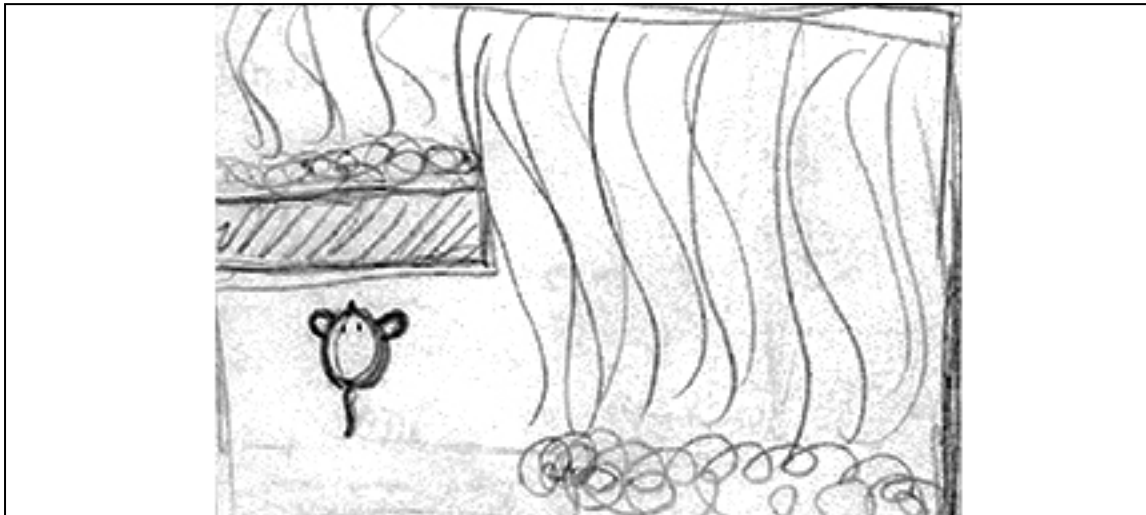Title screen. "New Game" option allows player to play a new game. "Continue" option allows player to play game where (s)he last left off. Cheese icon to show where the player is hovering over for selection.

Game is a puzzle/platformer with top-down view with a pixel-art style.

Player becomes a lost mouse that's been separated from its family. To get to its family, the player must pass the first level - the sewer. The player can move using the computer mouse. Jump/climb by pressing space. Running water is the obstacle/challenge in the sewer level. Player runs upward. Water runs downward. Large items which can protect the player from running water.
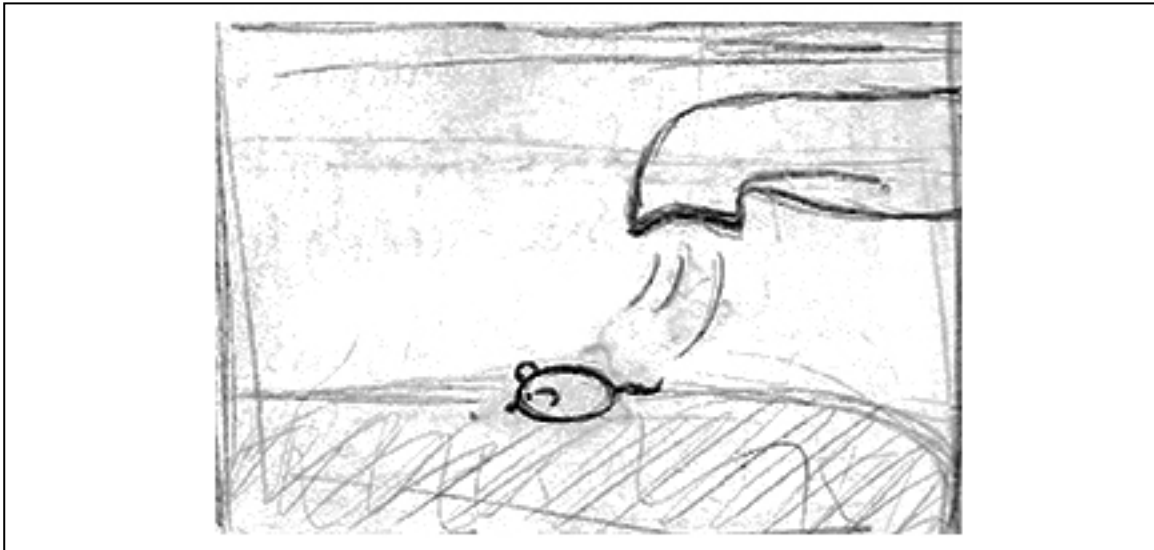
After sewer level -> player is in bathroom. Player moves to 2nd level - the living room.

