

# **Empathy Game Document**

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## **Chosen Emotion & General Idea:**

Our desired emotion is *joy*, an emotion of great delight or happiness caused by something exceptionally good or satisfying. To elicit joy, we chose to alter a simple side-scrolling combat game through the introduction of vibrant colors and a humorous soundscape. We also manipulated the physics to produce more unexpected and diverse interactions. Players fight against each other as two cats in an arena littered with smaller cats (that also happen to rain down from the sky). We wanted to subvert expectations associated with fighting games, namely their serious tones and consistent systems, in order to produce pleasant surprises that are more about the absurdity than they are about winning.

## **Audience:**

Targeting kids and teenagers, but open to all ages. Will likely attract people ages 6-18.

## **Rules & Objectives:**

Players start in the middle of map.

Each player-cat can move left and right, jump, and swing their fish weapon.

Hitting their opponent will knock them back. Hitting the smaller cat NPCs will also send them flying back, potentially into the opponent and pushing them back as well. Alternatively, players can use the cats as a shield to prevent them from getting knocked backwards.

Cats will rain down from the sky in order to replace NPCs that were knocked off the island and to disrupt fights between the players.

The objective is to knock the other player-cat off the edge of the island and into the water, after which the match will restart.

## **Lose/Win State:**

A player can claim victory if they knock the other player off the edge of the island with their fish slap. Alternatively, players who walk off the island on accident will also lose. The player who remains on the island is crowned the victor, and the match restarts immediately. The game is less about winning or losing, and more about creating chaos and additional visual stimuli that players may find pleasurable.

**Photo:**

