

User guide:

1. Typical FPS controls; use WASD to control movement, SPACE bar for jumping, and E key for interaction.
2. Press the Q key to activate the smelling mechanism. There will be four types of objects that can be smelled: food, cat nip, tasks, and the monster. Each type will have a dedicated color and icon as an indication.
3. Finish the small tasks, each will include guides on how to play when you interact, on the top left menu within the given time; once you finished all of them, finish the final task to win the game.
4. We also included a tutorial in the game for you to familiarize yourself with the game controls.

Major Game Features:

1. Smell and hearing mechanics: As a cat, the player's sense of smell and hearing would be crucial to their survival. It allows the player to detect the location of the monster based on its scent (with visual indicators) or the sound of its movements.
2. Limited visibility: The ship could be dark, foggy, or have limited lighting which would make it difficult for the player to see the monster, increasing the suspense and tension.
3. Sanity and hunger system: The player is required to stay sane and full to survive. This adds an extra layer of challenge to the game as the player has to balance their survival needs with avoiding the monster.
4. Puzzles and obstacles: In addition to avoiding the monster, the player could encounter various puzzles and obstacles that require them to use their cat-like abilities to progress through the ship.

Credits:

<https://www.unrealengine.com/marketplace/en-US/product/horror-engine>

<https://www.unrealengine.com/marketplace/en-US/product/construction-site-vol-1-supply-and-material-props>

<https://www.unrealengine.com/marketplace/en-US/product/abandoned-ship>

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