

Project Proposal

SECJ1023 Programming Technique II
Group Project Deliverable 1
Section 03

By : S03_PixCrew





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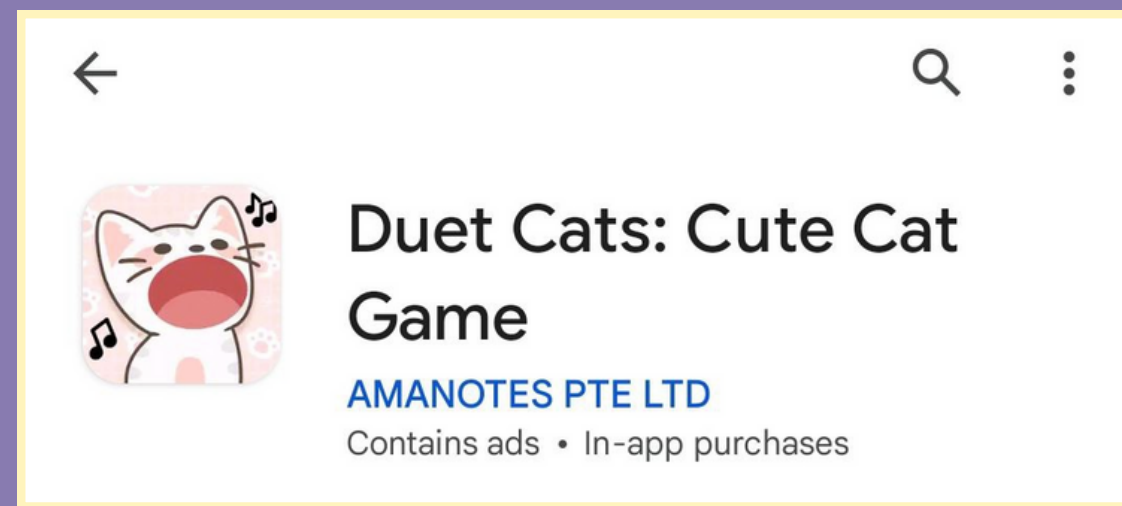
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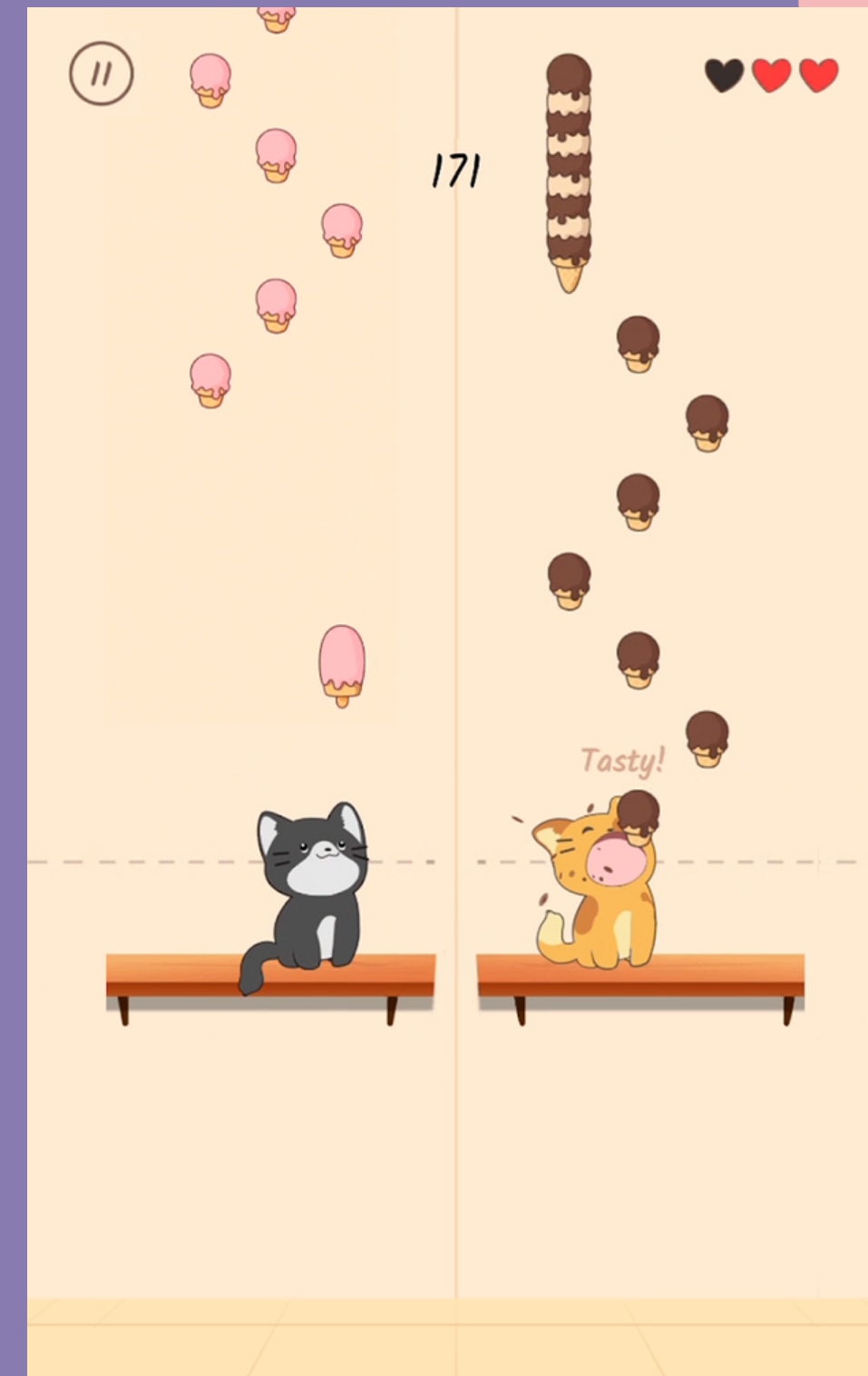
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- Player Earns Points
- Player Lose Lives
- Game End
- Player Gain Power Up

