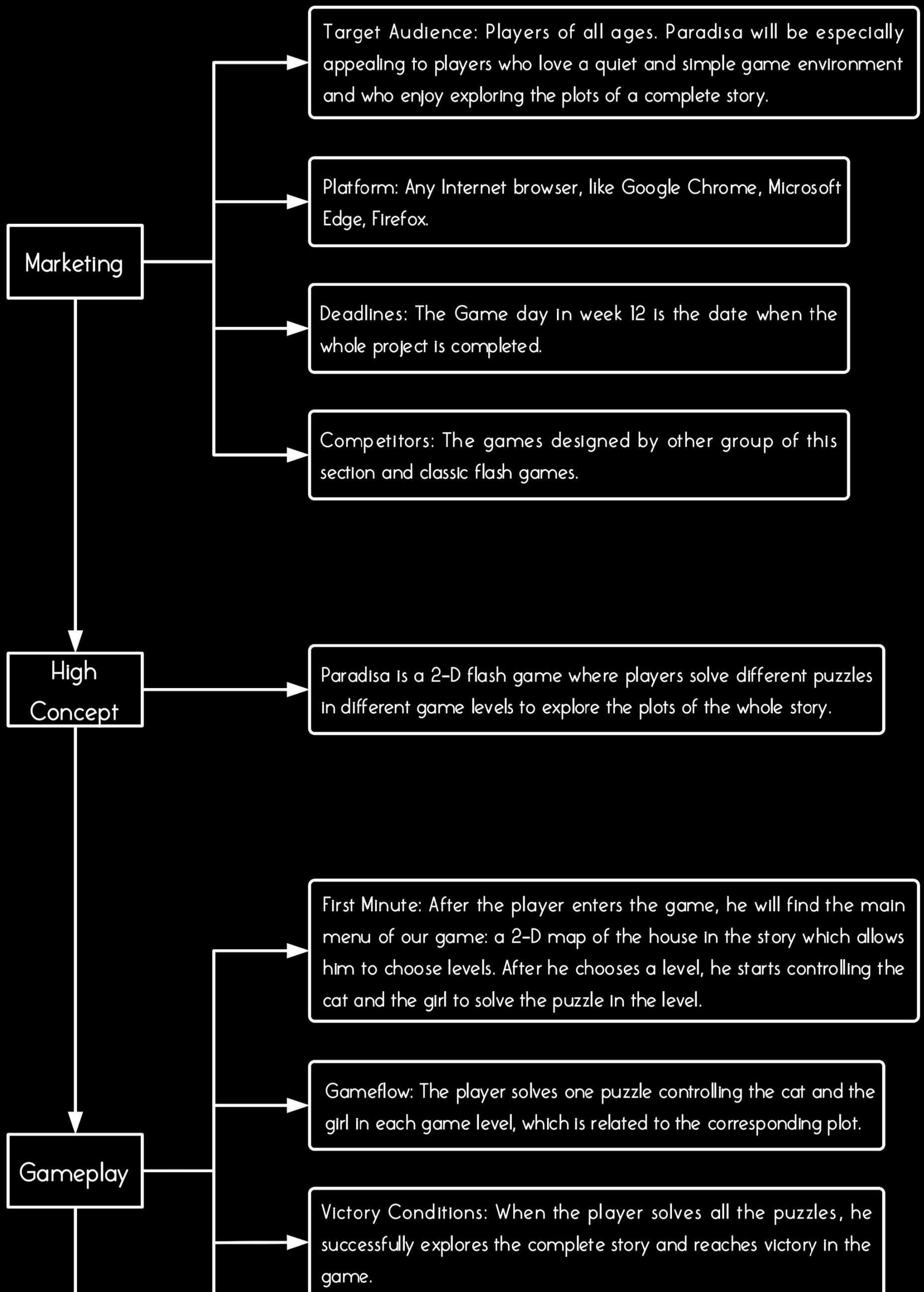
There is no doubt that *Paradisa* is a challenging game. Each game level is designed to be a puzzle to be solved by the girl and her cat, and many interesting mechanisms are applied in different levels. Also both the girl and the cat have defects themselves, so for the target item in each level, players must try their best to make full usage of the two characters.

