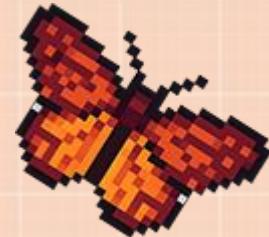


KITTY FALL



A COZY 8-BIT ADVENTURE

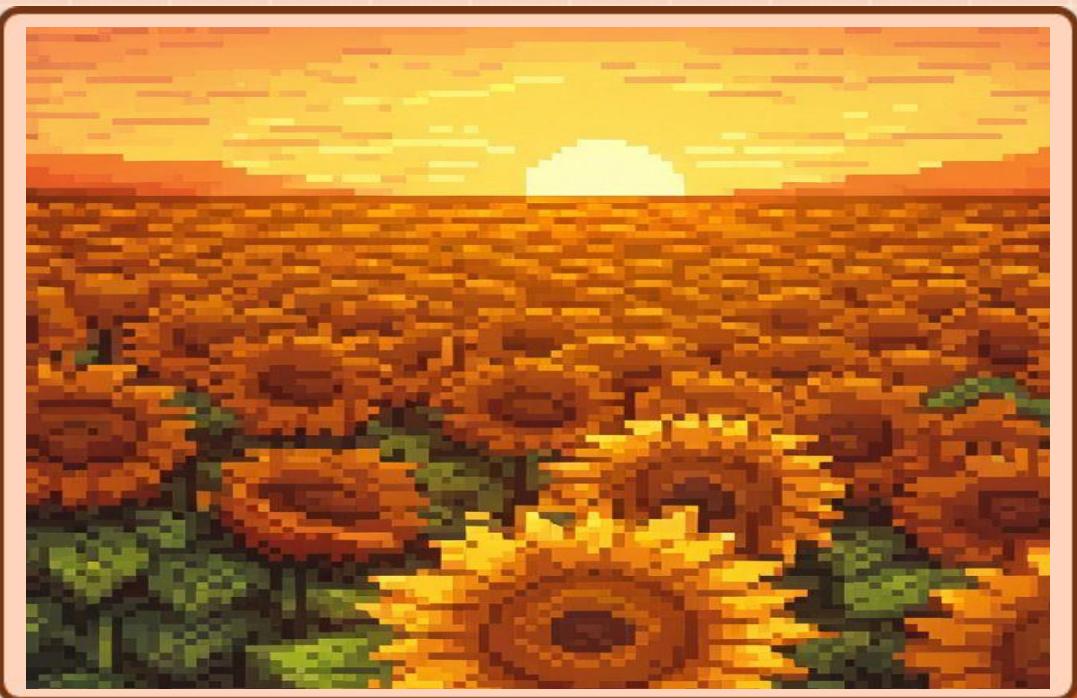
By Fatema

THE CONCEPT

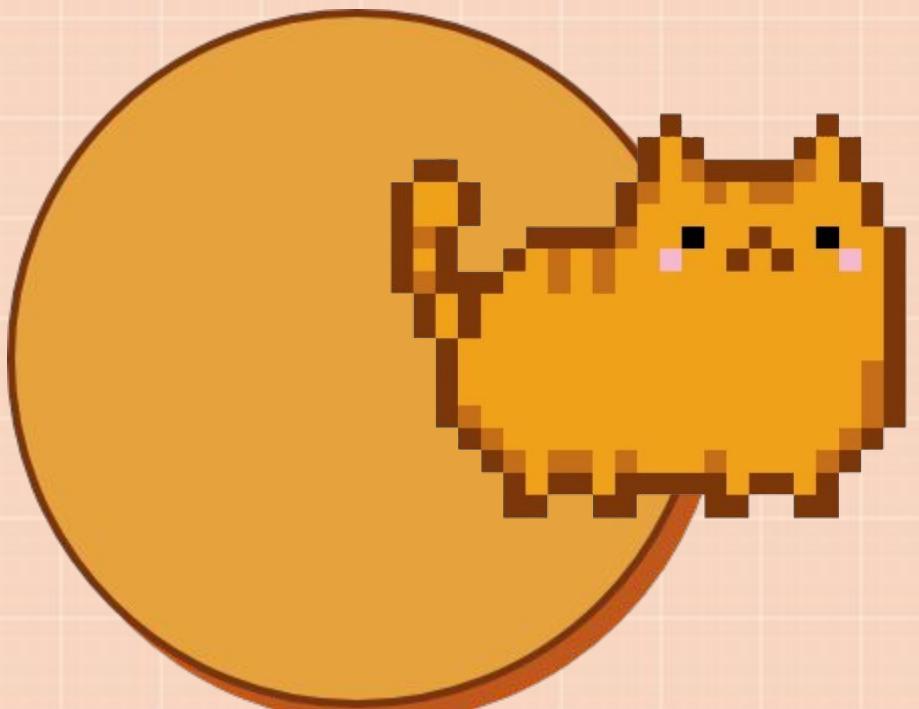
What is Kitty Fall?

