# Game Analysis

2D local Co-Op Arcade/Platform with maybe RPG elements, not too heavy with RPG, but some.

**Synopsis:**

In a house, there are cats living there and one day the owner brings a dog into the family and the cats are not happy and seeing the dog as evil, but actually the dog is not evil, it’s just a new comer and the dog wants to be part of the family with the cats.

The cats are jealous of the arriving of the Dog, that’s why they want to get rid of him. But actually the dog wants to be friend with them and being part of the family, so, after the final battle, when cats defeat the dog, the cats understand that and they become friends and live together in the house happily ever after.

**Gameplay Goal:**

Reaching the Castle and defeat the Dragon Dog

**Design Goals:**

* First Release:
* Playable 1 or 2 Levels
* Not Co-Op
* Second Release (DLC / Update):
* Other 2 or 3 levels
* Add Cooperative functionality only for Steam/Pc version and maybe Nintendo Switch

## Game Information

* Genre= 2D Platform/Arcade with RPG elements
* Style= Vector graphic, comic/satire/funny/adventure
* Platform= release on mobile(Android, fuck iphone)
* We can release for Steam/PC version with Co-Op functionality

## Target Audience

Casual Gamers

## Competitor’s Analysis

Everybody else

**Game Design**

## Expanded Game Concept

Two to three paragraphs - explain the game concept in slightly more detail.

* 2D Platform game with some RPG elements:
* Dungeons
* Sub-levels
* Final Boss only fighting, not platform

## Game Structure

**Characters:**

4 Main Playable:

* Wizard
* Ninja
* Warrior
* Archer
* SwordCat

**NPC:**

**Main and Final Boss**

* Cute, the Evil Dragon Dog
* Queen Bee
* Ninja Turtle
* RobotRabbit

**Enemies**:

* Bees
* Frogs
* Fox
* Snakes

**Allies:**

* Mouse
* Unicorn

**Environment / Levels:**

1. **The house, monster encounter:**

* **Enemies:**
* **Mouse**
* **Turtle**
* **Obstacles:**
* **Mouse trap**
* **Hole**
* **Boss:**
* **Evil Mouse**

1. **Woods**

* **Enemies:**
* **Bees**
* **Obstacles:**
* **Spikes**
* **Boss:**
* **Queen Bee**

1. **Inside of the Castle / Dragon’s Den**

**Collectibles:**

* Coins
* Cherries

## Expanded Gameplay

Walkthrough of game play experience - two to three paragraphs.

1. Main Menu’:

* New Game
* Continue / Load Auto-Save
* Option(difficulty, Volume)

1. Cut Scene of the story
2. Character Selection Scene, all the Cats in the same Scene
3. Whole Map Scene
4. Level 1 Scene 2D platform in the house, player must reach exit door by going through obstacles and beating few enemies and final Boss, which is the Blind Turtle
5. Level 2, Map Scene again, Enter the Woods, more enemies, obstacles and final Boss, which is The Queen Bee
6. Level 3, Map Scene, In the Castle, even more difficult enemies and obstacles, of course the big final Evil Boss, the Dragon Dog!!!
7. End Scene, everybody becomes friends!! a new cut scene that shows a new enemy is coming and the dragon dog will become a playable character
8. There will be Sub-levels for Armory, Treasure, Special bonus

## 

## Key Game Features

Back of the box features – provide seven to ten in total.

* Fun, Easy and addicting gameplay similar to Mario, Kirby old school platformers with RPG elements
* Collect Coins to buy stuff and Cherries for gaining Health
* 4 Playable Characters to choose with (The Wizard, the Ninja, The Elf and the Warrior)
* Local Cooperative mode for PC/Steam and online for mobile

Milestones:

* For first release:
* Finish first level ( house scene), gameplay (movement and enemies) with a boss at the end.