# GAMLE4 – Feature doc – Cat enemy (stealth map)

## Why? / Summary

## The playful cat serves as a moving obstacle that actively hunts the player, increasing the challenge and requiring strategic evasion.

## a sleeping orange cat on top of shelf like object, view from the inside of a house

## Goals

## Introduce a fast-moving, relentless enemy.

## Increase difficulty by adding an unpredictable element of when it looks at you.

## Feature breakdown

* The cat stays in place in the house.
* If the cat spots the player, it chases them and catches them instantly (no chance for the player to escape).
* Cat can see the player in a certain cone of vision
* Cat only turns around every few seconds

Controls:

* No real controls
* No specific controls needed to interact with the cat; the player must avoid it through movement and strategy.

Mechanics:

* The player must use stealth and evasion to avoid detection and capture.
* The cat's vision cone and creates dynamic challenges.
* When the player gets seen by the cat, the cat instantly catches the player

Art:

* Simple orange cat lying on a bed.
* Visual cues when seeing the player:
  + Cat lifts had towards player

Sound:

* Cat purr sounds when lying down
* Dangerous sound cue when cat sees player indicating that a danger is near and then the death sound that is a angry cat meow.

## Stats

* Vision cone: 60 degrees, 3 blocks distance
* Instant death upon contact
* Takes 1 second after being seen for the player to die
* Cat turn time: 3 seconds

## Backstory

The cat, a remnant of the household, is unaware of the player’s plight and simply wants to play, unintentionally becoming a lethal threat.