CAT MAFIA

Programmer: Felix Abbott
Artist: Sarah Shaw
Designer/Producer: Daniel Claps
Designer: Benjamin Voter

DIFFICULTY SCALE

Low:

Anything considered low means it should be realtively simple and easy to implement and isn't expected to cause any issues.

Medium:

Anything considerd medium means it should take some time to implement, and there may be some issues but overall it should be able to get done without much trouble.
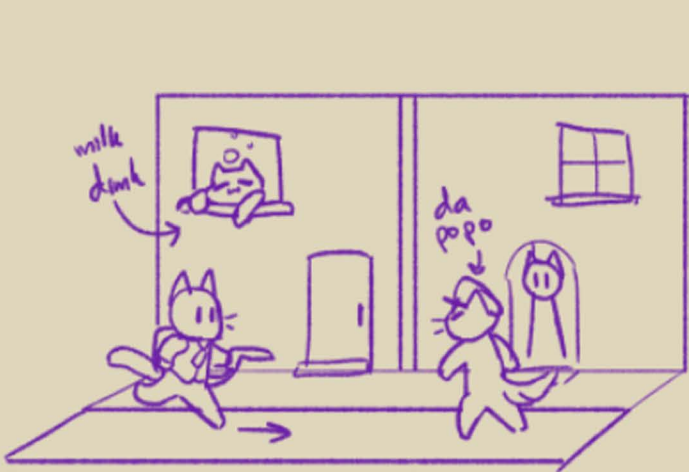
High:

Anything considered high means it will most likely be quite difficult to implement and take a lot of time. It may or may not make the deadline in time.

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milk pack

mafia hitman-esque cat

milk drink

da popo

DELIVERY PLATFORM

Windows/Mac:

Available on windows & mac through services like steam & itch.io

iOS/Android (Mobile):

Available on the app store & google play.

DEVELOPMENT ENVIRONMENT

Unity:

    Unity has extensice documentation, easy to use tools & it's free. It's also the program the team is the most familiar with.

Visual Studio Community 2019:

