Submission 3: Design Process

Cat Tanks! Design Process

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Design Process

In our weekly minutes meetings, we would discuss what has been done, and where we needed to go next. These little adjustments to the design week after week helped the project to grow rapidly.

We largely followed the design of the Paper prototype, but the project evolved alongside our work. Stone blocks and destructible wooden planks were not implemented, and some niceties like the cat whose eyes followed your cursor in the menu system were not added to the final game. This was due to the limiting factor of time, and we decided to concentrate on implementing the features that were necessary first.
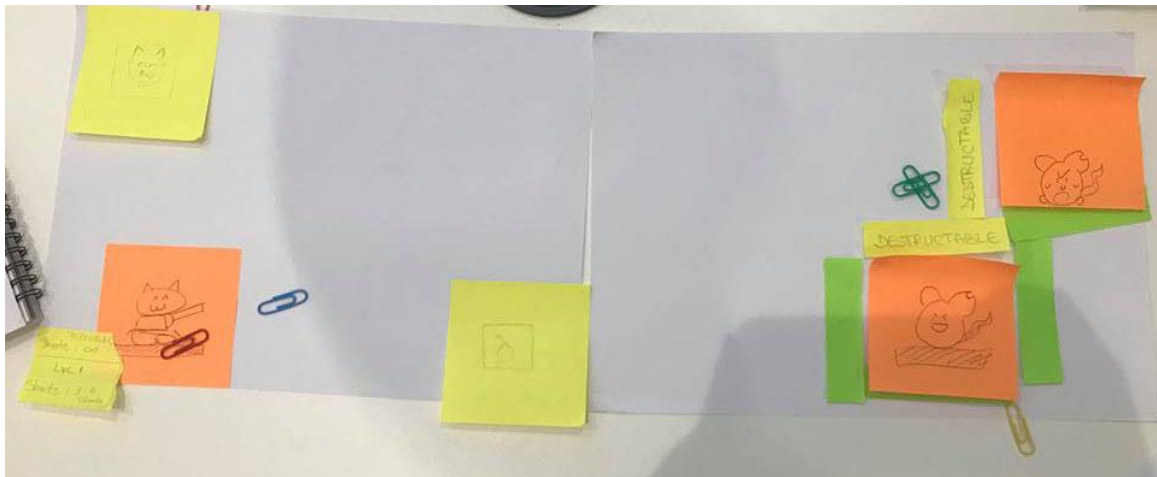
Below are some early level and UI designs.
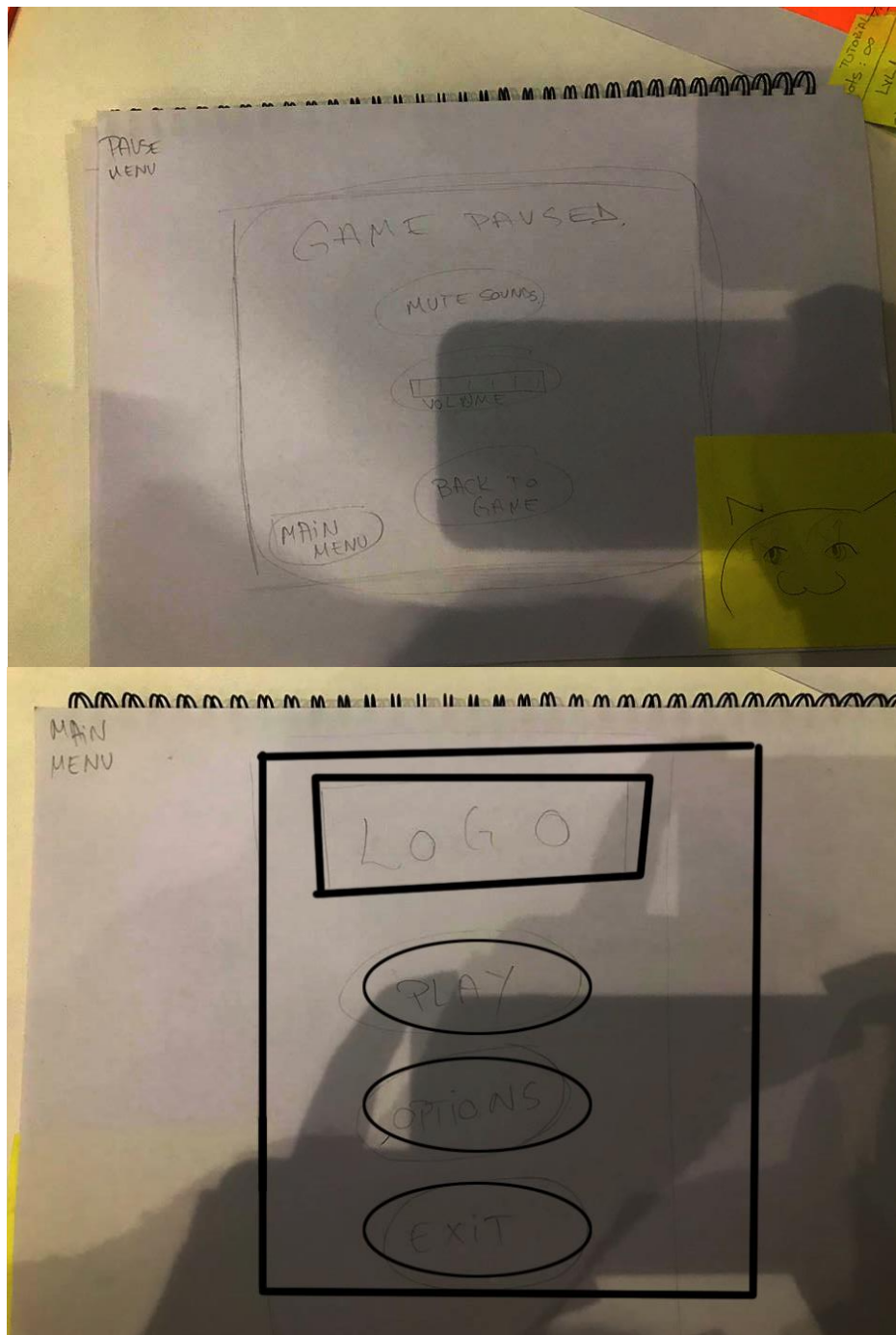
The puzzle structures were designed to show key game elements.
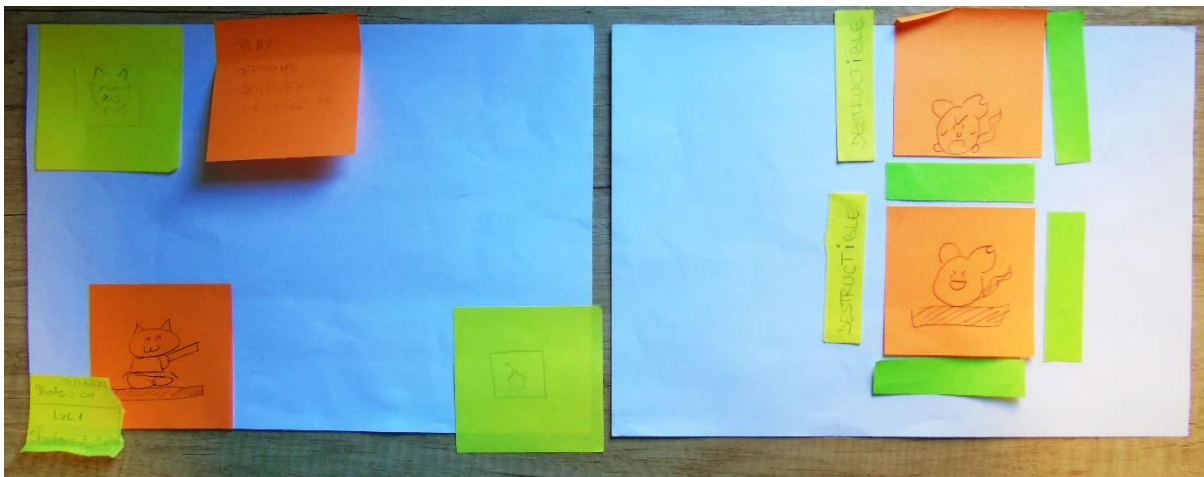
This level showcases how all mice must be dead to progress, as only one mouse can be killed at a time. The wooden blocks are also visually different to their neighbouring stone blocks, inviting the player to shoot all the elements.
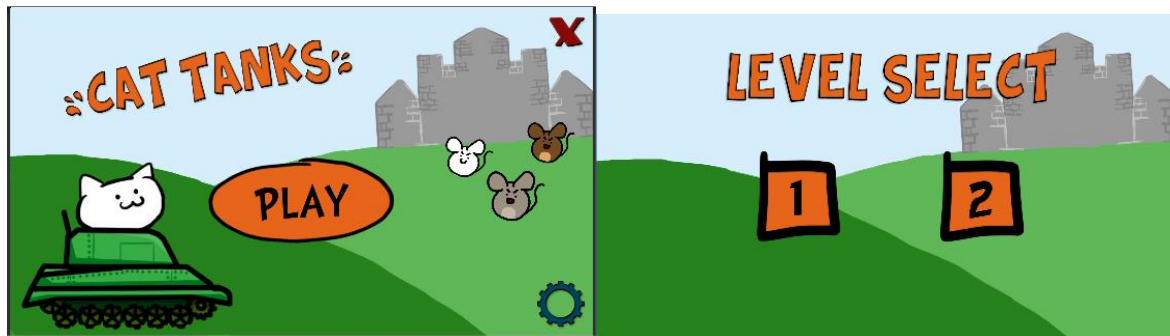

