

# Cooking With Cats - Game Design Document

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# Contents

<b>1</b>	<b>Overview</b>	<b>2</b>
<b>2</b>	<b>The Story</b>	<b>3</b>
2.1	Story Outline . . . . .	3
2.2	The Characters . . . . .	3
2.2.1	The Cat . . . . .	3
2.2.2	The Human . . . . .	4
2.3	Scenes . . . . .	4
<b>3</b>	<b>Game Play and Mechanic</b>	<b>5</b>
<b>4</b>	<b>Aesthetics and Design</b>	<b>6</b>

# Chapter 1

## Overview

This will be a light comic game about cooking while cats are interfering with your work. From the human-actor's point of view s/he is trying to cook but from the point of view of the cats they are the master of the house, everything that is done in the house is to serve them. This theme should be underlined constantly in a variety of ways.

The game can be played in one of two modes, as the human or as a cat. As a human you have a task to do and the cat plays its part as an AI actor. In this mode we see the cat's thoughts only at key points of the story/task. As a cat we get the tasks as "thought" bubbles and we are also exposed to "cat thought" along the way e.g if the task is to find a nice place to sleep in the kitchen you could have a random thought about the content of the refrigerator when you are close to it, and it is the player can choose to act on this thought.

For example the human's task could be to make a salad with tuna in it. The cat detects this, and like the cunning creature that it is pretends to continue sleeping until the tuna can is open and placed on the table. Then it "accidentally" pushes something over in the living room, and hides. When the human comes to deal with the mess in the living room the cat sneaks in to the kitchen to steal tuna.

As the point of the game is to focus on the cat-human interaction some of the trivial actions will be simplified so that when the actor is going from one place to another the player does not have control over them precisely. The same goes for the cooking actions. This is not a skill based game. The point is on the player decisions.

The game will have somewhat realistic geometry/house layout, but it will resemble a cartoon look as far as lighting and shading.

# Chapter 2

## The Story

### 2.1 Story Outline

Most “cat owners” know that they are not the master of the house. A cat is more like a companion than a pet. This is best conveyed in the joke:

**Dog:** They pet me, play with me, feed me and give me a warm place to sleep. **They** must be some kind of god.

**Cat:** They pet me, play with me, feed me and give me a warm place to sleep. **I** must be some kind of god.

This is the starting point for the story of this game. No matter if you play as the human or as the cat everything is about the cat(s).

### 2.2 The Characters

#### 2.2.1 The Cat

The cat(s) each should have a slightly different personality but the underlying traits are:

1. An endless want for certain types of food.
2. A slightly cruel humor e.g. they find it funny to trip up the human, but they never show their satisfaction as...
3. The cats are cool
4. Highly intelligent. They can plan many actions ahead.

The cats have a number of overarching goals:

1. Sleep as much as possible.
2. Eat as much of their favorite foods
3. Find nice places to rest.
4. Play

### **2.2.2 The Human**

1. Think that they are in charge.
2. Love the cats.
3. Always forgive the cats for everything.
4. Solve problems with only one step ahead in mind

The human goals are

1. Just want to get through the day.
2. rest after a days work
3. Make some nice food
4. Take good care of the cat
5. Have a “normal” house

## **2.3 Scenes**

## **Chapter 3**

# **Game Play and Mechanic**

## **Chapter 4**

# **Aesthetics and Design**