

Paws - Paper Concept

Summary

Cats have been worshipped throughout history. You, a humble housecat of a contemporary era, start to wonder, what changed? Why aren't you being regaled with the finest Fancy Feast while your praises are being sung on high from choruses of humans? The only thing standing between you and the treatment you deserve is the front door – but first, you must weaken those who stand in your way. Rebel, and destroy their resources – but don't get caught doing it, or you'll end up in the Bad Kitty Cage, and nobody wants that. Escaping from there is tricky, and by the time you get out, some of the damage you've done may have been fixed. Besides, even if you do get caught, you can just shoot a round of your Cute Cannon at them and they'll completely forget what it is you've done wrong. Once you've wreaked enough havoc for your liking, move on to the next center of power. Local political office. The State Capitol. Perhaps even the White House! President Flufferson. You like the sound of that. And then, who knows? Emperor of Earth Flufferson? Even better.

Location

This initial map is of a little old lady's house, full of cables, wires, precious family heirlooms, fine china, vital medical apparatus, etc. Basically a lot of things that you wouldn't want broken if they were yours, but would be really, really fun to break if they were someone else's.

Time of Day

Mid-afternoon on a sunny Saturday.

History

- o Cats have been worshipped throughout history
- o The entitled little bastards have life cut out for them in the Internet era
- o They will never miss the chance to assert their power and break all of your stuff because, well, why not?

Inhabitants

You, the Cat; The Little Old Lady, your “master” (and I use that term loosely, the most she can do is put you in the Bad Kitty Corner if she catches you executing your glorious revolution); Mac, the Inhabiting Dog (who will bark and attract the Old Lady on sight and snap at you if you get too close); Lily and Philip, the Little Old Lady's two visiting grandchildren (like Mac, they're fairly noisy, and also a bit too young to understand that cats don't like to be picked up like dogs do).

Use

Teaching the major objective and mechanics of the overall game. Control scheme is simple. Starts off in a safe room to encourage experimentation before the player chooses to enter the level.

Images



Notes:

- Objective
- Cute Cannon
- Control scheme – WASD, space to jump, right click to swat, left click to cute