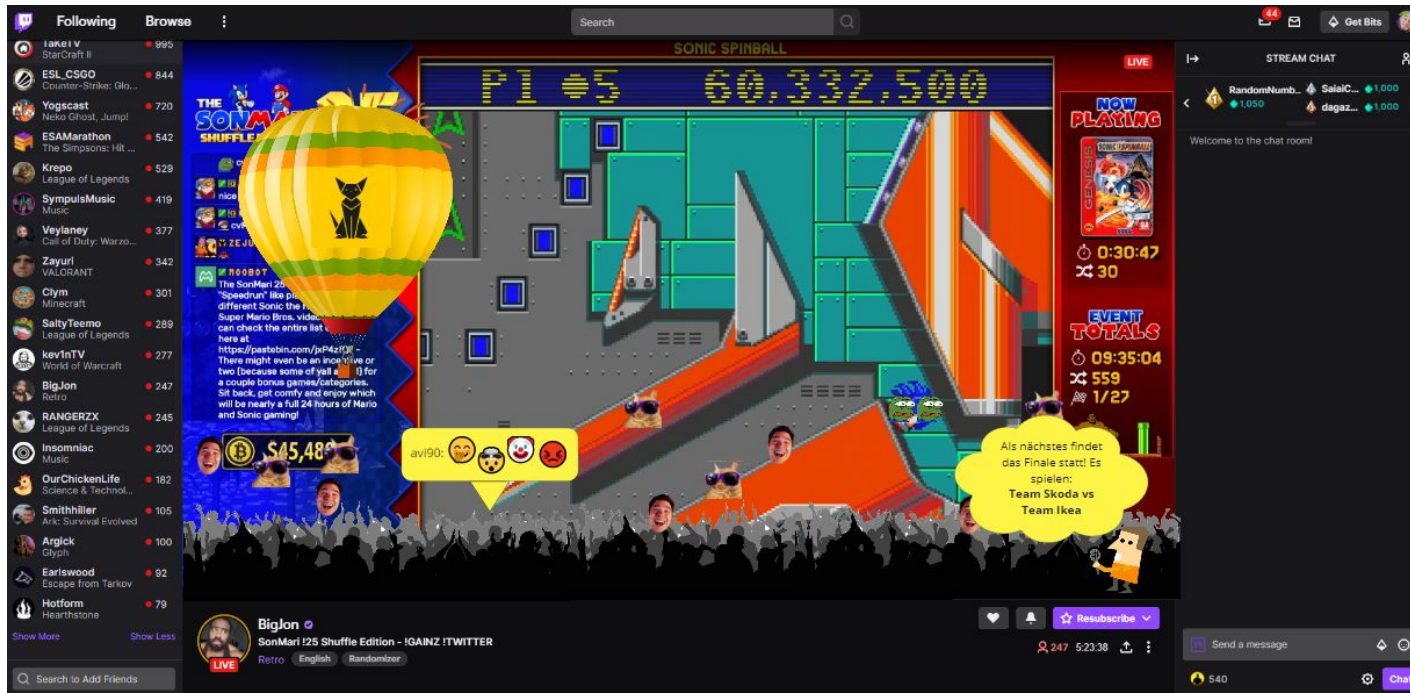




Cat Crowd Party

Interactive crowd-based stream-overlay



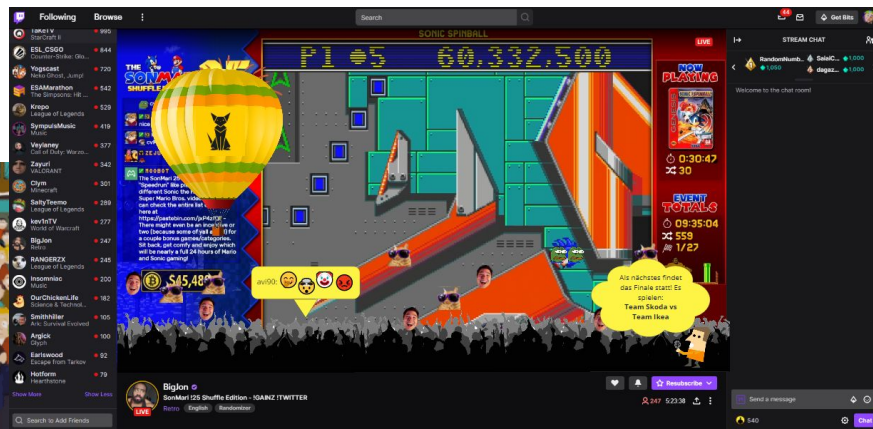


Cat Crowd Party is a crowd-sourced, interactive overlay for streams as well as local viewing at an event. The focus is to interconnect the on- and offline crowd, base screen activity on atmosphere and allow for interactions with the stream.



