Design Document
Nancy Chen, Isabel Mitre, Vianne Zhang

1. **What is the nature of the gameplay? That is, what challenges will the player face? What actions will the player take to overcome those challenges?**

The player controls a platform using the mouse to bounce cats into treats that will appear randomly throughout the game, with each square counting for one point. As the cats that spawn increase, it will become harder for the player to keep all of them from falling to the bottom of the window, which is the game over condition.

2. **What is the victory condition for the game? What is the player trying to achieve?**

The player is trying to last as long as possible. The player is also trying to achieve a high score and go on the leaderboard.

3. **What is the player's interaction model (mouse/keyboard)?**

The player uses their mouse to select the buttons in the menu and in play mode to control the platform.

4. **What is the general structure of the game? What is going on in each mode, and what function does each mode fulfill?**

There is an easy and hard mode of the game, where the differences lie in the speed of the cats that will be spawning as well as the intervals between each cat's appearance, the amount of boxes appearing, etc.

5. **Does the game have a narrative or story as it goes along? If so, summarize the plot.**

The users must save the cats from getting too soggy from the ocean water. The cats can also hit treats. Random boxes of cat-poisonous foods will appear to block the cats.

6. **Why would anyone want to play this game? What sort of people would be attracted to this game?**

People who want a quick and simple game to play would want to play this game. This game is a fun distraction and challenge with scores that you can compare with your friends or yourself. The people who would enjoy it the most are ones that enjoy games with high scores and continuous game play with no plot.

Reference images: