

Cooking With Cats - Game Design Document

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Chapter 1

Overview

1.1 The Story

This is will be a light comic game about cooking while cats are interfering with you 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.

1.2 Game Play

One can play the game in one of two modes

1. As the human - first person.
2. As a cat - third person.

As a human you have a task to do and the cat plays its part as an AI. 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.

1.3 Example Scene - Make a Tuna Sandwich

In this section a scene is described from start to end. In the next section the mechanics for every part will be describes along with the options for the minimal viable product (MVP) .

1.4 Game Mechanics

As a human navigating the house should not be the interesting part of the the game thus this will be done without the player control. I have to decide if this will be done using cinematics or by dip to black/white/other cinematic effect.