    VS is a common program used alongside Unity and is the program the programmers & designers are most comfortable and familiar with.
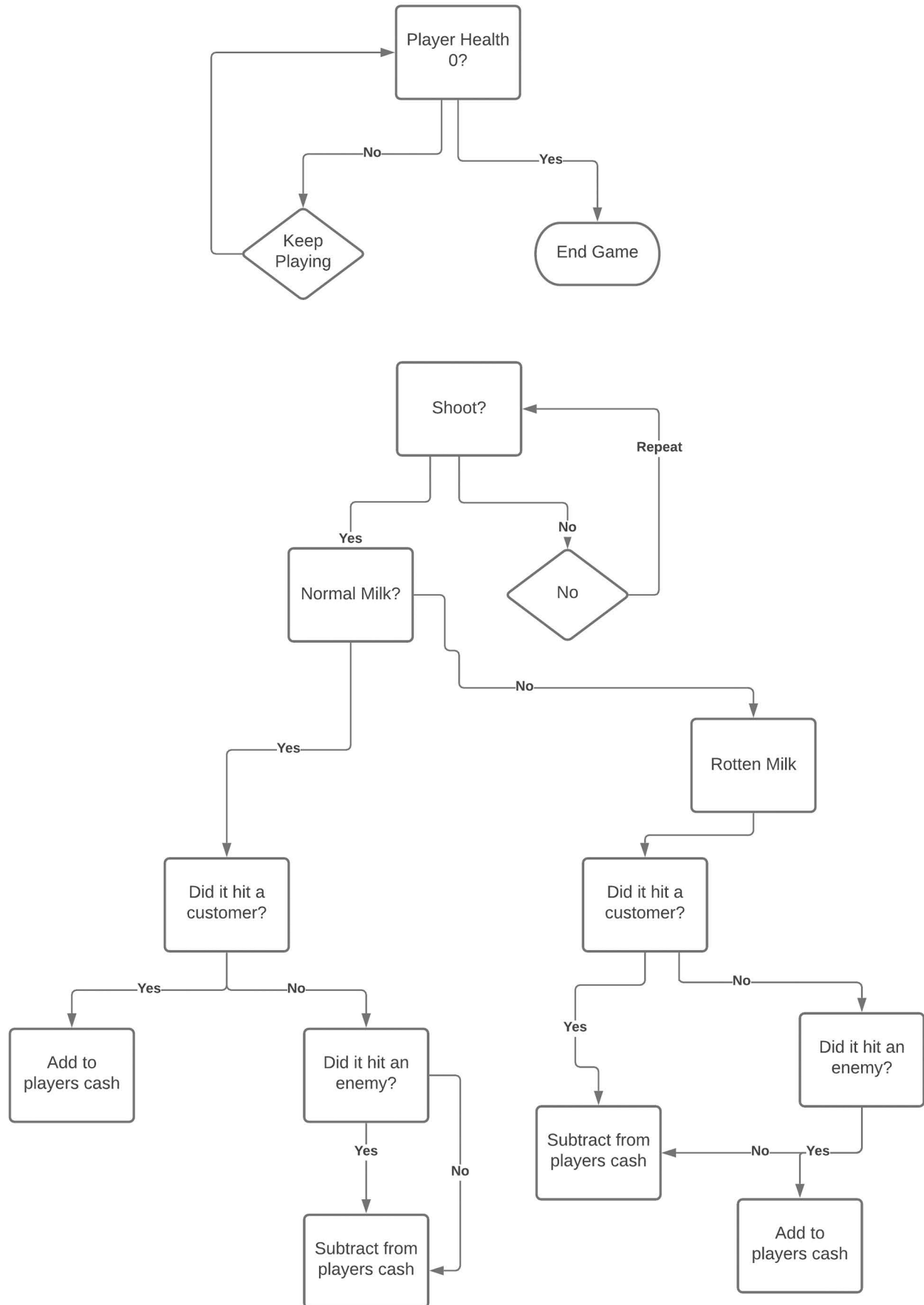
Git:

    Git is already intertwined with redmine making it easier to use and the team is already familiar with the basics.

Photoshop CC:

    The artist & designers will be using Photoshop CC due to their extensive experience with the program.

LOGIC FLOW DIAGRAM

Player Health 0?

No → Keep Playing

Yes → End Game

Shoot?

Yes → Normal Milk?

No → No → Repeat

Normal Milk?

Yes → Did it hit a customer?

No → Rotten Milk

Did it hit a customer?

Yes → Add to players cash

No → Did it hit an enemy?

Yes → Subtract from players cash

No →

Rotten Milk → Did it hit a customer?

Yes → Subtract from players cash

No → Did it hit an enemy?

No → Subtract from players cash

Yes → Add to players cash

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GAME MECHANICS

Mechanics & System Overview:

   Cat Mafia is a 3D endless runner shooter. The player has a set number of milk and rotten milk each round. They have to hit customers with the milk and the enemy mafia cats with rotten milk. Each time the player misses a customer, shoots milk and misses or shoots good milk at an enemy, the player looses cash. If the player fails to hit the enemy with rotten milk before they catch up with them, they'll take damage. After each round there is a quick checkpoint they run by that will restock their milk and convert any unused milk into rotten milk. The players run ends when their health goes down to 0.

milk pack

rivals!

idk how to dress him

GAME MECHANICS

Milk: (Low)

There are 2 kinds of milk in Cat Mafia, milk (good milk) and rotten milk. At the end of each round, any leftover milk will be converted into rotten milk and the player will get restocked on milk.

Customers: (Medium)

The customers spawn randomly in the houses that pass by. There are set spawn points that are chosen at random for them to spawn into. If they're hit with milk, the player will gain cash. If they're hit with rotten milk, the player will lose cash.

Enemies: (Medium)

The enemies spawn in randomly from a set of points that are chosen at random. If they're hit with milk, the player will lose cash. If they're hit with rotten milk, the enemy will die. If the enemy hits the player, the player will take damage.