A charming, retro-style arcade game built with HTML5 Canvas. It puts a cozy spin on the classic "flappy" genre.

- 🐾 Endless Runner Mechanics
- 🐾 Autumnal Sunflower Setting
- 🐾 Progressive Difficulty



MEET GINGER



THE PROTAGONIST

Ginger is a brave, slightly grumpy orange cat.

🐾 **Loves:** Sunflowers & Naps

🐾 **Hates:** Gravity & Pipes

🐾 **Mission:** Navigate the gaps to achieve the highest score possible.

HOW TO PLAY



JUMP

Click or Press
Spacebar/Mouse to defy
gravity.



DODGE

Avoid the purple pipes.
Collision means Game
Over.



SCORE

Pass pipes to score. Speed
increases every 7 points!

THE AESTHETIC

Warm & Cozy

The visual design focuses on an autumn palette to evoke a sense of comfort, contrasting with the arcade difficulty.



UNDER THE HOOD



HTML5

Structure & Canvas
Element



CSS3

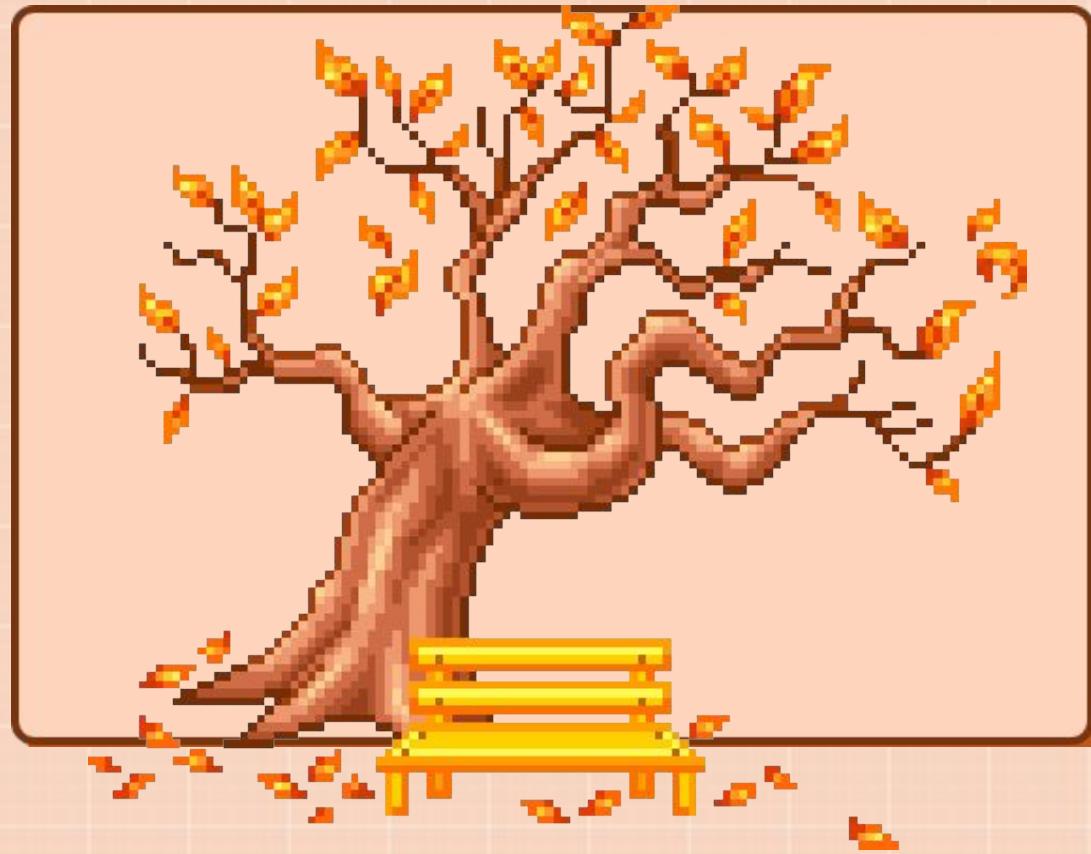
Retro Styling & Animations



JAVASCRIPT

Game Loop, Physics & Logic

CHALLENGES



- ❖ **Physics Engine:** Balancing gravity and jump velocity for a fair feel.
- ❖ **Collision Detection:** Pixel-perfect hitboxes for the cat vs. pipes.
- ❖ **First Time Canvas Use:** Building all graphics and game logic from scratch using the HTML Canvas API.

WHAT'S NEXT?

1

High
Scores
Database

2

Mobile
Touch
Controls

3

difficulty
easy - hard

THANK YOU !

READY TO PLAY?

[<https://fatemamoh.github.io/Kitty-Fall/>]

Q & A