

cat distribution system inc.

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this is us

18.10.24

cds inc.



vanessa

unity level **advanced beginner**

UX Design

lead of **third minigame**



hannah

unity level **beginner**

UX/UI Design, Art Direction

lead of **first minigame**



monika

unity level **beginner**

2D Design, 3D Model Design,
Interaction Design

lead of **second minigame**

concept & goals

The concept revolves around using **gamification with cats** to encourage users to **manage and care for a virtual pet** in a playful and engaging way. The ultimate goal is to help users become the best **cat parent** by focusing on the cat's well-being through fun and interactive tasks. The game blends responsibility with entertainment, creating a memorable experience for players.

concept / games

game 1 + AR

memory

Players play the memory card game where different cat characters are shown. The first pair will be their future ingame cat.

game 2

find the toy

Players collect and retrieve cat toys distributed throughout the game world.

game 3

flappy cat

In a mini-game, the cat runs, climbs, and jumps over objects, with the added challenge of helping the cat lose weight.

user flow

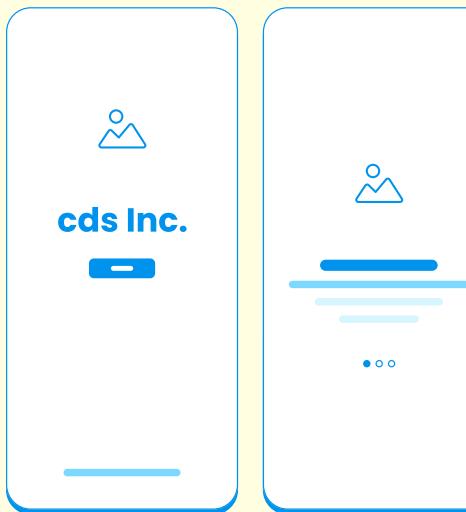
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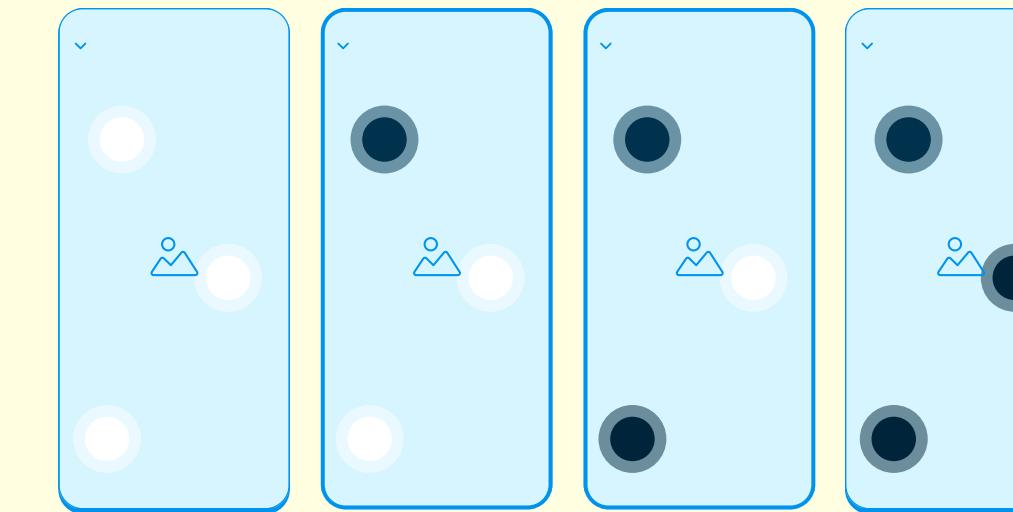


