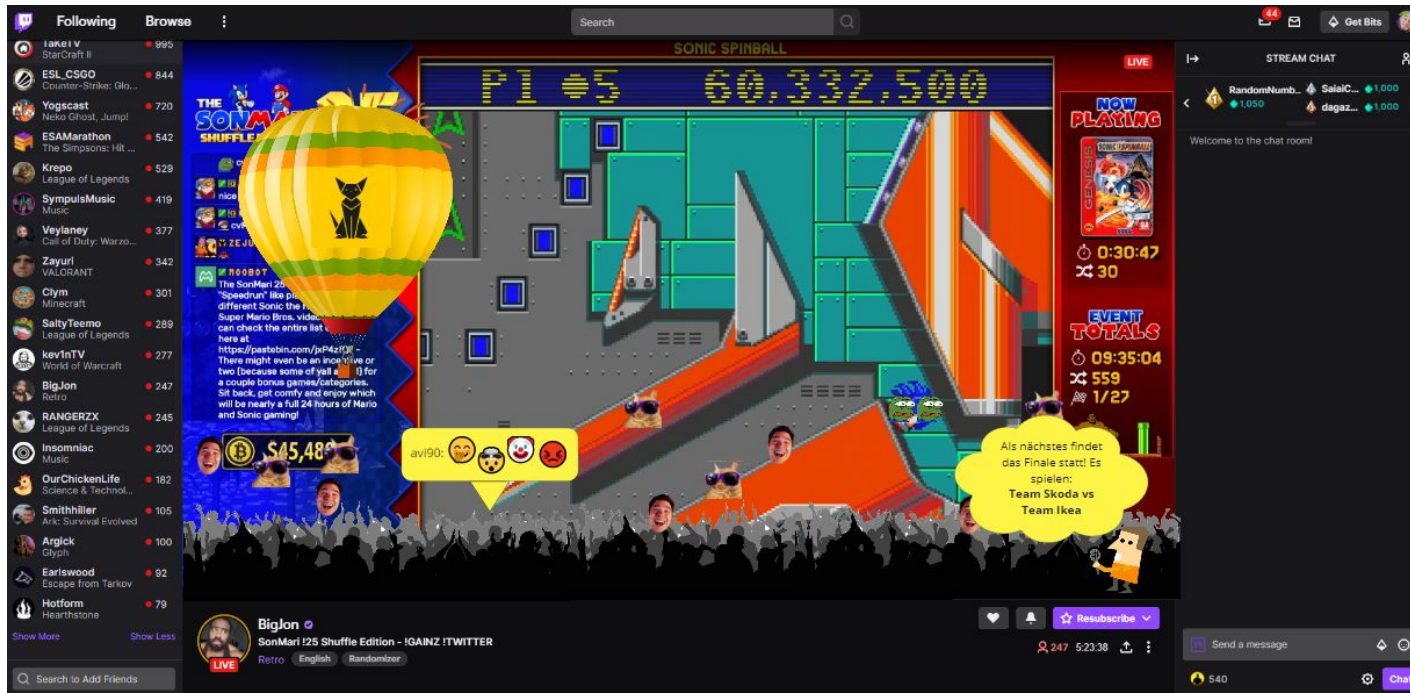




# Cat Crowd Party

Interactive crowd-based stream-overlay



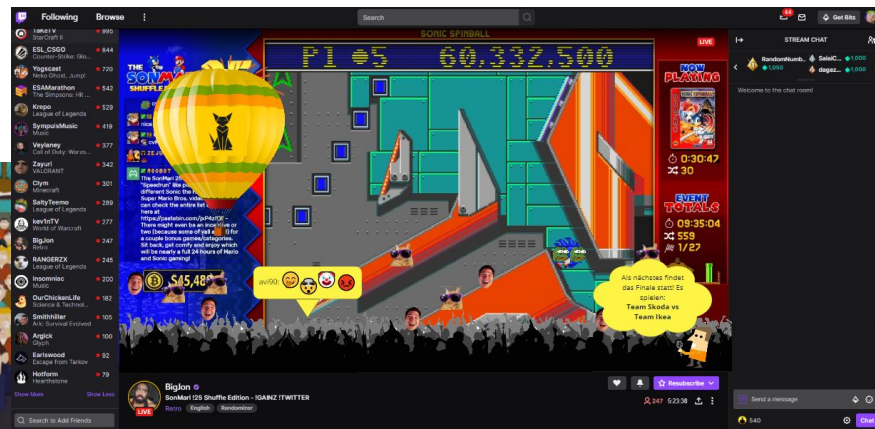


Cat Crowd Party is a crowd-sourced, interactive overlay for streams as well as local viewing at an event. The focus is to interconnect the on- and offline crowd, base screen activity on atmosphere and allow for interactions with the stream.



# Core Features

- **Cheering Crowd:**  
Dancing, partying and jumping crowd, triggered by and based on cheering intensity offline at the event as well as chat activity.
- **Triggerable Effects:**  
Hot-air balloons and speech bubbles filled with emotes can be triggered by the stream chat.
- **Stream-Announcements:**  
Moderators can send messages, scores or announcement directly to the stream overlay.





