



PAW WEST SHOWDOWN



Justice for All

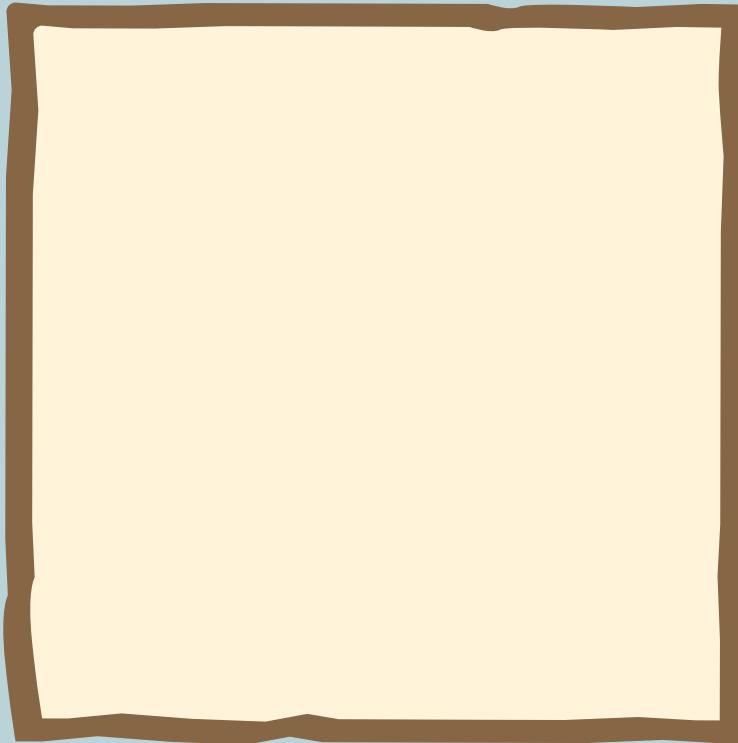
HIGH CONCEPT

In a chaotic and gritty street of Istanbul, ghetto cats fight for justice and survival. When the crybaby cat's precious meat is stolen, the cowboy and cowgirl cats take to the streets to take down the butcher's fat mafia cat and his gang, reclaiming what's rightfully theirs.