wireframes

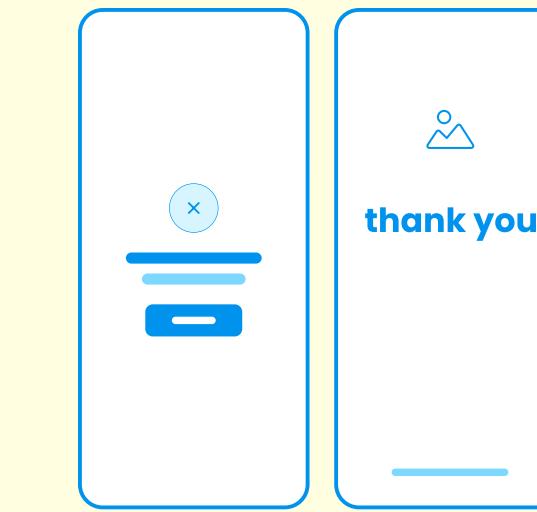
intro



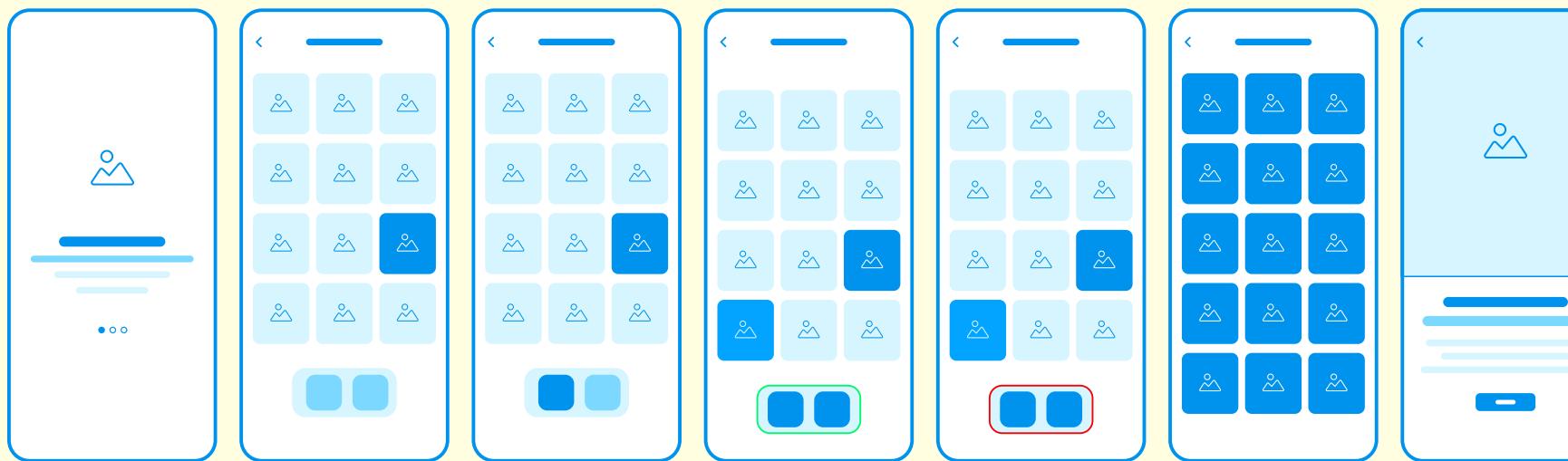
home screen



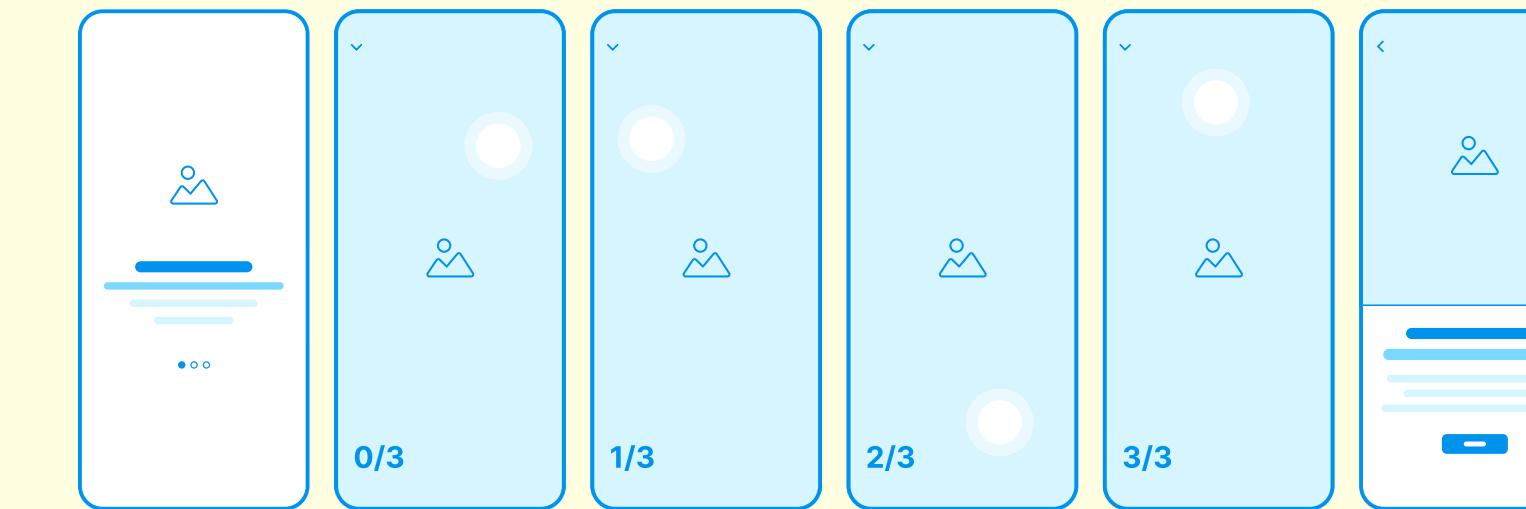
outro / thank you / play again



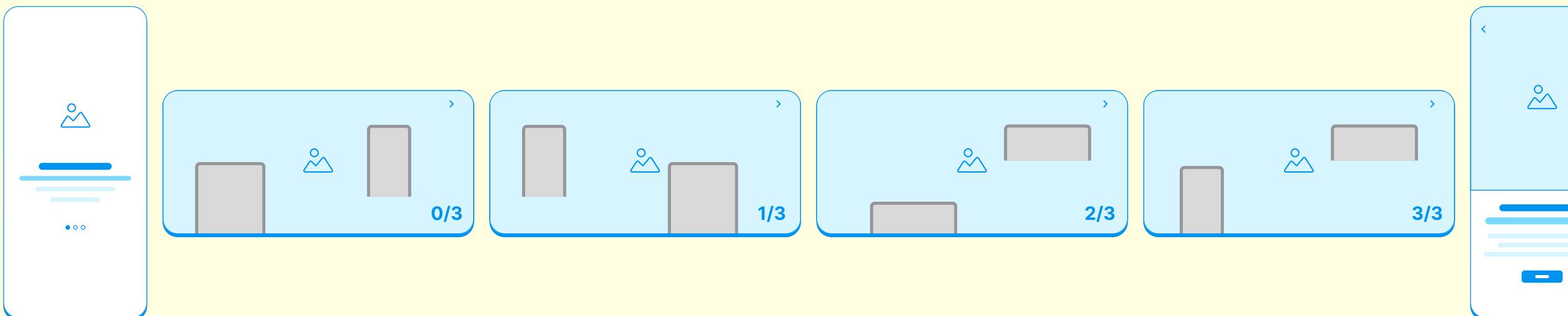
game 1



game 2



game 3



Alexander, 14

- background: **bored, loves gaming**, and is highly **interested in technology**
- motivation: seeks a **fun and interactive game** that offers progression, challenges, and rewards to keep him engaged
- goal: enjoy taking care of a virtual cat while avoiding repetitive tasks, keeping the game fresh and exciting

Helena, 19

- background: **animal lover** considering **adopting a real cat**, passionate about pets.
- motivation: wants to **simulate the experience** of owning and caring for a cat to ensure she's ready for the real responsibility
- goal: learn about cat care through an engaging and realistic game that combines fun with practical knowledge

schedule

18.10.24

overall concept

- minigames
- interface/GUI
- theme
- user flow

25.10.24

basic project implementation

- unity architecture
- define minigame mechanics
- markers in AR

08.11.24

basic minigame functions

22.11.24

minigame design

29.11.24

finalizing

- distribute markers for minigames
- fuse the different parts together

06.12.24

presentation first user test

13.12.24

second user test

10.01.25

final presentation with results of second user test

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thank you

