Game Design Document

Fill up the following document

* Write the title of your project.

A Cat's afterlife

* What is the goal of the game?

to complete all the levels ( this is my own goal to make though though ). For the cat ( player ) to pass obstacles and find the magic box/star, where once touched the level is complete.

* Write a brief story of your game.

A young cat had recently died and it turns into a firery ghost. After the cat realises it looks different and has powers, it starts looking flying around and comes across a tree, that says that the cat has 2 roads it can take, one leading to an adventorous journey where only few have made it to the end, but you may decide your fate.The other where you take the easy path but you don't know what you will be in the next life. The cat takes the dangerous path and goes on an adventure, meeting many creatures and friends.

* Which are the playing characters of this game?
* Playing characters are the ones who respond to the user based on the input from the user.
* Cars, monkeys, dinos, wizards, etc., are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | the cat ( archie ) | is the protaganist of the game and can move left right jump and has powers |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* Which are the Non-Playing Characters of this game?
* Non-Playing characters are the ones that don't have an action or behavior when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc., are non-playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | froppy ( npc that talks later in game ) | a frog who communicates with the cat gives powers |
| 2 | boxes | the boxes are somewhat obstacles to the cat's advantage ( it can climb on them ) and can be moved |
| 3 | the music box/star | the music box/star is at the end of each level and moves the cat to the next level once touched |
| 4 | venus fly traps? | obstacles and once cat touches one, it respawns |
| 5 | torches | they light the way in darker places when the pc is close by |
| 6 | purple/blue torches | give strength and speed for several seconds |
| 7 |  |  |
| 8 |  |  |

Draw your imagination of this game. What does this game look like?

* Draw the game either on your computer or on paper.
* Add images of the game scenes to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

the story line at the start and the design plus the concept. This game is heavily referenced off another game called  **The Nameless Cat** by **Kotaba Games**. I plan to do something similarly engaging as Nameless cat by having boxes to climb over, a little star/ musicbox that ends the level by the cat touching it and that being the goal of the all levels. The story line to be simple but understandable, sad and cute.

There would be npc's who communicate and give directions/answers to archie, obstacles like venus flytraps, cacoons and bosses to fight or dodge. The place will also have a theme and different catogaries of levels will be put.