THEME

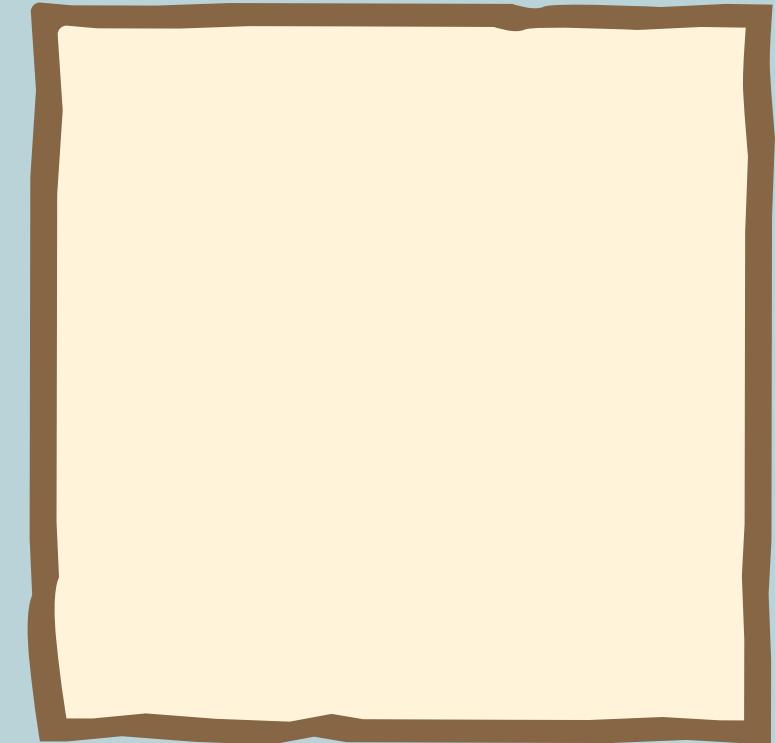
Ghetto Istanbul Life

CHARACTERS - PLAYABLE



Cowboy Cat

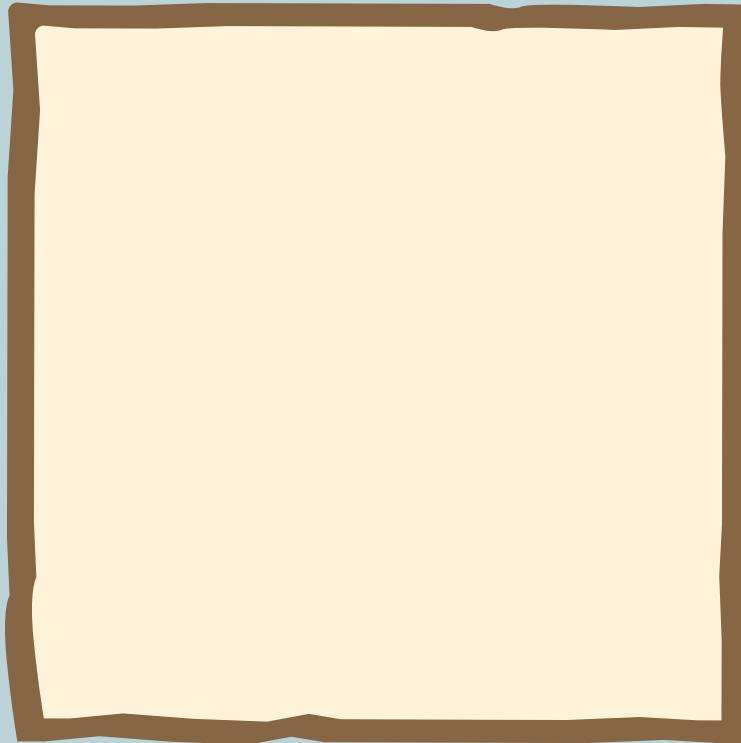
A rugged, justice-driven cat with a slow but powerful attack style.



Cowgirl Cat

A fierce, agile cat with quick attacks..

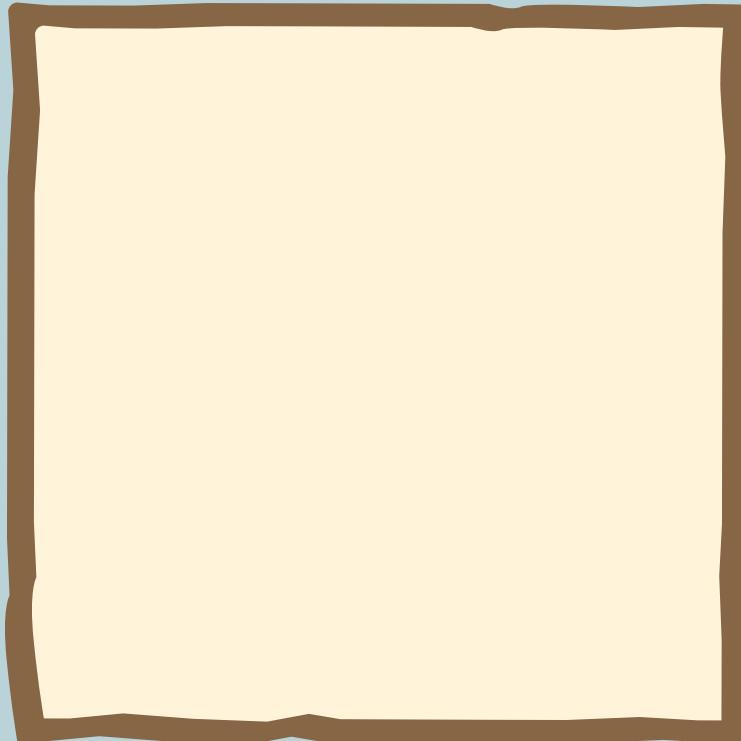
CHARACTERS - NPC



Crybaby Cat

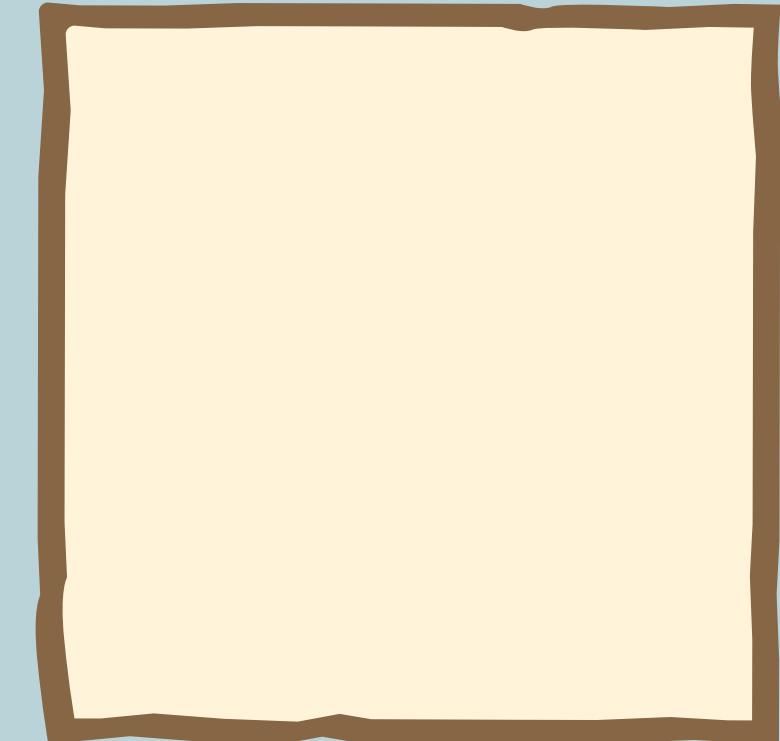
The helpless and innocent cat whose stolen meat sets the story in motion.

