Catch the Cats

**Initial Pitch**

This game’s purpose is to catch all the cats, and bring them to your house, where they’ll enjoy the sweet taste of… cat food.

In this game you’ll be gifted with the ability to walk, run, and jump, you’ll be able to pick up cats and throw them. This game is in first person.

There will be 3 levels (for now).

* The first level is a simple one, with a small backyard where you’ll catch cats, and throw them through the window in your house, you’ll meet the mechanics, walking so that the cats don’t get scared, running to catch them when you get close, and jumping… because there’s a cat on top of a tree. In this level you’ll meet the three types of cats: the still ones that don’t move or react when you get close, the ones that are moving and wont run when you get close, and the cat nipped ones that instantly run when you get close.
* The second level will take that concept a step further, making the backyard a mountain, which the player will have to platform to get to more cats. There will be 6 cats, two from each type.
* The third level takes it even a step further, and now you’re on a full island, where you’ll have to find 12 cats.

To implement inheritance the different types of cats will need a parent class and from then on I will be adding here the further pillars as I program the game.