

Working Title

Cat Wrangling

Elevator Pitch

A puzzle-like game using a similar capture mechanic to Pokemon Rangers, where the player will enclose the target animal(s) by drawing a solid line around them while avoiding the hitting the animals as they chase after the drawing tool.

Concept

Overview

- Genre: Puzzle
- Target Audience: Any
- Monetization: Free
- Platforms & System Requirements: PC/Mobile?

Theme and setting

Cat Wrangling is a casual puzzle game involving different kinds of felines, both earth-grown and alien. Its setting will range across futuristic cities to alien biomes.

Project scope

Our team

- **Dev:** Noah
- **Design:** Noah
- **Art:** ???
- **QA:** Noah, Mark

Budget

Spend Type

Planned

Timeline

- March 23rd — ~~Game Design Doc Finished & GitHub Repo Setup & Unity Project Setup~~
- March 26th — Spawning of temp units that chase after a movable object ***IMPORTANT***
- March 29th — Moving object leaves behind a line/rope as it is moved
- March 31st — Connecting the line has the effect of removing any units inside of the newly made shape
- April 3rd — Menu UI setup
- April 6th — Level creation automated, included spawning of units ***IMPORTANT***
- April 9th — Level completion & failure finished
- April 11th — Found free feline assets to replace temp units with

IMPORTANT tag is for any part that is the main focus of the build, as is to be separated as its own package after build is done.