CHARACTERS - BOSSSES



Tuxedo Cat

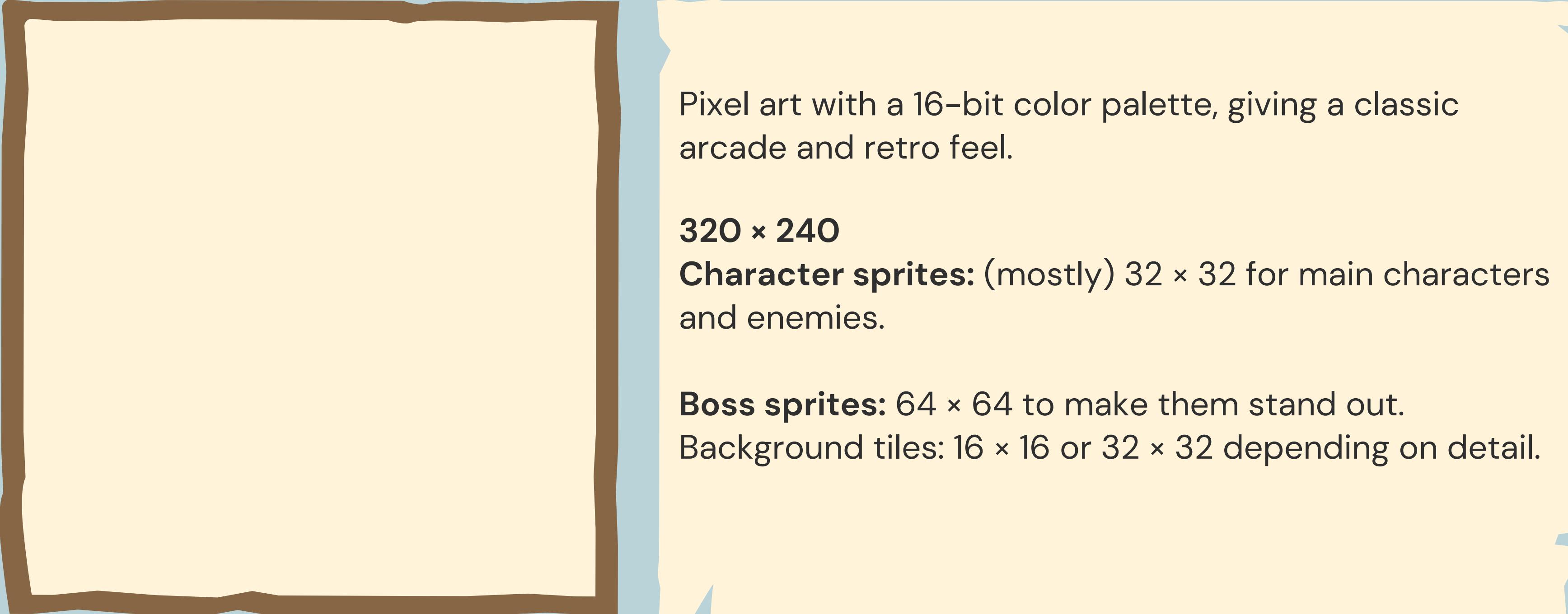
A pretentious half-house cat, right-hand man of the mafia boss, who thinks he's superior to street cats.



Butcher's Fat Mafia Cat

A wealthy and corrupt cat who hoards meat and rules the district with an iron paw.

ARTSTYLE



Pixel art with a 16-bit color palette, giving a classic arcade and retro feel.

320 × 240

Character sprites: (mostly) 32 × 32 for main characters and enemies.

Boss sprites: 64 × 64 to make them stand out.

Background tiles: 16 × 16 or 32 × 32 depending on detail.

