

# Clever Ozzy





A Game Kitchen production



GAME KITCHEN



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## Background story:

Olive University is a famous university in a city where smart animals and human live together. Ozzy is a cat who is one of the several animal freshmen in the Olive University. Today is his first day on campus and he meets a girl called Lisa who's standing beside the lake. Lisa is a nice senior and teaches him a lot about the life in the university. Meanwhile, a guy is watching Ozzy and Lisa's talk at the corner.....

## Game mechanism:

1. There will be a npc called Felix that chases Ozzy when first meet.
2. Another npc Lisa is kind and helpful, she will be your guide of campus for most of the time.
3. There are two story lines called Felix line and Lisa line, each has a different plot. Player can choose to jump into one of the story lines. Different story line will have different goals.
4. There are day time and dream time in this game. Ozzy will live and explore the campus during daytime, and once he goes home to have a sleep or go to library to study, dream time comes. There will be small games in dream which will affect Ozzy's status.



## How to control:

You just need to know two ways of controlling for this game.



Arrow keys: He Moves when you Press



Yes button: Press Enter and Plot Moves

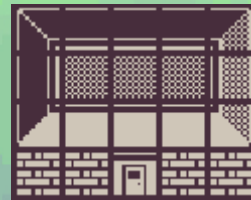
## How to play:

### Ozzy's Life on Campus

Learn more knowledge on campus or find a way out? It's up to you to decide!

Whatever you choose, you should meet basic life needs. Go to the restaurant to check if someone kind has left food for you there!

Notice that if you will gradually go hungry if you haven't eaten for a long time. You can hardly keep clear of mind if you keep being hungry, which is very dangerous!



restaurant

If you aren't happy, why not go to Lisa? I believe she will cheer you up! Note that the hungrier you are, the slower you can move.



status bar

## Characters & Storylines

Protagonist: Cat Ozzy



A cute, clever cat who knows his own minds. There will be many fun things on his adventure tour.

Npc: Felix



At first sight, Felix seems to be a naughty boy. But when you look closer, you can find something different inside him.

Npc: Lisa



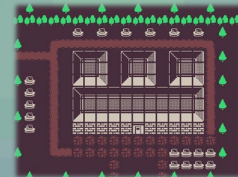
With Lisa, you can definitely learn knowledge in the fastest way. As a cat lover, she also has many surprises for you.

## Dreams

You can go home for a sweet dream or involuntarily go to your dream when studying late in the library



home



library

Your status has something to do with your dream. Feel free to find out these differences.



## Seek-and-hide dream

Seeker



Felix appears in your dream!!!  
In your dream, he is so powerful that even the birds will help him find you!

Hider



You are playing Seek-and-hide with 'Felix'. Try not to be caught! Your emotion state will change according to your experience in your dream.

Bird



Once in a while, four birds will appear around 'Felix'. If you are close to the birds, then they will tell 'Felix' where you are!

Fish



Delicious fish help satisfy your hunger. You can run faster after eating them.



a snow map



## Puzzle solving dream

Here you'll have different types of dreams. Each dream has a unique topic.

Each dream presents a problem for you. And your mission is to push the box and solve the problem.

Once you solve the problem, you'll get more knowledge. Otherwise you have to turn to Lisa for help to get another chance.

*SAMPLE DREAM : RIDDLE GAME*



**There are much more waiting for you to explore!**

## User Experience

### Campus life

Not having been back campus for a long time, would you miss the campus run we used to do every week? Well, you can experience campus life virtually here.

You can have a **campus run** in Lisa's storyline. Though it won't keep you fit physically, it will recall some of your memories when running. Also, when you meet with trouble in studying. You may ask for professor's help, like real world. Professor will be welcoming you in the **OH**.