This level makes it likely that the wooden blocks are shot, but the mice survive. This allows the jagged ball (the green paper clips) to fall and kill the mice.

And this small level could be used as a tutorial. The stone protects the mouse, but the wood breaks when shot. Once the mouse is dead, the game progresses.

Final designs

Above are the final UI designs, which were optimised for Phone display and ease of use. The buttons are large and clear, and the cog wheel and X symbols are buttons for settings and to exit the game respectively.

Below is the pause menu. Accessed by pressing escape in the game, this menu allows you to adjust the volume, and gives options for resuming the game or returning to the menu system. The buttons are large and easy to read.


Level 01 is seen below.

Both mice must be killed to win. The critical path is as shown below in red and blue arrows. It is best to shoot the top mouse first.

Level 02 introduces the spike ball of death. With the planks not being destructible, a new map was designed. The critical path is shown in orange, green, and purple. The spike ball should be hit first, as it then rolls down the wood and kills the two rightmost mice. Then, the final 3 mice closest to the cat tank can be killed in turn by the cannon.

However, the levels can be completed in any number of ways. This allows for multiple solutions to one puzzle, increasing variety in player experience.
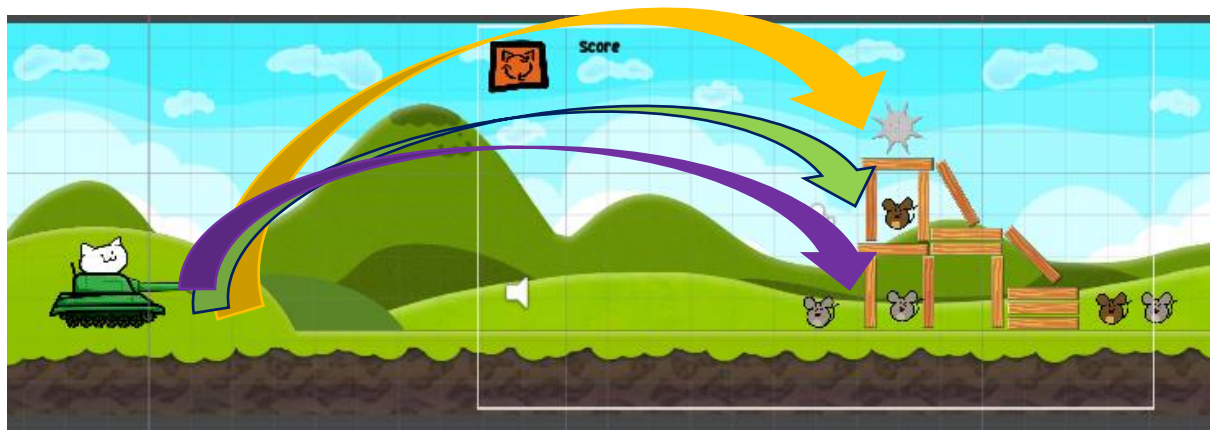
The character select screen is as seen below and appears after clicking the character swap icon. Once you select your cat, then you click the cat swap icon again to confirm the change.