

1. Game Overview

- **Game Title:** That Time I got Reincarnated as a Phat Cat (or the non-linear linear path to revenge)
- **Genre:** Top-down Dungeon Crawler with elements of Bullet Hell.
- **Platform:** PC, Browser.
- **Target Audience:** Casual gamers, teenagers, grad students of CS.

Game Summary: A funny dungeon crawler of a dead cat seeking redemption. The dungeons are the houses of the ex-owners. Thus each one has their own characteristics on the same line as the owner's personality.

2. Core Gameplay

- **Core Loop:**
Explore -> Shoot -> Talk -> Collect -> Explore
- **Game Loop:** The player shall explore several dungeons until he's able to fight the final boss and reach redemption.
- **Objectives & Goals:** Standard level design: to explore the dungeon and finish it the same way (killing/defeating the ex-owner).
- **Player Mechanics:**

Stats:

Life points: life will be discrete, starting with 4 full hearts. Each instance of damage will reduce it by half-heart.

Stress level: a continuum bar that fills each time the cat suffers damage.

Ammo: 7 hairballs per reload.

Movement:

"W" -> Up

"A" -> Left

"S" -> Down

"D" -> Right

(and its combinations, that go to a diagonal).

"Spacebar/Right-click" -> Dashes at the movement direction, with full invulnerability for 0.3s.

Combat:

- Shooting:

Point and click: shoots in the direction that the mouse is pointing.

"Left-click" -> Spit Hairballs.

Ammo:

"R" -> Reload Hairballs.

- Jump Scare:

"Q" -> Executes the Jump Scare.

If a certain level of stress is met you can dash across the room like a cat would. It gives invulnerability to the player while being performed and does damage to all enemies in the room.

- Power-Ups:
 - a. Can of Smelly Tuna:
 - b. Fire Pepper:

Interactions:

“E” -> Interact with the environment.

“Enter” -> Pauses the game.

- **Game Modes:** Single-player experience.
- **World Mechanics:**

Special Tiles:

Hole: the player can fall inside the hole and suffer one instance of damage.

Candle: shoots fireballs towards the player.

Items:

Each item can serve two purposes: change a player mechanic or collect it to the players inventory. The first one is the way to collect power-ups, enabling its use. The second one will work as a way to check level conditions. Some areas/actions will be restricted to the items currently on the inventory.

Objects:

Sin/corruption level:

A state that represents your current state on the journey and the choices you've made. It is not linear but a tree. The main determinant for the sin level is the level you are in, since the game is about trying to prove yourself innocent but doing the opposite. But also certain objects that you may find and keep can determine the sin level. This may affect both your movement and fighting mechanics.

- **Enemy Archetypes:**

There will be three types of enemies. Each type will have modular variable parts that will offer different mechanics.

Angel:

Movement: simple AI that tracks the position of the player, go towards it and attack it.

Basic Attack: melee attack that, if hits, gives 1 instance of damage.

Var1 Attack: gives 2 instances of damage (full heart)

Var2 Attack: gives 1 instance of damage over time, it stops the player movement.

Other interactions: -

Ophanim:

Movement: simple AI that tracks the position of the player, go away from it and shoot a projectile towards it.

Basic Attack: shoot a linear projectile that, if it hits, gives 1 instance of damage.

Var1 Attack: shoot a linear projectile that leaves a trace of fire, gives 1 instance of damage if the player steps on the fire.

Var2 Attack: shoot a linear projectile that when collides explodes, doing 2 instances of damage in the area.

Other interactions: -

Seraph:

Movement: ?

Attack: heals/buffs/shields the allies.

Other interactions: -

- **Controls & Input:** Mouse/keyboard exclusively. See Appendix Controls for more.

3. Story & Narrative

- **Setting & World:**

The main setting will be the different houses and its owners. There'll also be Hell itself as a setting for dying or even the last level.



- **Storyline:**

X is a cat that has lost their seven lives. They are now in *Hell* because when the *Judgement* came, the jury found them not to have behaved particularly virtuously in each and every of them. But one day they meet another old and rusty cat called *Virgil*, who apparently had been vacationing there for quite some time. They met suddenly while they were both being made to work on a new throne for one of the *Guardians* of *Hell*. Of course, they were not able to interchange many thoughts, but *Virgil*, who has seen a lot of eyes, did not recognize their eyes as a guilty one. Thus after some time had passed, and they suddenly meet once again, *Virgil*, unveils to X an old forgotten

secret that few cats know to this day, that is, if one is truly innocent, to free oneself from the chains of *Hell* one must take revenge of their owners, for it is believed that vanishing evil owners from the *Earth's* surface is a heavenly act. And, without any doubt in their mind, they start to plan a way to escape, to carry out the revenge that will suffice to free them at last. So on the day that the boats arrive with all the naughty cats through the river of flames, he decides to hide in one of them after it had gotten emptied. The *Guardians* were so occupied with the new flesh that they had even forgotten of *X's* existence. Therefore on the next day, when the boats returned to *Earth* to wait for the next round of sinners to arrive, *X* managed to escape and was now heading straight to where their first owner resides.

