

TRUFFLE THE TRAVELLER



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SHORT DESCRIPTION

Truffle the traveler, is a fat hungry cat. She thinks about food all day long. One day, Zainab, her owner, goes on a vacation leaving her behind at home all alone, so she goes out of the house in search of the cat food. During her journey, she faces many obstacles. As truffle is fat, she cannot jump up the walls. And truffle meets three big naughty rats, Jack, Casper and Shifu which annoy her and hit her with bombs. To protect herself from the danger put by the naughty rats, truffle has a gun with many bullets. Despite the danger put up by the rats, truffle, the brave fat cat, fights for her survival and searches up the cat food throughout the maze. Even though the naughty rats hit her with their bombs whenever they see her in the maze, she never gives up and tries her best to eat all the cat food pellets so she can fill her tummy. Truffle eventually wins her battle against the uncontrollable hunger and the three naughty rats, and becomes a popular fierce cat. As she eats the cat food pellet, she becomes stronger and stronger. As she eats the pellets, her score increases by one. In this way she gets a score which she can save to buy more cat food. Thus, Truffle the traveler is an exciting game entertaining the players of all ages.

GAME CHARACTERS DESCRIPTION

PLAYER

There is one player in this game.

TRUFFLE

Truffle the traveler, is the main character of this game. She is an orange colored fat hungry cat. Her only dream is to eat more and more cat food every single day. Even though truffle is fat, she knows how to fight for her survival. She loves her cat food so much that she is ready to cross all boundaries for it.

ENEMIES

There are three enemies in this game.

JACK

Jack is one of the three naughty rats in this game. Jack is a pink colored rat. Jack annoys truffle the most. He shoots her with a bomb and is known for his fast movement that causes huge trouble for the hungry truffle.

CASPER

Casper is second of the three naughty rats in this game. Casper is a blue colored rat. Casper moves horizontally in the maze firing bombs.

SHIFU

Shifu is the last of the three naughty rats in this game. Shifu is a green colored rat. Shifu moves vertically in the maze firing bombs.

GAME OBJECTS DESCRIPTION

Following are the Objects in this game:

CAT FOOD

Cat food are the food pellets for truffle the traveler. They are shown as small white dots. As truffle eats the cat food, her score increases by 1.

FISH

Fish is the energizer for truffle the traveler. As she eats the fish, her score increases by 5. If truffle eats a fish, she will move with a speed double to her usual speed.

WALLS

The walls are one of the big obstacles for truffle. As she is fat, she cannot jump up the walls of the maze so she gets injured if she hits the wall, as a consequence, the game stops.

RULES AND INTERACTIONS

Truffle can eat all the cat food pellets in the maze. As she eats a pellet, her score increases by one. Eating fishes is a big achievement for truffle. It increases her score by five which has the energy of eating five cat food pellets at once and her speed becomes double of her actual speed. This causes her to save herself from the rats faster. When truffle gets 10 bombs constantly, truffle runs out of energy and she dies after turning red. The game stops if she dies. If truffle hits the wall, she dies after turning red too and the game stops.

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GOAL OF THE GAME

The goal of the game is that truffle must eat all of the cat food in the maze in order to survive and she must avoid the naughty rats in the game. She must try to escape the bombs thrown by the rats without hitting the walls.