**Impawsible Pursuit Game Mechanics**

**Cat (Player):**

* Running: The cat will constantly be moving to the right
* Slow Down/Speed Up: the cat 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 limited area which the cat will be able to be in - allowing the cat to line up the trajectories to land on the dogs.
* Jump: Allows the cat to get on top of furniture and shelves and avoid certain obstacles
* Dropping objects: By clicking the mouse on the trajectories the cat will be able to make them fall, aiming to land on top of the dog.
* Special Move: after collecting enough power (through pickups) the cat can unleash the special attack to knock out the front dog.

**Dogs (Enemies):**

* Sleeping: Before the cat reaches where the dog is, the dog will be sleeping somewhere in the level. It will wake up and start chasing the cat once the cat passes it.
* Running: will be constantly moving right and will be slightly faster than the cat.
* Attack: If the cat is touched by the dog, the cat will lose a life.
* Knocked out: After losing all health, the dog will be knocked out.

**Obstacles:**

* Furniture: Does not move or cause damage, a platform for the cat to jump on. Dogs will go in front of it. The furniture may also not allow the cat to pass without jumping on, slowing the cat down.
* Cars: On the roads between houses. Moves forwards and backwards and causes damage to both cats and dogs.
* Breaking Branches:Branches will break after the cat is on them for a certain amount of time. If the branch hits a dog the dog will be knocked out.

**Breakables** (Vases, pots, etc): when triggered with a mouse click, they will fall, landing on the ground or on the dog. Causes damage to dogs depending on size and will increase the cat’s total amount of damage caused to the neighborhood.

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

**Game Completion:** After getting to the end of the level, the player will see the percentage of how many dogs they knocked out and how much money damage they caused to the house.

**Additional Mechanics(To add after all other mechanics are completed)**

* Doors: When triggered will close, locking dogs out of the house, but if triggered at the wrong time can lock cat out of house as well
* Stovetops: May be hot(shown by steam) and can cause damage to the cat.
* Water:Will damage the cat if they fall in.