Inspired Game



Our game was inspired from the Duet Cat : Cute Cat Game made by Amanotes Pte Ltd. This game is related to music where the player and their feline companion need to harmonize to a song.



Meow Munch Madness

Synopsis and General Idea

During an exciting adventure exploring the globe, players suddenly bumped into a hungry stray cat and decide to help it. In this fun game, players are tasked with helping adorable cat satisfy its insatiable appetite for delectable delights. As delicious food rains down, players must help a hungry cat catch falling food items before they hit the ground.

As the game progresses, the food falls faster, challenging players' reflexes. A special power-up add excitement to the gameplay. With colorful graphics and catchy music, it's a fun and addictive casual experience for players of all ages.



Game Mission

After the game start, Players needs to control the cat's movement left and right across the screen using keyboard controls. As foods rain down, players must position the cat under the food to catch it. Each successful catch earns points, while missed food items deduct from the player's score lives.

Since there is no maximum limit on number of food consume, the player need to survive until the game ends. But, the maximum number of player's lives is 3, so after the player used up all the lives, the game end.





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Storyboards

- Player Earn Points
- Player Lose Points
- Game End
- Player Got Power Up

• Player Earn Points

01



There is 3 kind of food and each food has different score.

02



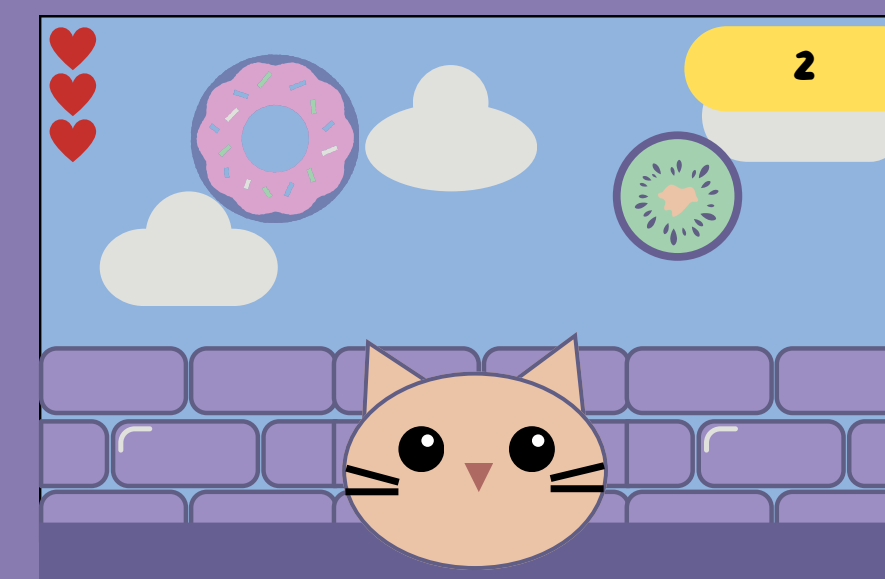
The food will rain down, and slowly the falling speed will keep increasing.

03



Player need to move the cat right or left to catch the foods.

04



The score will increase after player successfully catch food based on food score.



• Player Lose Lives

01



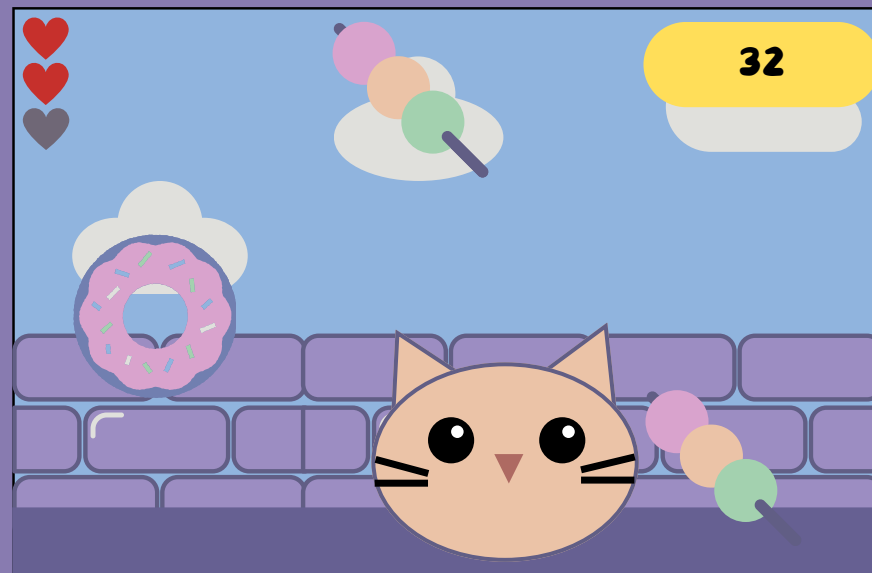
While playing, food speed will slowly increase.

