

ARCADE GAME

Deceitful Cat

1st Person Maze Game

Aims & Intentions:

Levels are set up as *mazes*, that resemble typical British homes (Flats/apartments, Bungalows, Semi-detached homes, etc.). The player has to search for and collect *their phone* which the Deceitful Cat has hidden in the home. Points are higher depending on the amount of time taken to complete each level (the longer a player takes, the lower the points).

Each level has a mini bonus round (similar size / time to a Crash Bandicoot bonus levels) which is available when the player finds the dog lead.

The Bonus levels will take the dog for a walk (formatted to look like train surfer where character moves forward and collects things as they move), and you can collect catnip and treats as you're being pulled by the dog which give the player more points.

Typical to arcade culture, the aim of the game will be to earn the most points and items, which will be displayed with player's names on a leader board.

Environment:

Mazes that resemble typical British homes (Flats/apartments, Bungalows, Semi-detached, etc.).

Characters:

Protagonist / Character / Difficulty Select:
Teenager (Easy)
Adult (Medium)
Elderly (Hard)

Levels:

Level 1: 2-Bedroom Flat (Smallest map, quickest)
Level 2: 3-Bed Bungalow
Final Level: Semi-Detached Town House (Largest map, longest)

Specifics:

Level Time limit: *2 minutes (L1), 2:30 minutes (L2) & 3 minutes (FL)*. If time runs out before the player finds their phone, the game is over and a game over message is triggered.

Bonus Level Time limit: *20-30 seconds*

Catnip: *40 points*

Treats: *20 points*

Finding your phone: *Completes game, adds 100 points*