ReZero CAT

Plot

The main character is a cat, that one day finds a white mouse & tries to catch it.
It manages to, however it turns out the mouse is a bit special and has some powers.
The character makes fun of it for its size and colour, and in exchange, the cat gets cursed & turned into a small white creature, the mouse owning its colours now.
The cat can now explore the map and gradually get its colours back.
However, Shiro can't turn back to how it was until he collected all the colour that was taken from him

Purpose

The purpose of the game is to explore the map and get rid of the curse.

- The silent way, do small deeds (feed, save, accept quests) for the other mice to get rid of the curse
- The murderous way, kill everything in your way & get to the end, & kill the rat that cursed you

Core gameplay

The game will be a 2D platformer, hence the core gameplay will be along the lines of the **jump, smash, dash, move, scratch, heal, kill** repeat .

Challenges

No difficulty option, each time you die the difficulty is adjusted to match your playstyle.
Difficulty increases as u pass a level.
U respawn in the same place u were cursed, without the gathered items.
Nonhostile characters u kill respawn as powerful zombies the next time u spawn.

Hostile characters

Name	Type	Powers
Rat	Hostile	- bite - dash
Mice solider	Peacefull unless provoked	- Poke with a stick spear - dash - call for reinforcements
Shielded rat	Hostile Elite monster	- Damage if u jump on him - Damage if u get too close - bite - dash
Worm	Neutral	- Heals a little if killed - Provokes solider
Spider	Hostile	- Poison on hit - jump - dash - Will follow you

Characters

Name	Role	Abilities	Traits

Shiro	Main character Protagonist	- Scratch - Bite - Jump - Run - Jump+Run - Crouch (silent) - Becomes invisible in white places Can use items	Cat
Nordat	Antagonist	- Run - Jump - Change size of the enemy at certain intervals	White mice Leader of the mice

Map

Procedurally generated, consisting of 2/3 biomes, added in the map, based on their type and a noise map.

Biomes: cave, trunk, grass

Items

Paws of steel (+ something damage)
Heal potion (+20/30/35% hp)

Organization

Week	Target	Done %
1	Project overview & planning	100%
2	Base game consisting in - Movement script - Hp management - Item mockup (tests) - Handmade map with test tiles	-
3	Further developing the project overview.	-