Nonetheless, almost immediately, the *Guardians* of *Earth* took notice of the cat wandering as if they were up to no good and decided to observe them. Only to realize after a while that it was no regular cat, it was a *Soul*. And it is only allowed for living beings with both somatic and psychic faculties to wander on *Earth*. So they will do anything in their power to apprehend beings that do not fit that description. They will even go so far as eating Hawaiian Pizza if it means capturing a fugitive. Hence, as *X* goes through their journey of revenge they will meet resistance as the *Guardians* try to bring them back to where they belong.

- **Characters:**

- Phat Cat:

- Cat main character: *X* had always been a bit vainglorious and narcissistic, but there was one thing their ego couldn't surpass: their plumpness. "Thick but fluffy" *X* would exclaim, as they beg for more food to their owner. No matter their health condition, until today it is unknown if any human being could have ever held them up.



Was their personality the reason why they always end up dead? Hell's Jury were sure as hell about it, even more when *X* tried to defend themselves on some occasions, with unsuccessful results.

So, when the chance came, of course they took it! Hell was no place for a cat as glamorous (and innocent) as *X*! But, when they reached the Earth again... Oh no! "Not in my seven lives!" The cat they always have been proud of was completely unrecognizable. *X* biggest fear had become true: not death, but a diet.

As strange as it can sound, their new slim and fit body made them clumsy as ever, but, dungeon by dungeon, they managed to master it, like sins growing up in their stomach.

- Final Boss:

- The ex-owners:
 1. The Hoarder (1)
 2. ...
 3. The Family (?)

Enemies:

- Angels
- Seraph
- Ophanim

Allies:

- Pets:
 - Russian drunk bear.
 - Paranoid bunny with homicidal tendencies.
 - Turtle that suffer from Tourette Syndrome (and bites heavily).
 - A couple of cats (a hippie and a classy one).

- **Dialogue & Cutscenes:**

Drop in the middle of the action. The player will infer what is going on while he advances in the game. The main mechanic to advance the storyline is to have monologues and dialogues with the different NPCs. The Appendix Dialogues have all the dialogues and its triggers.

4. Level & World Design

- **Level Structure:**

Lineal: each level will be manually designed to fit the core game experience of Exploration, Curiosity and Funny.

- **Environments:** (Types of locations, biomes, interactive elements)
- **Pacing & Progression:** (Difficulty curve, unlocks, rewards)

5. Art & Visual Style

- **Art Style:** Pixel Art
- **Color Palette & Mood:** Contrast with a soft pallet and a dark and gruesome one.
- **Character & Environment Design:** Inspired by Turnip Boy Commits Tax Evasion.
- **UI & UX Elements:** (HUD, menus, notifications)

6. Sound & Music

- **Soundtrack Style:** (Orchestral, chiptune, electronic, etc.)
- **Sound Effects:** (Impactful actions, environmental sounds)
- **Voice Acting & Dialogue:** (If applicable)

7. AI & Enemies

- **Enemy Types:** (Weak, strong, bosses, AI behavior)
- **NPCs & Interactions:** (Friendly, neutral, aggressive)

8. Economy & Progression

- **Currency & Resources:** (Gold, XP, items, power-ups)

- **Upgrade System:** (Skill trees, item crafting, abilities)
- **Progression System:** (Levels, achievements, unlocks)

9. Multiplayer & Social Features

- **Multiplayer Mechanics:** (Co-op, PvP, matchmaking)
- **Social Features:** (Leaderboards, friends list, chat)

10. Technical Aspects

- **Game Engine:** (Unity, Unreal, Godot, custom engine)
- **Physics & Mechanics:** (Gravity, collision, AI behavior)
- **Networking & Online Features:** (If applicable)

11. Development Timeline

- **Milestones & Deadlines:** (Prototype, Alpha, Beta, Release)
- **Team Roles & Responsibilities:** (Programmers, artists, designers)

12. Risks & Challenges

- **Potential Development Issues:** (Technical, design, budget)
- **Contingency Plans:** (Backup strategies, alternatives)