### Applications of learning

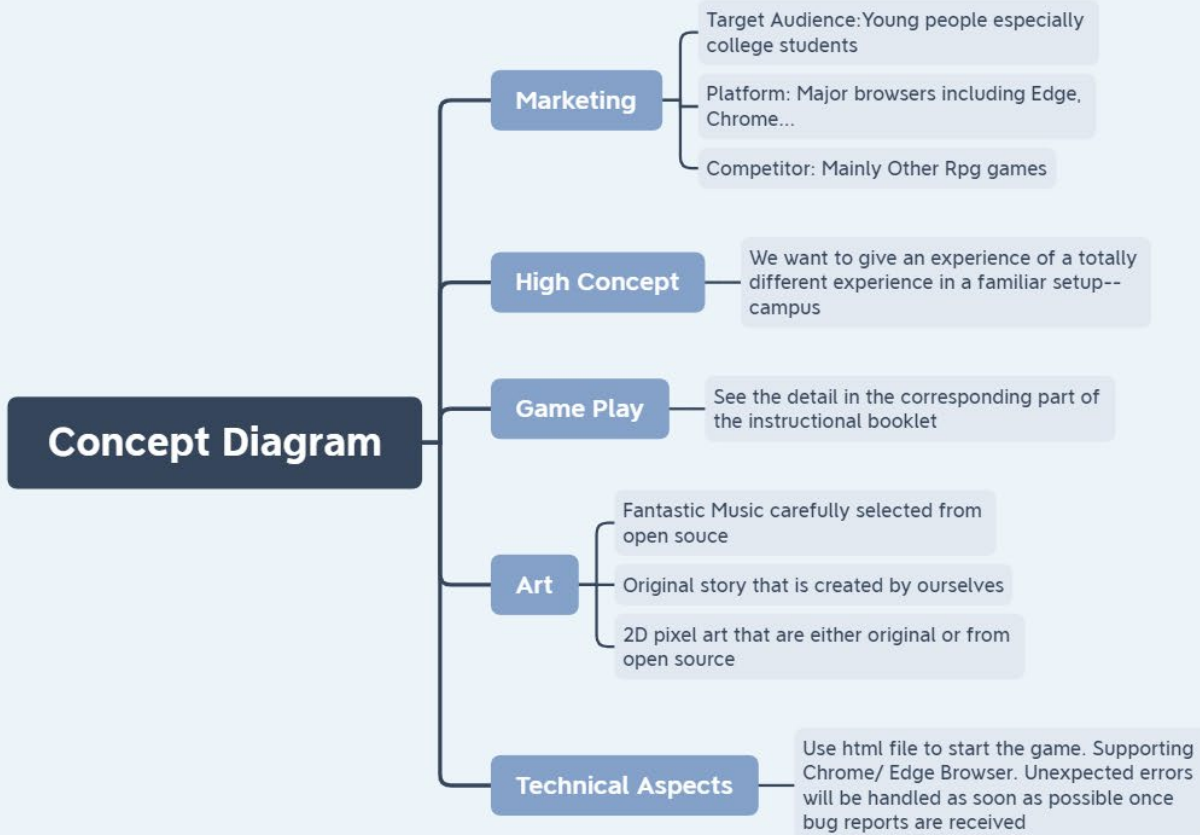
Have you ever fallen asleep when studying? Well, Ozzy does. Every time you study in the library, you will become tired, finally fall asleep and enter the dream. You are so focused on your studying that you are still thinking about what you've learnt even when dreaming. You'll have a chance to apply what you've learned in the daytime to solve a problem. Once you made it, you'll acquire the knowledge.

### Crazy Idea

In the Felix storyline, you'll experience **an escape from campus**. Sounds cool, right? You'll experience more exploration and walking around campus. You will be running more in the dream too. A unique version of seek-and-hide will happen every night.



## Concept Diagram



## Attributions

### Image

Materials of our map from

<http://creativecommons.org/publicdomain/zero/1.0/>

### Music

bgm: free source from

<https://dova-s.jp/>

