

## "Feline Odyssey"

### Main Character (Aiden)

- Character turns into cat at night
- Can only understand humans when in human form
- Can understand cats, when in cat form
- Is feral
- Changes form on key press
- Has some backstory, which can be understood through collecting diary pages

### Main Features

- Movement: left, right, up, down
- Interact with certain objects
- Change forms with key press
- No inventory
- Letter storage
- Dialogues
- Bird view world (pixel art) with elements of front view

### One Idea:

Character is a teenage boy, who can change into cat form. He is insecure and trying to understand which path in life he should take. Story has to be traumatic/elated (intense) due to lack of time for the player to get to know the character. As we won't have time for creating more than one chapter we are going to make the game mysterious, so players will get entertained enough to want to play it more. At the end of the game the player has to choose to either stay human or cat. The goal for a player from the beginning will be finding a separated sibling. Whole story is about finding the character's purpose and choosing to either mature and take responsibility for his life or going deeper into his wild side and becoming more like an animal than human.

### Why will it be awesome?

Because our idea focuses on telling a story that is both entertaining and contains some life lessons contained in a non-obvious narrative. It is important to us that the player wants more after playing the short version. Also the most important - everyone loves cats!

### Chapter 1

Starts at Aiden's house. Looking around for his sibling (Ellie) by interacting with other characters. Minigames through riddles. Some NPCs ask for help with tasks. Finds a significant hint at the end.

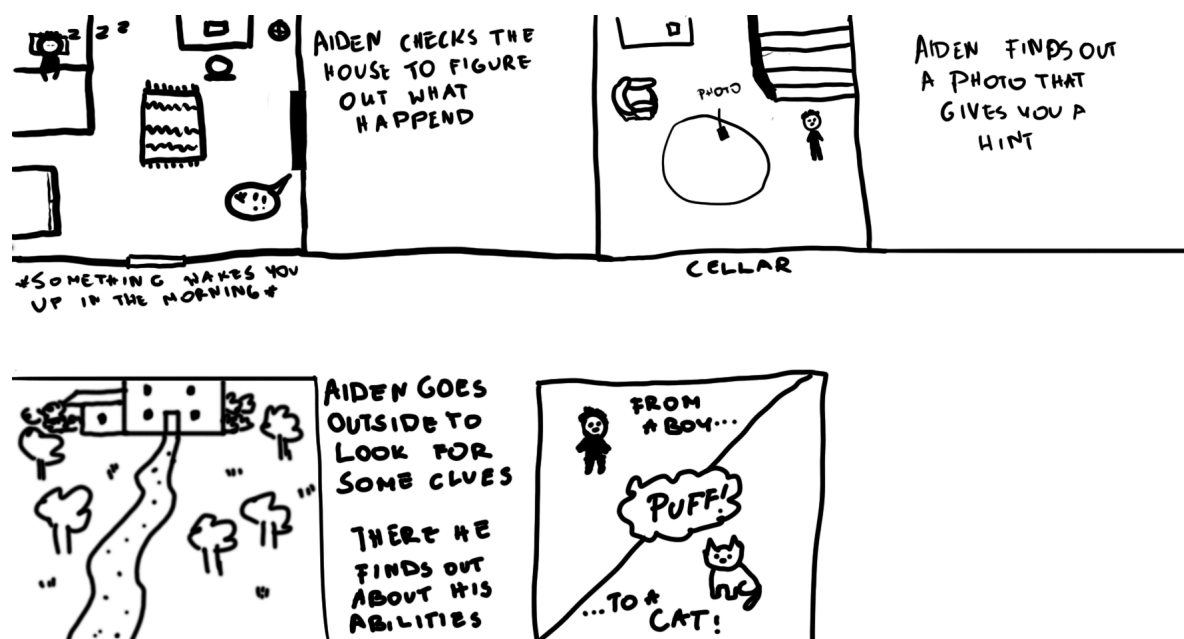
### Locations(4 small locations in the first chapter):

- Cellar - finding there a clue (photo with his sibling on it with somebody)
- Playground - riddle with a kid to get informations about Aidan's sibling(you can choose correct answer)
- Shop - you have to buy something to get informations
- Train station - you will see a poster with some kind of event, which Aidan knows that his sister really liked, so he figures out that she might be there(where you can go in the next chapter).

### Possible Riddles

- Einstein's Puzzle ([Link](#))
- River Crossing Puzzle ([Link](#))
- Word Riddle
- Riddles involving surrounding elements (e.g. moving objects to create a mirrored room, completing sets with previously obtained objects, etc.)

### Storyboard (Please turn a blind eye to the quality of this piece of work)



### Plan to work as a group

We plan to meet for discussions of current status reports, task delegation and overall communication. Tasks will be divided as evenly as possible, while maintaining logical order of things. Every checkpoint of the project we will meet in person and plan the following steps, also discuss the code and fix errors together.

### Work Schedule (Guideline)

06.03.2024	Planning
18.03.2024	Character Design
20.03.2024	Character Mobility
06.04.2024	Object design
08.04.2024	Object interactivity
22.04.2024	Map, locations
25.04.2024	Screen transition
06.05.2024	Sound design
16.05.24	Final testing
23.05.24	Submission