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Games 121

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The Mystery of the Cat

So the Mystery of the Cat was born out of a simple narrative game and the need to add a little more ambiguity, I guess. I've been designing week after week, for other classes and NaNoRenO 2019, so it had to be something I could complete, but not become quickly mind-numbing to me. On the bright side, I had learned a little bit more about GitHub and GitKraken, on this project, but might've abandoned Trello for the sake of expediency. It is still a mildly simple narrative, with the same cat asking the questions, but I had hoped to create more coherent and colorful dialogue this go around, with the first day being just that. Balancing NaNoRenO work and school work, I went on and off, some days working on improving the code, or other days focusing on some graphical changes. Something that seemed normal but not quite, seemed to be the theme for the week so I ran with it. The buttons are still activated by mouse click, and the cat is virtually the same, but I did try to change the aesthetic a bit with other graphics and a little bit of sound, though I'll admit that is an area I am very much still learning. So to advance to the next question, an option is selected and depending on the amount of right or wrong answers, you may receive different questions and head down different paths. Your answers will accumulate to determine whether or not you get a better ending or the worse ending. There are secret paths here and there, mostly for fun but in reality, a way for me to see how paths affected the grading system.

Statement

A mystery packed into a single game, with little changes and twists during play. The cat, as over-used as it may be, has gotten a new makeover and wanted to at least find a friend before looking for roommates. The code is cleaner and more adapted to hold branches of the storyline, and hopefully, the cat sprites lead you on to the end for a surprise. Something to hold a little mystique in a little frame.