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





Cat Crowd Party - Control Panel

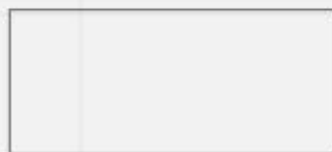
Crowd Control

Idle

Clap

Chase Chase

Moderator



Layers

- ☐ Ballon
- ☐ Emotes
- ☐ Speech Bubble
- ☐ Moderator

Animation

LudeCat Air Ballon

Fritz Cola Air Ballon

FH 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 (+/-)



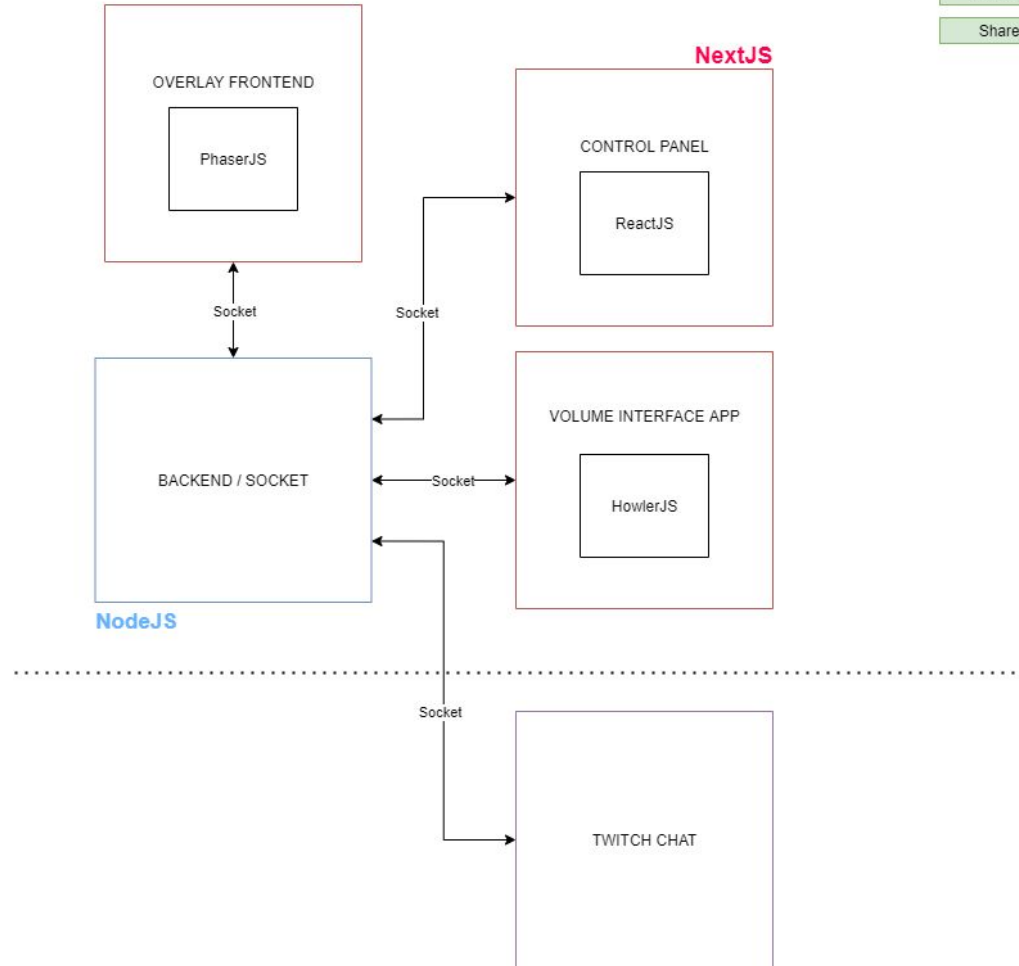
Stage 03 - “Cat Crowd Party”

- 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

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



Asset List

- 2D Transparent Sprite Sheet .PNGs with consistent height, width per frame optimized for FullHD
- Animated Crowd Sprite Sheet
 - Three different animations (Idle, Clap, Party) → increased intensity
 - Single Person variations
 - Crowd Concept Design
- Animated Hot Air Balloon Sprite Sheet
 - LudeCat version
 - Up/Down Animation State (e.g. fire in the center to heat up)
 - Allows to develop more version of this (e.g. Fritz-Cola, FH Ballon)
- Animated Moderator
 - Speaking state
 - Static Speech Bubble Design
- Static Twitch Bubble Design



Development Team

Lead & Dev: Patrick

Dev: David

Artist: Mira

Artist: Nessi

Artist: Hannah

Sound: Flo



Stage 04 - “Beyond the Cat Bowl”

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

