Kat Stleva Nyah

Game Design Document

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# Game Description

Kat Stleva Nyah is a 2D platformer game where the player (cat) begins at the entrance of a haunted castle and must climb up to the top in order to destroy said castle. Along the adventure the player has to avoid certain falls and enemies (skeletons and ghosts). The player can also collect certain items to increase the final score.

# Game Mechanics

## Player Experience

The game is best experienced in a 16:9 screen aspect ratio.

## Core Game Mechanics

* The whole game includes background music in a loop.
* The total score and current lives are displayed throughout the whole game.
* The cat (player) begins at the entrance of a castle and has to explore trough that scene in order to find a golden yarn ball that allows him to advance to the next scene.
* The cat is able of being idle, walking, jumping, duck and being hurt.
* The cat has 3 lives which are reset every time he gets to a new scene.
* The final score is being accumulated until the win or lose scene are reached.
* The cat can encounter red yarn balls that add points to his final score.
* The scenes include various enemies which can walk and attack the cat.
* The cat is able to fall on some scenes which means he’ll instantly get to the game over screen.

## Game Flow Screen

Start Screen

Quit

Level 1

Level 2

Level 5

Lose Screen

Win Screen

## Screen Mock-ups















