

# KITTY FALL



A COZY 8-BIT ADVENTURE

By Fatema

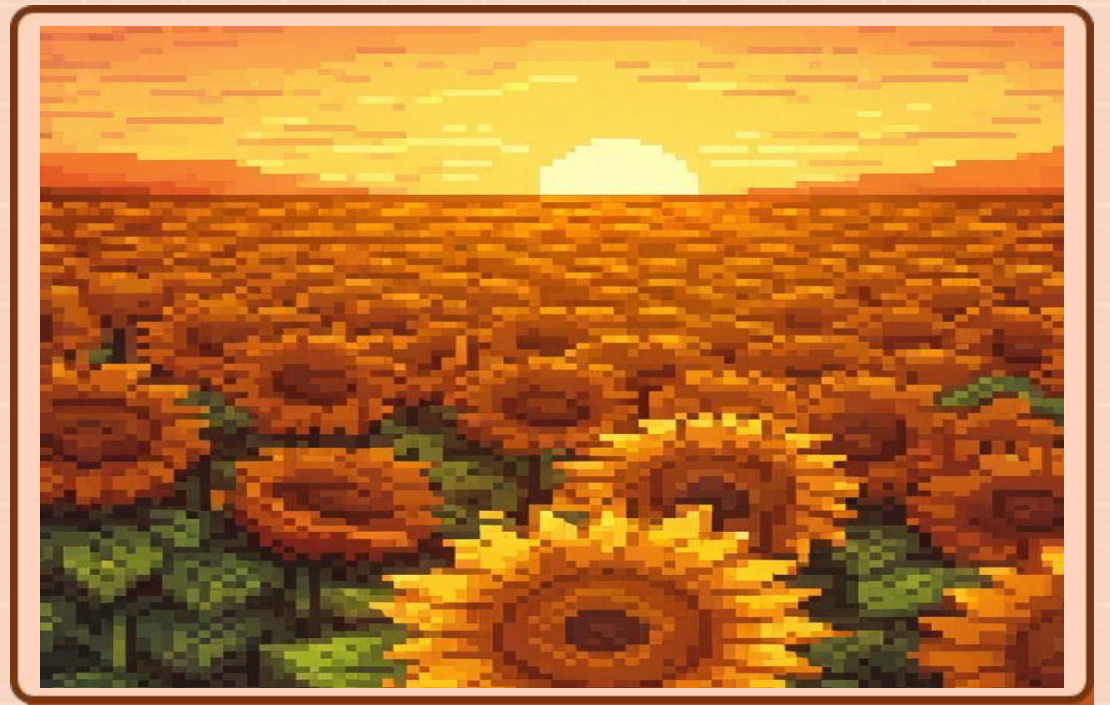
# THE CONCEPT

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## What is Kitty Fall?

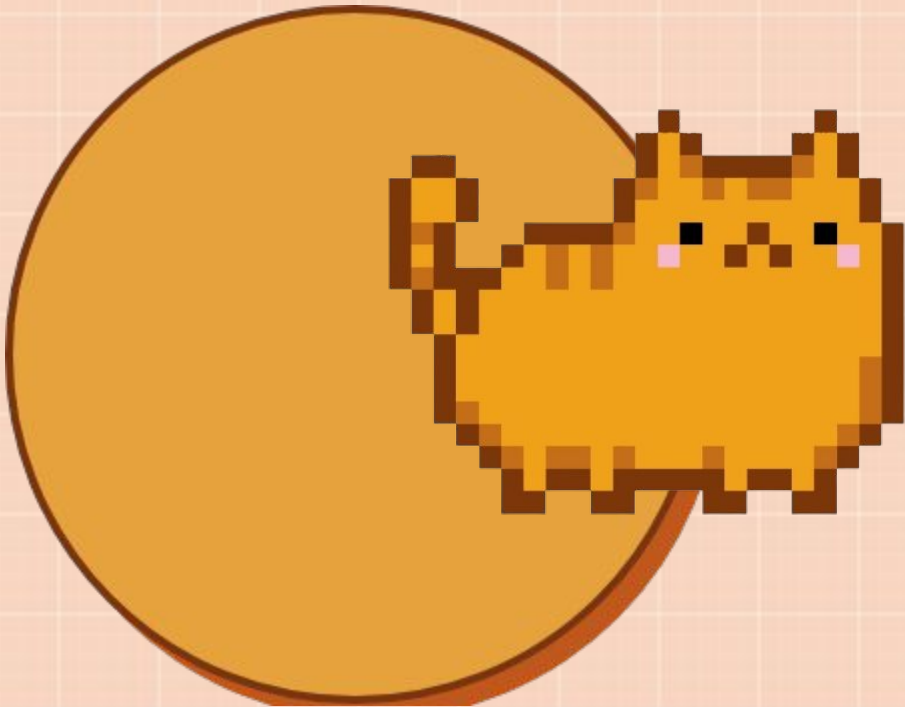
A charming, retro-style arcade game built with HTML5 Canvas. It puts a cozy spin on the classic "flappy" genre.