02



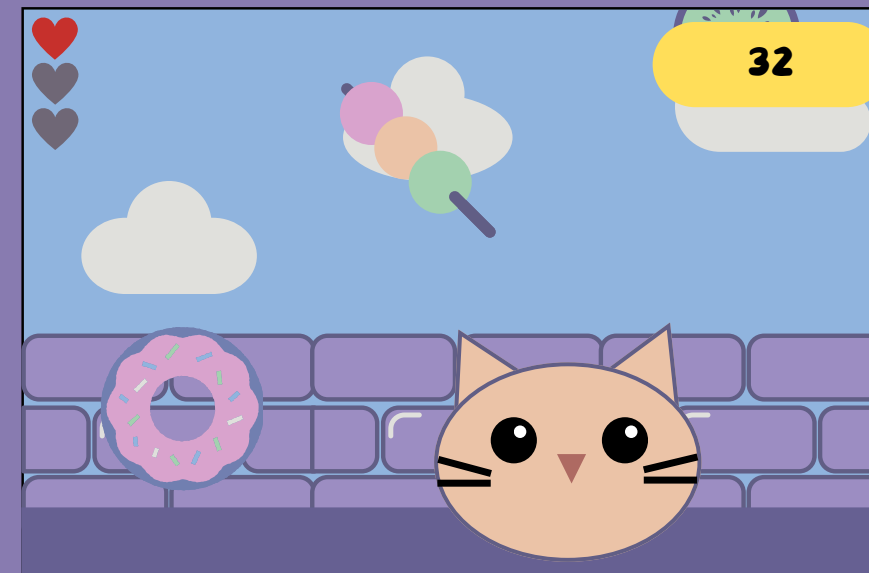
Player will started miss some food.

03



Missing one food, will deduct one live of the player.

04

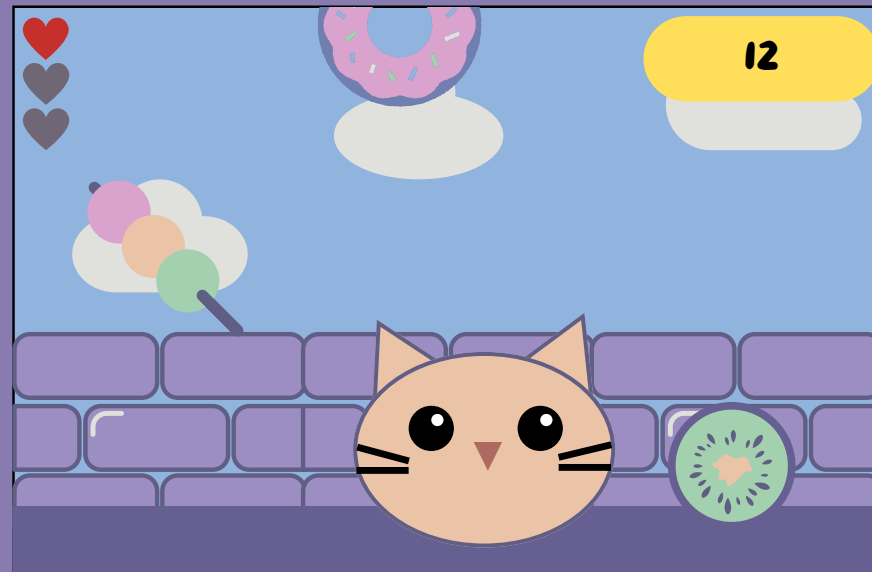


Player can losing lives as they failed to catch the food, max 3 times.



