Part 1: Empathize & Define

The topics I'm considering are...

Cats roaming around a city (PICKING THIS ONE)
Space Odessey
Avatar: The Last Airbender
Completing my morning routine without being late to work

Inspirations, themes, and actions related to my topic are...

INSPIRATIONS
- Stray: I liked playing as a cat roaming around the city
  - cat interacts with technology, can interact with mundane objects like playing with yarn ball, etc.
- my own cat (Fig) and her behaviors
- Games:
  - The D6 Dungeon system for its simplicity
  - Lasers and Feelings for it's adventure table
  - Kids on Brooms: uses different dice to distinguish proficiency in skill
- Cats (the musical) for cat archetypes

THEMES/VIBES
- Cats can be chaotic/calm, aloof/cuddly, curious/scared of everything, smart/stupid, kiki/booba (its a meme), vocal/quiet, ...
- Stray cats in a big city or pampered cats at home
  - Eating out of a trash can, knocking things over when they're bored, ...
- Cats love yarn, fish, and tight spaces
- Cats live to play with different toys that mimic different wild animals (birds, snake, bugs, etc.
- Cat breeds can have stereotypes (tortoiseshells have attitude, orange cats are crazy, etc.)

ACTIONS
- Players can:
  - explore their surroundings through smell and sight
  - try to interact with humans to get what they want
  - Use toys and other objects to get what they want
- Players can encounter/be changed by:
  - Smells/sounds that they don't like that might distract them
  - humans that try to interact with them
  - Other animals that might see them as predators
  - really anything (cats are chaotic and random for seemingly no reason sometimes

Part 2: Ideate

Actions

- Cats can explore and interact with their surroundings, including humans and other animals

- Cats are chaotic and sometimes they do things randomly

- Cat archetypes exist

Mechanics in the game

Cats can make exploration checks to observe their surroundings, charm checks to convince other creatures to help them, sneak checks to evade creatures and stay undetected, and attack checks to intimidate or attack other creatures. Checks are made by rolling between 1-4 six-sided dice and taking their sum to try and beat a number that represents the difficulty set by the Game Master.

If a player is tries to do something crazy, the Game Master can allow them to use their Chaos Dice to affect their roll. Players choose their Chaos Dice by picking a dice (d4, d6, d8, d10, d12, d20) from a bag before the game starts. When they roll the Chaos Dice, if the number is odd then that number is subtracted from your check, and if even, it's added to your check.

Players pick one feature for their character at the start of the game: Shy (+1d6 on Sneak, -1d6 on exploration), Spicy (+1d6 on Attack, -1d6 on charm), Clumsy (+1d6 on exploration, -1d6 on attack), Kitten (+1d6 on Charm, -1d6 on attack)

Tools of chance (Dice, cards, other objects like candles, maps...)

Dice (d4, d6, d8, d10, d12, d20)

Collective or individual goals...

- Collective goals:
  - All players are cats, so they'll want to do similar things
  - Players can help each other by lending chaos dice to a roll
  - Players are all trying to find their way home from escaping the vet
- Individual goals:
  - characters can be assigned one thing they like and two things they don't like

What players do while playing...

- Game master describes situations that characters are in, players respond
- game master asks for players to make an exploration, charm, sneak, or attack check and players roll dice to determine success

In-game character aspects, histories, and uniquenesses...

- indoor cats
- stray cats
- indoor-outdoor cats
- kiki (angular features) and booba (round features)

Part 3: Prototype (Page 1 of 2)

Title

Cats in the City

Author	Length of playtime	# of players
Deepti Vaidyanathan	~2-4 hours	2-7 people

Description: Welcome to [name of game], a world inspired by [Inspirations] filled with [Themes]. Here you'll be able to [Actions] as you work towards [collective/individual goals].

Welcome to Cats in the City, a world inspired by the video game Stray and the D6 RPG system and filled with chaotic cats running around a city with humans and other animals. Here, you'll be able to explore your surroundings, charm or attack other creatures, and sneak around the city as a stray, an indoor cat, or something in between. You may encounter all kinds of things like barking dogs, food that's left outside, and objects that can be knocked over, as you work towards finding your way back home after escaping the vet.

The main mechanic of this game is... (and how / when to use it)

- Players will you a d6 (a six-sided dice) to determine the outcome of their choices based on a difficulty class (a number that represents the difficulty of the task at hand) set by the Cat Master (aka Game Master). The Players can make the following checks:
  - Exploration: to observe and investigate your surroundings
  - Charm: to persuade and befriend other creatures
  - Sneak: to evade other creatures and go unnoticed
  - Attack: to intimidate and attack other creatures
- Each character may roll multiple d6 on these checks depending on how they have created their character, and if the sum of these d6 rolls meets or beats the Cat Master's difficulty class then their action wil happen successfully. Otherwise, the player's action will fail in some way determined by the Cat Master
- After rolling their checks, the Cat Master may ask the players to roll a Chaos Dice on their checks if they think the player's choice/action is appropriately unhinged or chaotic. The Chaos dice will be either a d4, d6, d8, d10, d12, or a d20. If the number on the Chaos dice is even, that number will be added to the original check. If the number on the Chaos Dice is odd, then it will be subtracted from the original check. If the Chaos Dice causes a check to succeed or fail, then something extra crazy will happen as a result of the player's actions!

Part 3: Prototype (Page 2 of 2)

To prepare for this game, you should... (Including character creation)

- You'll need at least one d4, d6, d8, d10, d12, and d20, a bag, a pencil, and some paper
- For Character Creation, you start out with 2d6 in each category.
  - First, decide if your cat is Kiki (more angular features) or booba (more round features). Kiki cats get a +1d6 to exploration or attack, and booba get a +1d6 to their charm or sneak
  - Next pick one of the following features for your cat:
    - Shy: +1d6 on Sneak, -1d6 on Exploration
    - Spicy: +1d6 on Attack, -1dy on Charm
    - Clumsy: +1d6 on exploration, -1d6 on Sneak
    - Kitten: +1d6 on charm, -1d6 on Attack

To play the game, you should (on your turn)...

- The Cat Master will describe what is going on in the world, and the players can take actions to interact with that world in some way so that their characters can get home. Depending on how the player response to the situation they're in, the Cat Master will ask them to make either an exploration, charm, sneak, or attack roll. The players or the Cat Master can ask their Chaos Dice to any roll.

Miscellaneous...

The Cat Master can roll a D6 on the following table to come up with world interactions:

On their way to their homes, the characters encounter...
1: a strange smell
2: a trail of yummy food
3: some funny looking shadows
4: a strange toy
5: a trap door
6: a strange noise

Which leads them to ...
1: a pack of stray dogs
2: a small child
3: a dumpster
4: a pack of stray cats
5: a raccoon
6: animal control