We plan to have some sort of interesting transition here. A simulated page turn perhaps? We are telling a story here, so dialogue/text boxes/music will be an

important part of how we tell that story and how we make the player feel.


Second level - the living room. Cat is the main obstacle for this level. Run away/avoid cat to get to next level. Player must find a way to get to the 3rd level.

The full sized cat is not shown in the game. Instead, the cat's paws will be the main obstacle, and we will show the shadow of the cat. Plenty of sound and visual

effects to be added here.
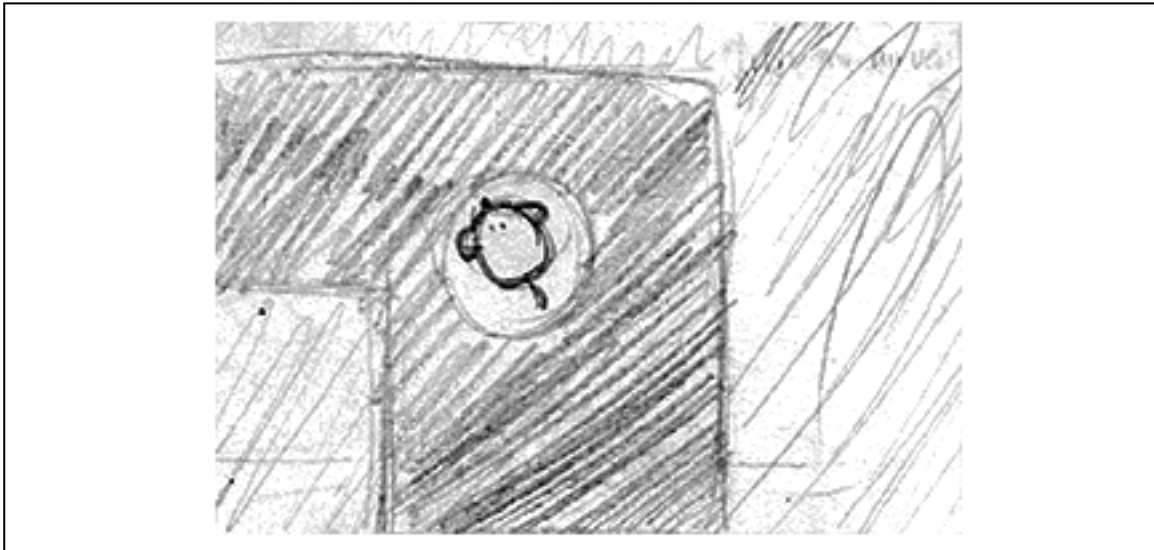
Transition from sewer -> bathroom & transition from living room -> second floor. After beating sewer/living room levels, player travels through a pipe/ventilation system maze. Small visible area around the player; player must find way to next level.