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






# MEET GINGER

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## 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

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## 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

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## Warm & Cozy

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



# UNDER THE HOOD

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## HTML5

Structure & Canvas  
Element



## CSS3

Retro Styling & Animations



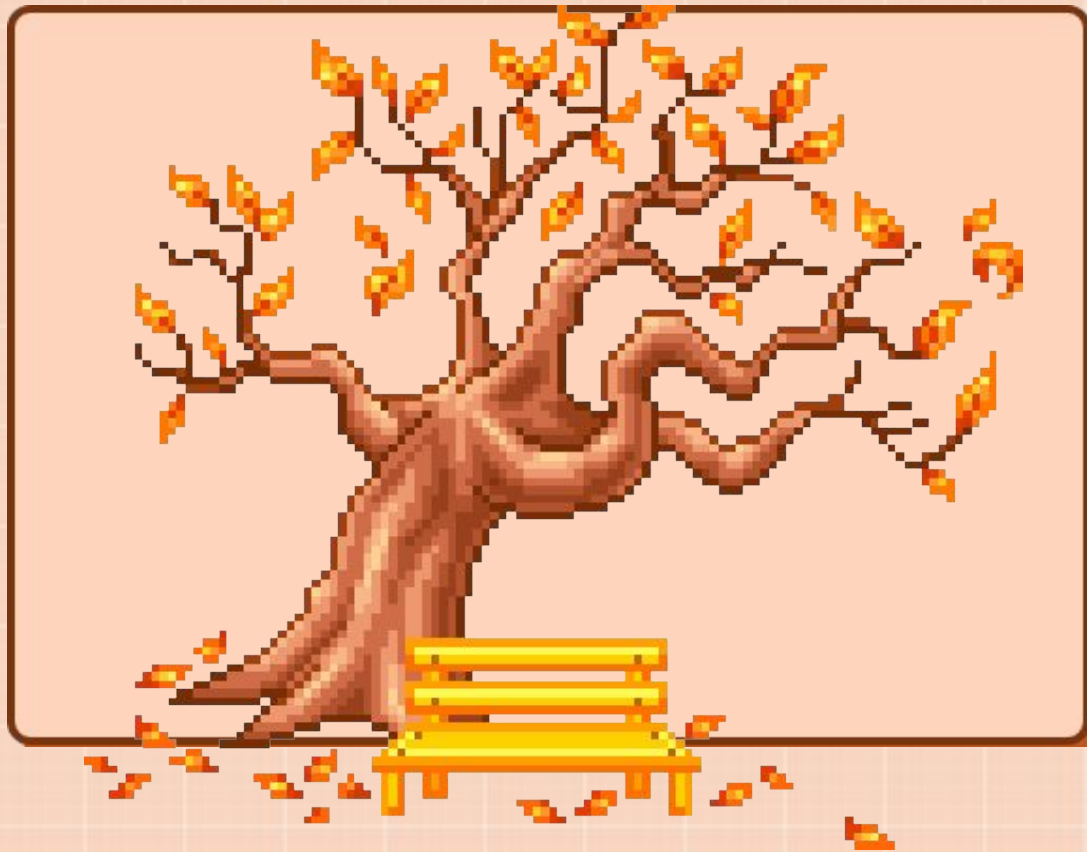
## JAVASCRIPT

Game Loop, Physics & Logic



# CHALLENGES

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- 🐾 **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?

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1

High  
Scores  
Database

2

Mobile  
Touch  
Controls

3

difficulty  
easy - hard



# THANK YOU!

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**READY TO PLAY?**

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

Q & A