**Theme:**

The game will be a café run by animals – primarily cats. The player will have an allotted time to serve the customers of the café (other animals) a variety of snacks and beverages. Each successful transaction will award the player points in the form of dollar values, and the player will be awarded stars at the end of the round (when the clock runs out) based on the total amount of money earned in the café.

As levels progress, the items to be sold to the customers will become more complex, needing different ingredients, but will be awarded with higher dollar values. We will progressively introduce different types of “power-ups” to assist the player in gaining more points; as well as “distractions”, which will hinder the player from scoring points.

**Platform:**

This game will be created with the Unity game engine in C# with the goal of publishing it on Steam and the Microsoft App store for PC Gaming, with the possibility of publishing to the Xbox Live Marketplace and Playstation Network for console gaming.

**Target Demographic:**

This game will be created with playability intended for all ages, but some references for ages 13+.

**Possible Game Titles:**

|  |
| --- |
| 1. Kitty Café |
| 2. |
| 3. |
| 4. |
| 5. |
| 6. |
| 7. |
| 8. |
| 9. |
| 10. |

**Character Variances:** (One of each personality types for each species…)

|  |  |
| --- | --- |
| Animal Species: | Personality Types: |
| 1. Cats | 1. Hipster |
| 2. Dogs | 2. Jock |
| 3. Birds | 3. Geek / Nerd |
| 4. Raccoons | 4. Goth |

**Amendments to Character Variances:**

|  |  |
| --- | --- |
| Animal Species: | Personality Types: |
| 1. | 1. |
| 2. | 2. |
| 3. | 3. |
| 4. | 4. |
| 5. | 5. |
| 6. | 6. |
| 7. | 7. |
| 8. | 8. |
| 9. | 9. |
| 10. | 10. |
| 11. | 11. |
| 12. | 12. |
| 13. | 13. |
| 14. | 14. |
| 15. | 15. |

**Notes on Character Variances:**

|  |
| --- |
|  |

**Power-Ups:**

|  |  |
| --- | --- |
| Type: | Effect: |
| 1. Catnip (Pick-Up) [Cat] | 1. Speed boost |
| 2. Scratching Poll (Interaction) [Cat] | 2. Slow/Pause timer |
| 3. Bowl of Milk (Interaction) [All] | 3. Points++ ($1.00) |
| 4. Ray of Sunlight (Stand in) [All] | 4. Points++ ($0.10/second) |
| 5. Bite a Mail-Man (Interaction) [Dog] | 5. Points++ ($1.00) |
| 6. Build a Nest (Interaction) [Bird] | 6. Points++ ($1.00) |
| 7. Treat (Pick-Up) [All] | 7. Double Points for 30 seconds |
| 8. Stop Watch (Pick-Up) [All] | 8. Resets all timers to max |
| 9. Trash Bag (Pick-Up) [Raccoon] | 9. Points++ ($1.00) |
| 10. Plus Sign | 10. Add 30 seconds to clock |

**Amendments to Power-Ups:**

|  |  |
| --- | --- |
| Type: | Effect: |
| 1. | 1. |
| 2. | 2. |
| 3. | 3. |
| 4. | 4. |
| 5. | 5. |
| 6. | 6. |
| 7. | 7. |
| 8. | 8. |
| 9. | 9. |
| 10. | 10. |

**Notes on Power-Ups:**

|  |
| --- |
|  |

**“Distractions” / “Power-Downs”:**

|  |  |
| --- | --- |
| Type: | Effect: |
| 1. Laser Pointer [All] | 1. Get Stuck (3 seconds) |
| 2. Ball of Yarn [Cat] | 2. Get Stuck (5 seconds) |
| 3. Hairball [Cat, Dog, Raccoon] | 3. Get Stuck (7 seconds) |
| 4. Knock things over [All] | 4. Points-- (Value varies on object) |
| 5. Ice Cream Man [Dog] | 5. Controls inverted (15 seconds) |
| 6. Shiny Light [Bird, Raccoon] | 6. Drawn Towards and Stuck (7 seconds) |
| 7. Animal Control [All] | 7. Get Stuck (10 seconds) |

**Amendments to Power-Downs:**

|  |  |
| --- | --- |
| Type: | Effect: |
| 1. | 1. |
| 2. | 2. |
| 3. | 3. |
| 4. | 4. |
| 5. | 5. |
| 6. | 6. |
| 7. | 7. |
| 8. | 8. |
| 9. | 9. |
| 10. | 10. |

**Notes on Power-Downs:**

|  |
| --- |
|  |

**Transaction Items:**

|  |  |
| --- | --- |
| Item: | Point Value: |
| 1. Dog Treats | 1. |
| 2. Cat Treats | 2. |
| 3. Latte (Warm Milk) | 3. |
| 4. Bone | 4. |
| 5. Pizza | 5. |
| 6. Garbage | 6. |
| 7. Sunflower Seeds | 7. |
| 8. Corn | 8. |
| 9. Tacos | 9. |
| 10. Peanut Butter | 10. |
| 11. Kibble | 11. |
| 12. Burger | 12. |
| 13. Bugs | 13. |
| 14. Plate of worms (like spaghetti) | 14. |
| 15. Can of Tuna | 15. |

**Amendments to Transaction Items:**

|  |  |
| --- | --- |
| Item: | Point Value: |
| 1. | 1. |
| 2. | 2. |
| 3. | 3. |
| 4. | 4. |
| 5. | 5. |
| 6. | 6. |
| 7. | 7. |
| 8. | 8. |
| 9. | 9. |
| 10. | 10. |

**Notes on Transaction Items:**

|  |
| --- |
|  |

**Other Notes:**

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|  |