Nova Winston

CS120

June 13, 2025

Slide and Catch game

# Overview:

Player uses left and right keys on the keyboard to move the cat sprite around the screen to catch the fish.

**Cat:**

* Simple cat sprite
* When game starts, it is moveable and interacts with falling fish
* Can only move left and right
* Doesn’t exit the scene of gameplay
* DOES NOT appear anywhere but the gameplay scene
* Causes fish to disappear upon interaction

**Fish:**

* Simple blue fish sprite
* Falls into scene from top of screen
* Amount/speed is mostly randomized
* Disappears when interacts with cat
* Contributes to the counter/score
* DOES NOT appear outside of gameplay screen
* Exits scene through bottom of screen if not caught by cat/user

**UI:**

* Game instructions appear when game opens
* User is prompted to “play” or “quit” with buttons
* Previous score is on main screen
* User has to click either button to go to next scene
* The entire game ends if user presses “quit”

**Sound effects:**

* Main sounds are background music and meow sound effect
* Background music plays when gameplay has started
* Meow sound effect only occurs when the sprites (cat, fish) interact
* Music and effects stop when user returns to main screen

**Background Image:**

* Background image kept throughout game
* Buttons and score will be visible on the background

**Resources:**

* Cat sprite: "cat.png" by scofanogd (https://opengameart.org/content/pixel-cat)
* Fish sprite: "fish\_blue2.png" by skylerb (https://opengameart.org/content/o2-the-rescue-assets-comp-1501a)
* Background image: "tilesetOpenGameBackground.png" by Paulina Riva/PauR (https://opengameart.org/content/sky-background)
* Background music: "Cat Song 1.0.wav" by Macro (https://opengameart.org/content/cat-song)
* Sound effect: "Meowing Cat Made in LabChirp" by Traceletz (https://opengameart.org/content/meowing-cat-made-in-labchirp)