Skye Slade

**Game Mechanics:**

**Player (Cat) :** The character will constantly be running to the right, but the player will be able to use the left arrow to slow down the character or right arrow to speed up the character (there will be a specific area which the player will be able to be in). This will allow the player to line up the trajectories to land on the enemies. The player will also be able to jump using the space bar to get on top of shelves or furniture where the trajectories will be. By clicking the mouse on the trajectories the player will be able to make them fall, hopefully landing on top of the enemy. Finally, after collecting enough power (through pickups) will allow the player to unleash the special attack to knock out the front enemy.

**Enemy (Dogs):** These will be constantly running right and will be slightly faster than the player and cannot jump. Eventually, if they are not knocked out they will catch up with the player and may pass them. If the enemy makes it off screen, or the player touches the enemy, then the game is over. They will receive damage from falling objects and after a certain amount of damage is done they will be knocked out.

**Furniture:** Does not move or cause damage. It is simply a platform for the player to jump on. Enemies will go in front of it. The furniture may also not allow the player to pass without jumping on, slowing the player down.

**Breakables** (Vases, pots, etc): when triggered with a mouse click, they will fall, landing on the ground or on the enemy. Causes damage to enemies depending on size.

**Pickups (Food) :** Will increase the special power bar when collected.

**Cars:** On the roads between the houses. Moves forward/backward, causes player to lose a life if hit, but also can cause enemies to die as well.

**Additional Mechanics:**

**Doors:** When triggered will close, locking enemies out of the house, but if triggered at the wrong time can lock player out of house as well

**Stovetops:** May be hot(shown by steam) and can cause damage to player.

**Breaking Branches:** Branches will break after the player is on them for a certain amount of time.

**Water:** Will damage player if landed in.