5. Original Elements

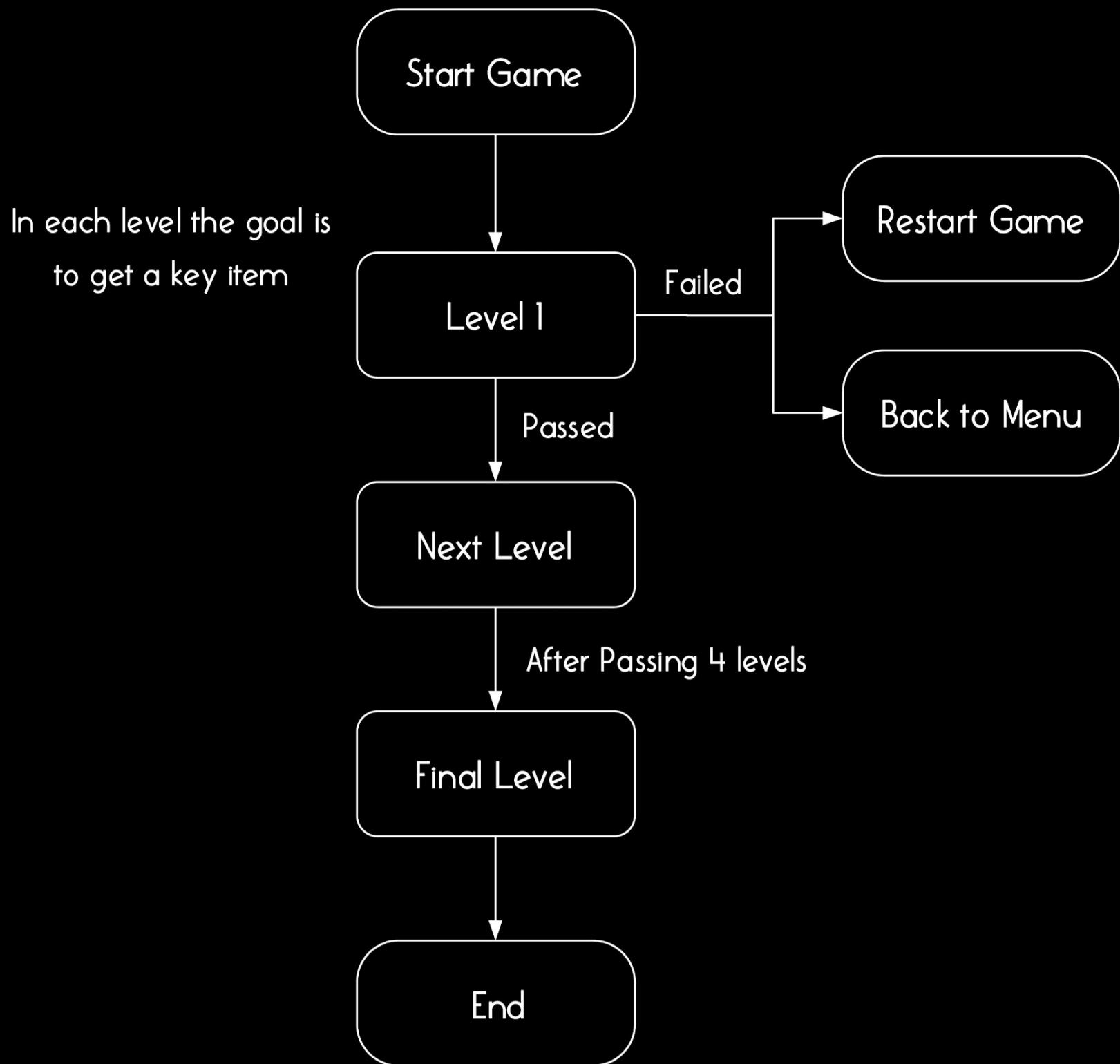
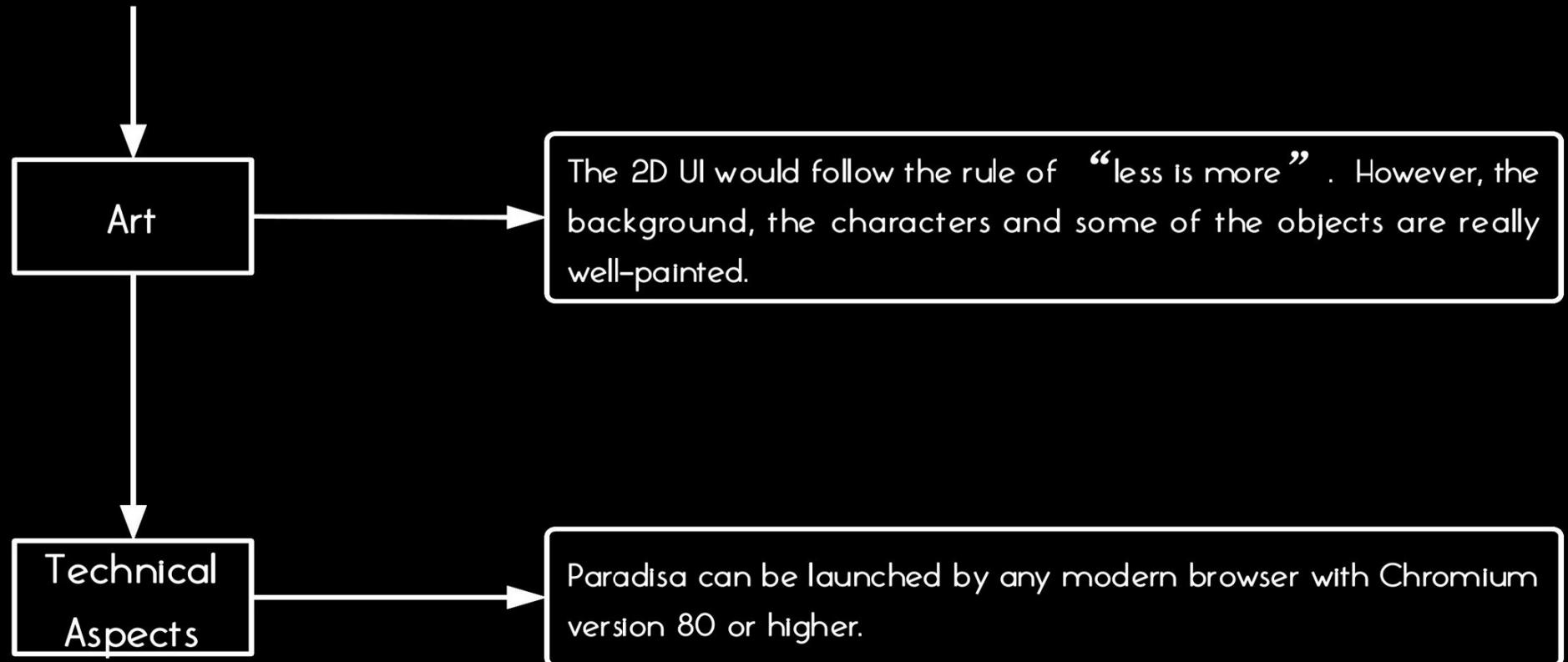
1. Different from some classic RPG games like GTAV where the different roles can be switched from one to another freely, Paradisa set a primary role (the cat) and a secondary role (the girl) for controls.
2. Both of the characters in Paradisa are somehow "limited", each has abilities that the other one doesn't have. Players should consider their defects and make full use of their abilities respectively to pass our game levels, which can definitely add difficulty and fun to our game.
3. Some original features are added to our game, like Nissa can only walk until the end of the way, and she is controlled by her cat.
4. Paradisa is a combination of classic RPG games, which is in grid unit and focus mainly on the story, and classic Coaster Riders, where game skills matter more than the story. We focus much on the story, while the game levels are designed to be a bit challenging. Also, we have added animations to our game to make it more involving.



6. Concept Diagram



6. Concept Diagram



7. Attributions

Font

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