

Our goal was to produce a cartoon, childlike style, enforced by whimsical sound effects, environments and characters (to a point). This contrasted with our dark story and sinister gameplay, as well as the more ominous elements of our characters to produce a comedic effect. The original concept came from tigger's popular phrase "and I'm the only one!" which led to the question of why is he the only one. Originally we had planned tiglets (baby tigers), young adolescent tigers and large, fully grown tigers. We heavily emphasized the art style and visuals, as well as the modularity and generality of our engine.

We took inspiration for our story from games like Limbo, choosing to keep the explicit story to a minimum and using the gameplay itself to progress the simple narrative. This eliminated elements which removed the player from the game, such as dialogs, and also allowed us to cut down on the number of assets to produce aside from the art. For our gameplay style, we mimicked games such as the Binding of Isaac to keep our gameplay simple and elegant. Our original AI was going to be inspired by Pacman, with different colors of enemy having different simple AI models, but due to time constraints we only implemented one simple tracking function.