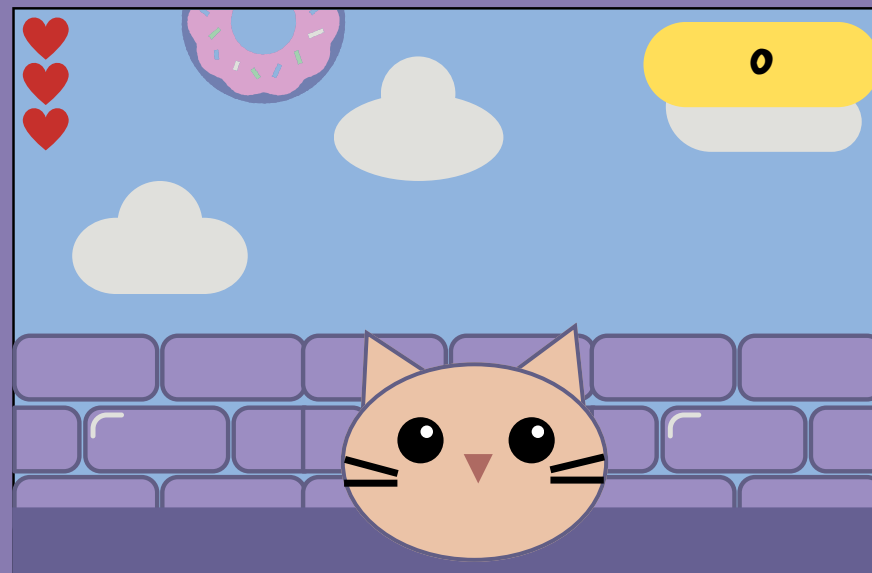
• Game End

01



Player can loses lives as they failed to catch the food, max 3 times.

03



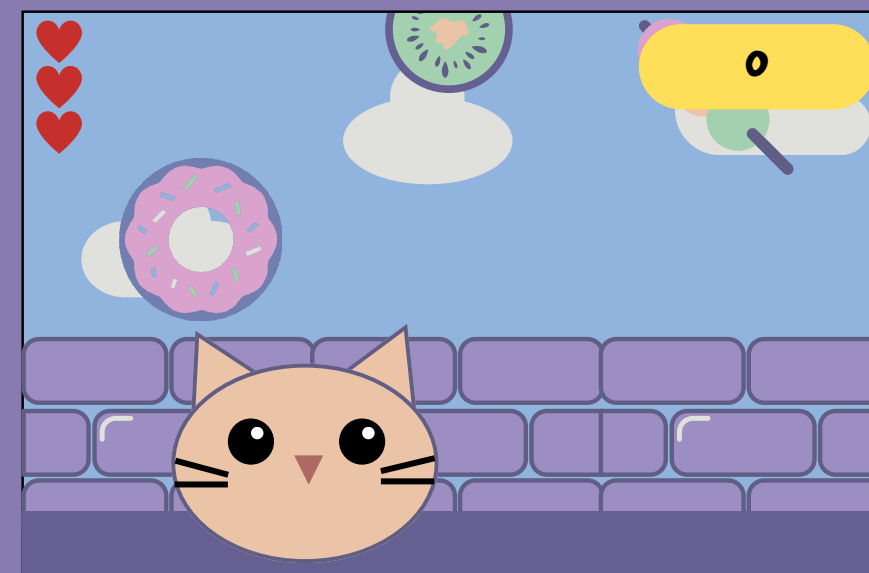
Player have to restart the game to continue playing.

02



After that, end screen will pop up.

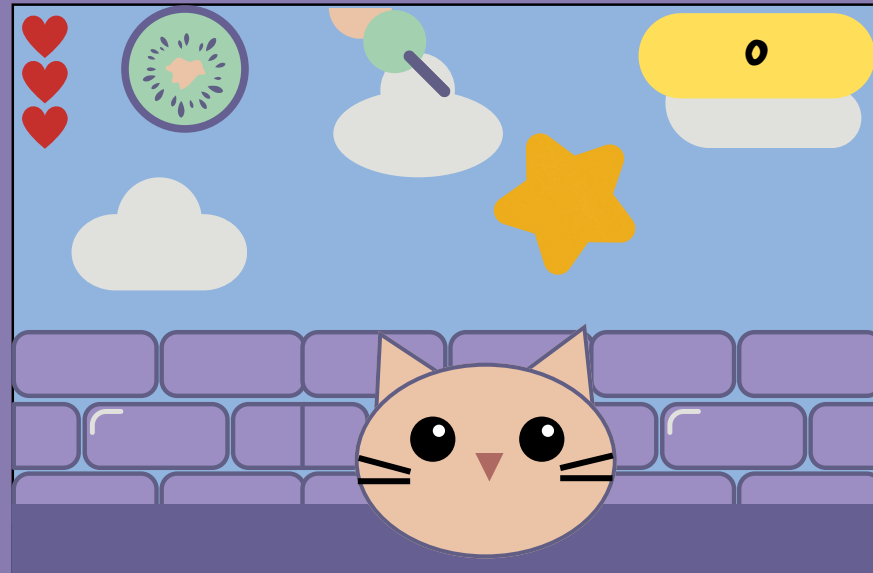
04



After restart, score, speed and lives will be reset back.

