

Cat and Balls of Thread Concept

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Background

- ❖ Cat loves playing with balls of thread and one day it found itself in a house full of balls of thread which fall from shelves. Now cat needs to catch the good balls and avoid the bad ones to not leave mess behind itself.
- ❖ Cat's mission now is to become the fastest and the best collector of balls of thread / bonus items among other cats.

Features

- Collecting balls of thread
- Avoiding obstacles
- Getting bonus items
- Upgrading speed
- Slow down the fall of balls of thread

Pillars

❖Catching 50%:

Player controls a cat who need to catch good balls of thread earning points.

❖Avoiding obstacles 30%:

Catching a bad ball will result in reducing overall score, they must be avoided. Sometimes unexpected obstacles appear.

❖Bonuses & Upgrades 20%:

Player can collect bonus items such as mouse toy so it will appear in menu and also give effect of double rewards for 30 seconds. By upgrading the cat, player will be able to improve speed of cat and temporarily slow down the fall of balls.

Skills Students will use

- **Classes** [cat, balls of thread, bonus items]
- **Arrays** [balls of thread, bonuses]
- **Graphics** [sprites, animations]
- **Source control** [git and git hub]
- **Software** [VS 2022, Photoshop]
- **Teamwork**
- **Documentation** [concept, GDD, comments]

Fun to Work On

- This game is easy to learn, but requires concentration and quick reaction which makes it fun.
- Testing upgrades like speed of cat or slowing down the balls of thread helps to improve strategy and just have fun.
- Adding different cat sounds depending on the player's success or failure creates atmosphere.

Elements

- **Visual Asset Creation [0-15]**

Draw a cat, balls of thread and bonus items in a side view. [10]

- **Audio Asset Creation [0-5]**

Record cat's sound, changing the pitch depending on events happening in the game. [5]

- **Menu System [0-10]**

Use the home's interior as a menu where it's shown which bonus items player owns. [7]

- **HUD [0-10]**

Displays a score counter of catching good balls of thread and catching bonuses. [7]

- **Basic Gameplay [20]**

Move cat left or right, catch good balls of thread, avoid bad ones and earn bonuses. [16]

- **Graphics [20]**

Sprites, text, sprite rotation.

- **Advanced Gameplay [0-20]**

If player catches several good balls of thread in a row, then bonus items appears. [17]

- **Advanced Graphics [0-20]**

Animation of cat's movement.[12]

- **Video [5]**

- **Project Management [5]**