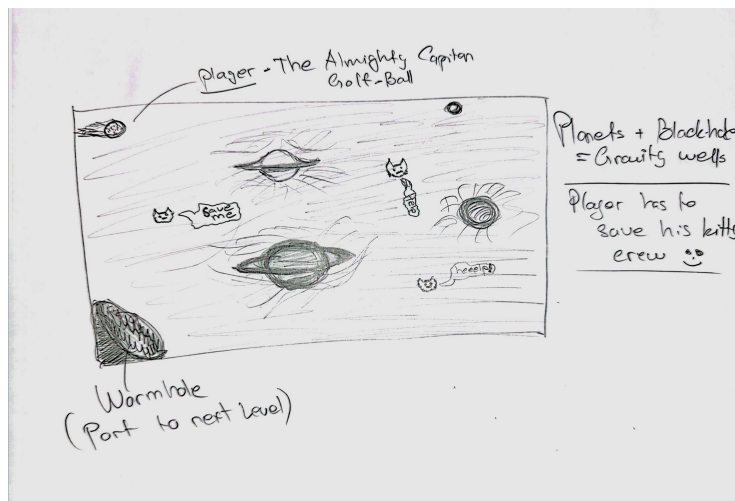
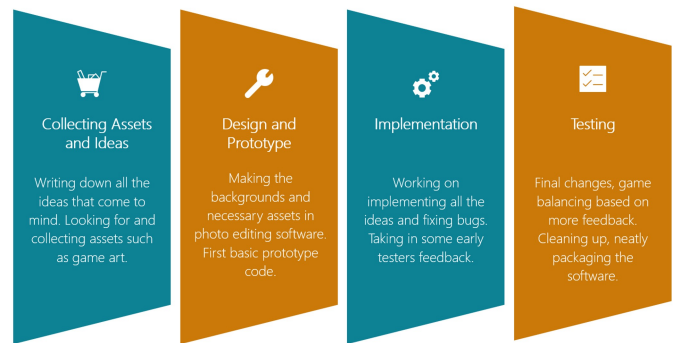


## space gravity golf 9000



### Project Phases



Top down gravity mini golf ? Just with cats and gravity, has to work use a golf ball as player char :)

Add story as background? No menus, instead use first level to explain what's going on Gravity can be very annoying to harmless

Few different levels for variety

Main game loop based around flying all over messing with gravity and collecting cats!

#### Level 1.

- Introduce the player, they should understand the controls immediately
- Point click/hold + wormhole should be understood visually
- Use this to tell the backstory and what's going on
- Let them pass through the wormhole to the next lvl (easter egg?)

#### Levels (2-3 different ones for added fun!)

- Cats, cats all over
- Planets, blackholes, moons.. What have you all of it messing with your movement
- randomly spawning zones (dark matter ?)
- Make player feel good = kitty saved text!
- Next level skip should be intuitive by now
- Play around with positions of gravity wells, player spawns
- maybe points system ?
- blackholes kill you loose points; ties to the point system

#### End screen

thanks for playing + cute pic

maybe cats saved: nr.