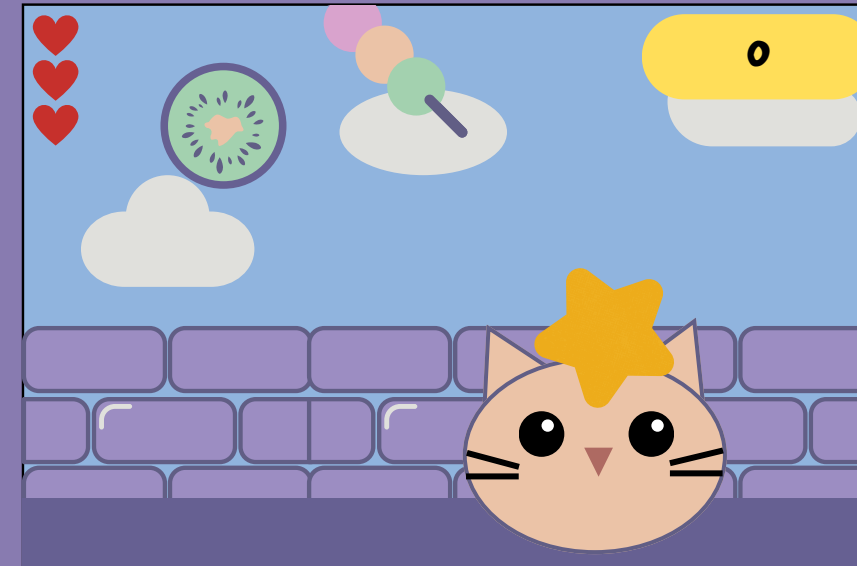
• Player Got Power Up

01



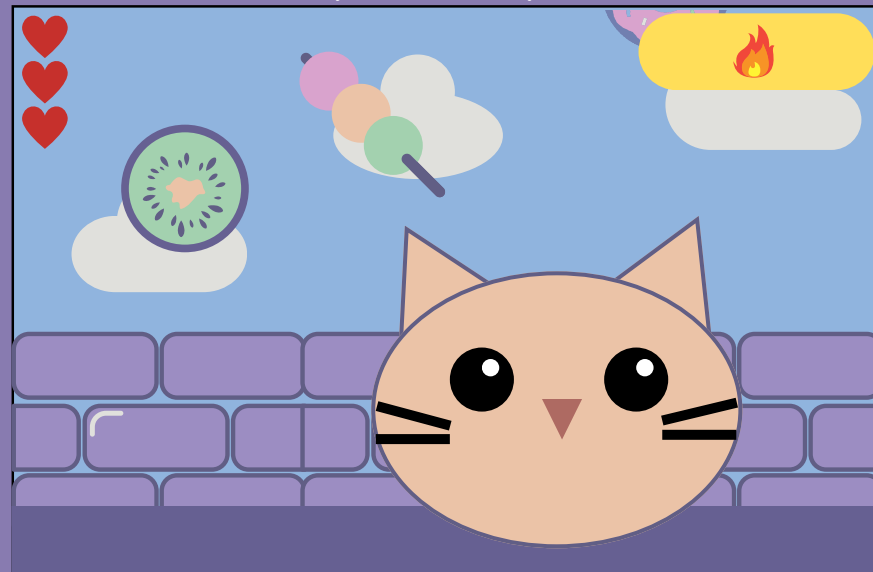
During the game, a star will falls as power up.

02



Player catch the star to gain power up.

03



After catching the star, the cat size will increase.

04



Player will get easy control the cat to catch more food with its big size.



Thank You!!

By S03_PixCrew