LEVEL 1 - ISTANBUL ROOFTOPS

Boss: Tuxedo Cat

Elements:

Assets:

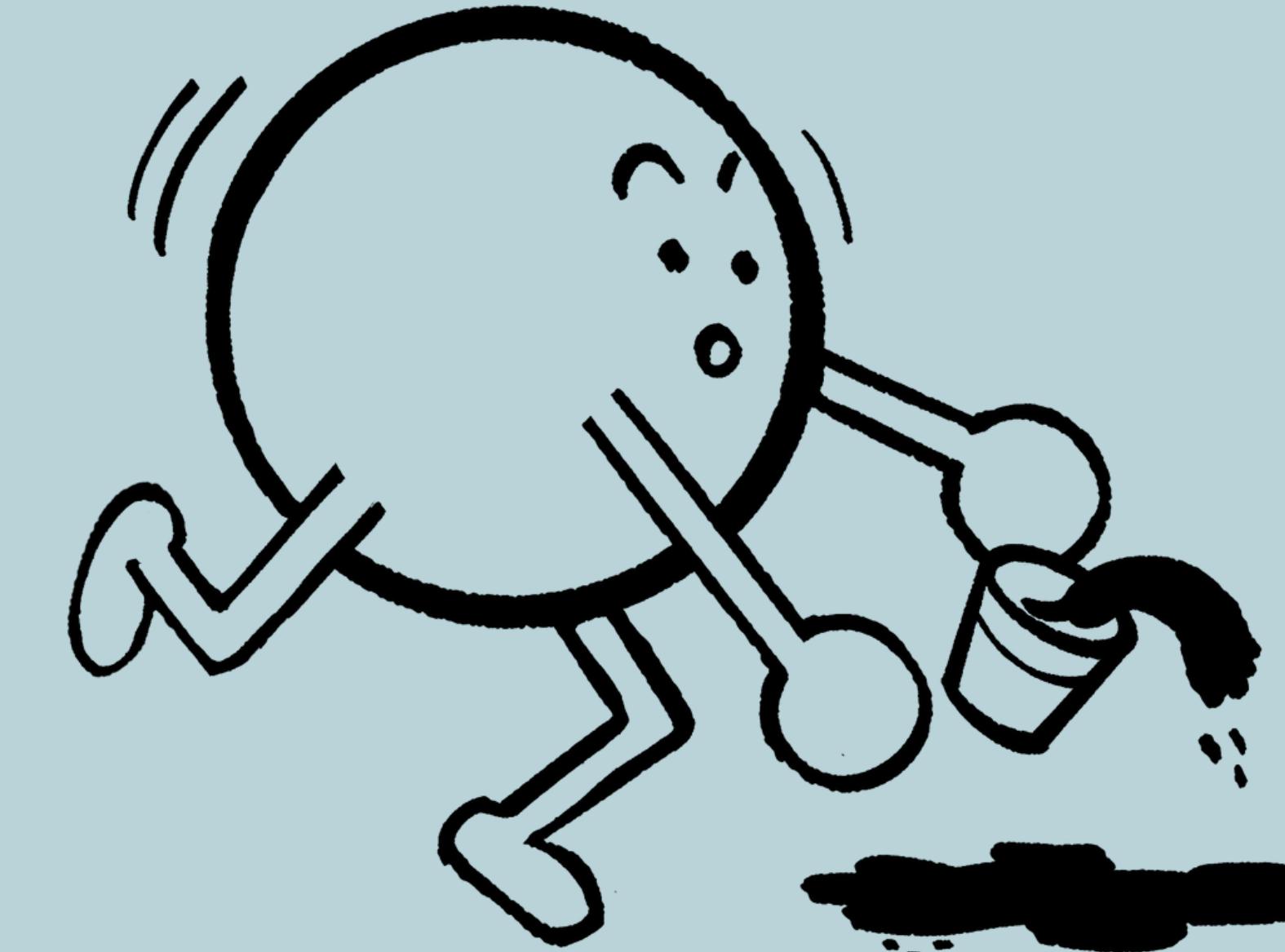


LEVEL 2 - ISTANBUL BACKSTREETS

Boss: Butcher's Cat

Elements:

Assets:



SOUND DESIGN

Sound Effects (SFX)

Gunfire, meows,
clinking chains,
and street
ambiance.

Voiceover

Cheesy, over-the-top dialogue
with broken English with
Turkish accent.

Music

Retro arcade music blended with Anatolian rock influences.

GAMEPLAY-CORE MECHANICS

- Run 'n Gun with Platforming Elements
- 9 Lives System: Traditional cat lore
- Dialogues: Interactions full with street wisdom
- State Machines for Boss Levels: Each boss has unique attack phases

GAMEPLAY-CONTROLS

Arcade joystick for movement.

Buttons for shooting, jumping, and special attacks.



CONTROL KEYS (Example)

B

for blur

D

for a drumroll

O

for bubbles

U

for unveil

C

for confetti

M

for mic drop

Q

for quiet

Any number from 0-9 for a timer

REFERENCES-GAMES



Sunset Riders

Contra



REFERENCES-MUSIC

Anatolian Rock Revival Project

REFERENCES-FILMS



Kötü Kedi Şerafettin

The Cat Returns

Cats Sahne Müzikali



TEAM AND CREDITS

Design & Concept

All Team

Programming

Bengisu Kayan
Çağan E. Üstündağ

Art & Animations

Ada Akcan

Sound Design

Esat Öztürk

special thanks to Onur Ereren