

BASIC FUNCTIONALITY

- Attract cats over random interval of time
 - Food, water (sliders)
 - Toy (button)
 - Cats keep generating until food/water runs out
 - Notification when new cat arrives
- Every cat is unique
- Cat collection (cat house)
 - Page to view found cats

LAYOUTS

- Main screen (**Ji Luo**)
 - Two sliders for food and water
 - One button for toy
 - Picture of cat house that act as button to cat collection
 - Option menu in top right
- Cat house (**Kelvin Ngo**)
 - Scrollable grid layout containing all found cats

FOOD/WATER (Anna Kraft)

- Cats generate when both food and water > 0
- Base X% chance for cat to generate every 3 to 7 minutes (random interval)
- Steadily decreases over time
 - Water full to empty: 2 hours
 - Food full to empty: 5 hours

TOY (Anna Kraft)

- Decreases window for generation by 1 minute (so now chance of new cat every 2-6 mins.)
- Stays active until new cat generates

CATS (Isaiah Bentz)

- Composed of multiple layers assembled into final generated cat
- See figure 1 for cat base
- 10 fur patterns
- 10 coin symbols
- 10 fur base colors
- 10 fur pattern colors
- 10 collar colors
- 100,000 possible cats with possibility to easily add more color options later
- Built from bottom to top: base color -> fur pattern -> collar -> cat line art -> coin symbol

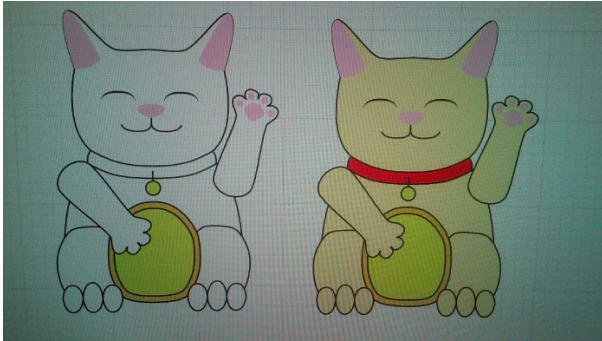


Figure 1 by Isaiah Bentz

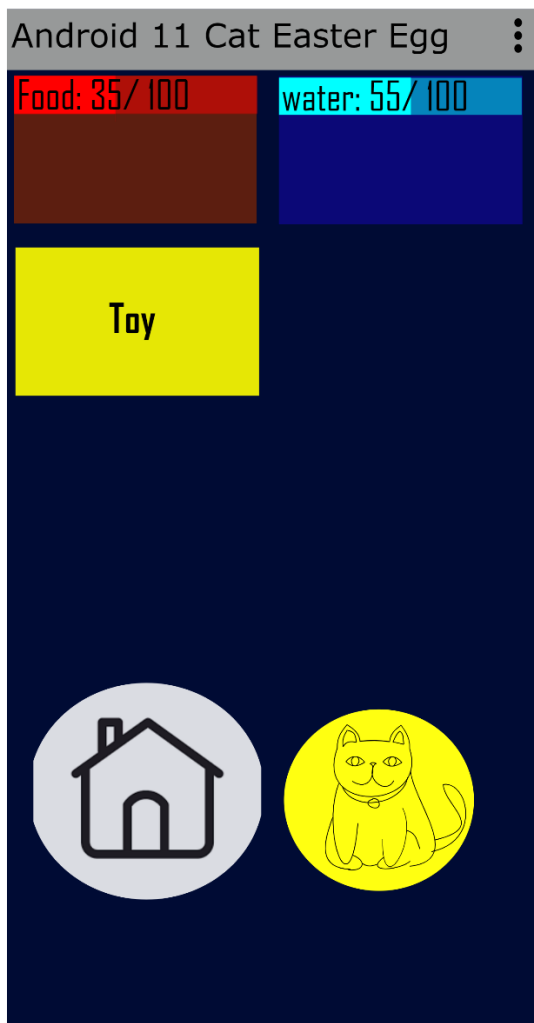


Figure 2 by Kelvin Ngo