## Moderator

☐ Show Bubble

Message

Als nächstes findet das Finale statt! Es spielen: Team Skoda vs Team Ikea

## Display

☐ Hide Everything

## Animation Intensity



## Animation

Dance

Jump

Party

Claps

Lude Air Ballon



# Stage 01 - “Encapsulated Kitty”

- Overlay for offline and online screen
- Web-based HTML5 application
- Control panel
- Idle (loop) animation crowd visualization
  - Directed by control panel
  - Three animation stages (Idle, Clapping, Cheer)
- Manual triggers
  - Announcer with message (show+hide)
  - Animated LudeCat air balloon (moves from left to right)



# Stage 02 - “Chat Crowd Kitty”

- Include online crowd
- Read twitch chat message stream
  - Show random emote speech bubble with a cooldown of 5 seconds with max 3 concurrent bubbles activate with a cap of 30 message every 100s (then queue resets)
  - Display emotes
    - Generic fade-out animation for emotes (bottom to top)
  - Chat commands LudeCat ballon trigger
- Read offline crowd mood
  - The volume (db) has impact on crowd intensity level (+/-)



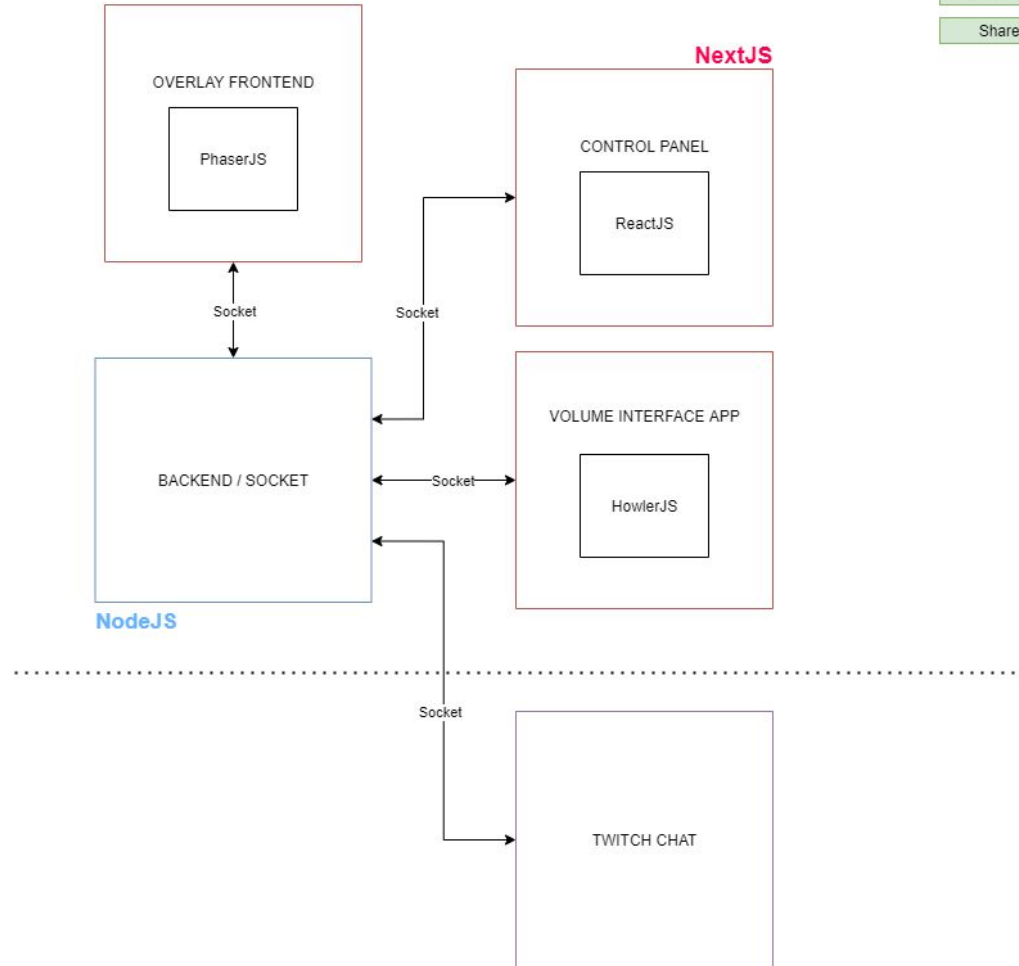
# Stage 03 - “Cat Crowd Party”

- Emotes have a animation variations
  - PJSalt flies in an arc and rotates
  - CoolCat jumps and bounces like a rabbit in front of the crowd
  - Popcorn scales up and goes up and down from the front
  - BibleThump, FrankerZ, Poggers, Kappa, ... (emotions as emotes)
- Air Ballons have multiple variations
  - Shows sponsor logo (e.g. Fritz-Cola Ballon, FH Ballon ...)
  - When triggered by a viewer it takes the color of the user
  - Animated fire-fuel animation (going up and down from left to right)
  - Display Team-Tag and/or Teamlogo
- Animated announcer
- Extend Control Panel power
  - Disable enable: Ballon, Announcer, Speech Bubble, Crowd, Emotes



# Tech Stack & Flow Chart

- Yarn Workspaces
- Frontend, Backend, Shared
- TypeScript
- SocketIO
- NodeJS
- NextJS
- HowlerJS
- PhaserJS





# Asset List

- TBA



# Development Team

Lead & Dev: Patrick

Dev: David

Dev: TBA

Artist: TBA

Artist: TBA



# Stage 04 - “Beyond the Cat Bowl”

- Sound
- Stadion
- 3D
- Credits / LudeCoins
- Blockchain
- AI / ML
- NFC
- Season pass
- Mixed Reality
- Alles



# Reference GDQ

<https://www.twitch.tv/videos/1082244268?t=22h29m28s>