

# Puss & Kram

## Design Document

A snowball-rolling puzzle game about a cat and a snowman.

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### Game Summary

Somewhere in Sweden during the long winter months, a lonely cat named Puss wanders through snow-covered gardens in search of a friend. With all of the humans sheltering indoors, there is no one around to meet... but being alone is no reason to be lonely! Puss decides to build a snowman for company, and names him Kram.

### Game Outline

Each level consists of the player moving Puss around a small garden rolling snowballs. As snowballs roll over fresh snow, they pick up that snow and become larger. This process can be repeated to create snowballs of various sizes, which can then be constructed into a finished snowman. This is achieved by manoeuvring snowballs around obstacles, up ramps and off of ledges. Aside from snowballs, the level also contains other items that can be interacted with. Once a snowman has been built, the player advances to the next level.

### Win Condition

To complete a level, the player must stack three snowballs on top of each other. The bottom snowball must be of size 5, the middle of size 3, and the top of size 2. Accomplishing this involves navigating the level, locating the snowballs and identifying the best sequence of moves.

### Player Character

The player controls a cat named Puss. Puss can:

- Walk freely around the level
- Push Moveable Objects around the level
- Jump up to ledges and platforms 1 metre in height.

### Controls

The player controls Puss directly. They can walk into Moveable Objects to push them around, and jump onto any flat surface lower than 1 meter in height. Platforming should be as easy as possible, since the difficulty of the game should be focussed more on the puzzles. Directions are based on the camera orientation rather than the character's orientation.

### Camera

The camera is third-person, follows the character around the level, and is always positioned at a fixed point above the play area. It is possible to rotate the view in 90 degree increments around the

level. It should zoom and pan where appropriate to keep all of the relevant Moveable Objects on screen, but should keep Puss in the centre of the view where possible.

## **Moveable Objects**

All Moveable Objects have their movement constrained to an orthogonal 4-connected grid. Only one Moveable Object can exist on each grid node at any given time, although some pairs of objects can interact in special ways in some cases. Moveable Objects can be pushed off of ledges, and can thus be made to drop from higher areas into lower areas.

## **Boxes**

Boxes are the most basic of the Moveable Objects. They can represent obstacles that the player must move out of the way to create a path for a Snowball to roll. They can also be used as platforms to access higher areas.

## **Snowballs**

These grow as they're pushed across fresh snow. They pick up snow as they do so, depleting the snow on the ground beneath them and growing larger. For each snow-covered tile a snowball rolls over, its size value increases by 1. The smallest allowable snowball is of size 0, and the largest is of size 5, after which point it will become too heavy for Puss to push around.

## **Pushable Ramps**

Pushable Ramps are wedge-shaped boxes that can be used to push other objects onto higher areas. They cannot be rotated.

## **See Saws**

See Saws cannot be pushed around the level like other Moveable Objects, but instead can be used with other objects. They can function similarly to ramps, but require either a weight to be placed on the other side to keep them from tipping, or a blocker to be placed beneath the higher of the two sides to prevent it from falling.

## **Partial Snowmen**

When a size 3 Snowball lands on top of a size 5 one, a partial snowman is created. This is a special object because it cannot be moved or manipulated in any way. It will simply stay where it was created until a size 2 snowball is dropped onto it. Doing so will complete the level.