

# Purzzle

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## Title

Purzzle, a combination of the words “purr” and “puzzle”, is the title of my game. As it logically follows from the name, I plan to build and implement a cat-themed puzzle game.

## Gameplay Overview

The gameplay mimics that of *Thin Ice*, a Club Penguin arcade game. I've forgone the puffie character (i.e. a penguin pet in Club Penguin) and ice blocks for a cat character and cardboard box blocks. The motive is simple. You are a feline friend looking for some delicious fish treats. There exists a path of cardboard boxes, and you must jump from cardboard box to cardboard box to reach the tasty treasure. However, the cardboard boxes break under your kitty weight the moment you jump to the next box, so there's no going back!

It is possible to get from the starting point to the fishy feast without breaking all of the cardboard boxes, but each cardboard box is worth 10 pets, so the more cardboard boxes you break, the more pets you earn. Ideally, you should be able to break every single cardboard box on the screen, earning the maximum number of pets.

As an incredibly hungry and equally floofy kitty, you win if you reach the fish treat. However, as a slightly aloof cat, you lose if you attempt to jump to a spot on the screen where a cardboard box has already been broken.

The intended player experience should elicit fun, simplistic, and endearing feelings. The gameplay should be relatively intuitive. That is, a child who would've played Club Penguin should also easily navigate this game as well.

# Implementation Ideas

## Cheat

To aid in solving the puzzle and reaching the fish snack, a secret cheat makes cardboard boxes indestructible. Given the cheat is enabled, as you jump from cardboard box to cardboard box, the boxes do not break underneath your above average feline weight.

## Controls

The controls for Purzzle are as follows:

*Up:* Kitty jumps up (to the cardboard box or the space above the kitty)

*Down:* Kitty jumps down

*Left:* Kitty jumps left

*Right:* Kitty jumps right

*Start:* While in game play, start pauses the screen. While in the pause state, start unpauses the screen, returning the player back to the game. While in the title screen state, start brings the player to the instructions. While in the instructions state, start takes the player to the game state. Start also returns a player to the title screen if the player is in either the win or lose state.

*Select:* While in the pause state, select takes the player back to the title screen, erasing any progress a player has made in the game. While in the instructions state, select returns a player to the title screen.

*A:* While in the game state, the A key enables the cheat if the cheat is not already enabled. Pressing A in the game state when the cheat is already enabled disables the cheat.

## Animation Details

The animation details for different actions are as follows:

*Jumping:* A series of sprites will animate the jumping motion. Note that the up and down direction jumps will need different sprites from the right and left direction jumps. For the up and down jumps and right and left jumps, respectively, I will flip the sprites, so that up can represent down without drawing new sprites and right can represent left without drawing new sprites.

*Idling:* There should be four different sprites for an idle cat: one in the right direction, one in the left direction, one facing up, and one facing down. If time permits, I may instead make 12 sprites, three per each direction, where the cat's tail moves.

*Falling:* There will be three different sprites to animate a cat falling. The cat will be in a stretched out position, with their paws and tail flailing, as they fall to the bottom of the

screen. If any cardboard boxes exist in the cat's falling path, the cat will be animated in front of such boxes.

*Reaching the fish treat:* The cat "plumps" up as a result of reaching the treat. Therefore, an additional sprite of a heftier cat in all direction positions will need to be made.

## Audio

The audio for different screens and actions during gameplay are as follows:

*Title screen:* lighthearted, dreamy music

*Instruction screen:* the same lighthearted, dreamy music as heard in the title screen

*Game screen:* lighthearted, dreamy music that is different from the title and instruction screens

*Jumping action:* a happy "meow" is emitted from the cat as they jump (I plan to record my cat meowing and input that sound into the game)

*Falling action (i.e. jumping to a space where there is no box):* a frustrated "meow" is emitted from the cat as they fall

*Reaching the fish treat:* a cat eating sound (or a rustling of kibble in a cat bowl sound)

*Pause screen:* the same lighthearted, dreamy music as heard in the title and instruction screens

*Lose screen:* slower, sadder, but still dreamy music

*Win screen:* faster, happier, but still dreamy music

## Purzzle Mockup

Below is an initial mockup for Purzzle's game state. The kitty on the bottom left is in the starting position. The fish on the top left is where the kitty ends up in order for the player to enter to win state. The cardboard boxes form a maze.