Under discussion: a memory puzzle. Fly companion tells player how to get out of maze by giving directions. Player must memorize directions to get to next level.
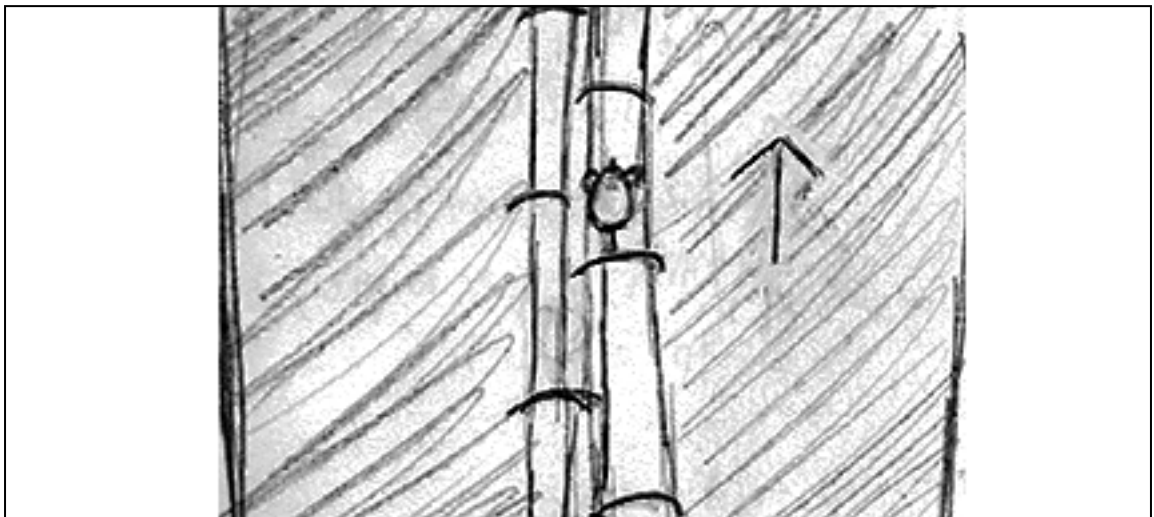
Player finds a hole in the wall. Cables lead upwards. Player must climb upwards and climb the correct cables to reach the attic. Transition from second floor -> attic (goal of the game). Similar to the transitions pictured above, but this time using a cable system.

Under discussion: gameplay of second floor of house (2nd level). Obstacle of 2nd level = human family discovers the player and wants to get rid of the player.
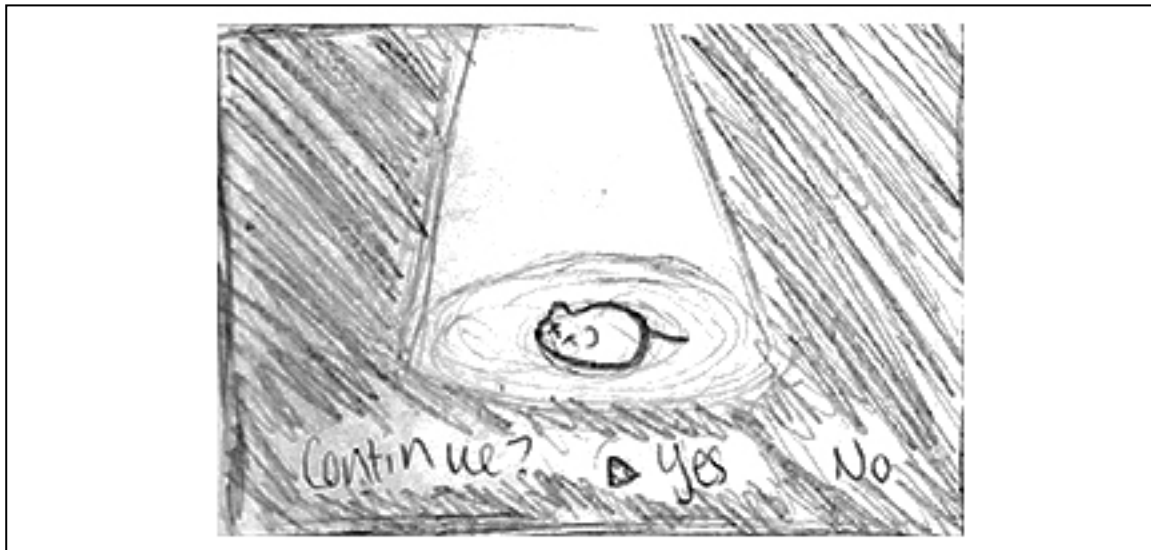
If attacked enough, the player will die. Player is given the option to continue from last saved point or not.

Under discussion: whether to use a health bar or number of lives for the player.

Also, some abilities for the player to level up/use. (Sprint/Super Speed/Dash)
The player will be able to do more than jump and love laterally.

If player passes through all the levels and transitions and reaches the attic, the player wins the game. The lost mouse reunites with his mouse family!

Under discussion: Support a speedrun style of gameplay by displaying a leaderboard with the time it took the player to complete the game. OR give the option for the player

to repeat the game with a new ability. "New Game Plus"