

Maus

You're a mouse trying to escape a house in the context of Art Spiegelman's *Maus*

Gameplay Overview

Description: In Maus, the goal is to survive and escape a house without being detected by patrolling enemies. The player must collect a key to escape the basement, a ladder to escape the ground level, and a paper plane to escape the attic. Different zones will have several different varieties of enemies that employ different attacks. The player will have a health resource, a melee attack, and a gun with limited ammunition. Gameplay most like the Lilo & Stitch GBA game linked below.

Win condition: Escape the house. Might implement a special ending if the player has full health and extra credit.

Lose condition: Run out of health or time.

Controls

A: Jump. Hold to jump higher.

B: Shoot in direction player facing. Consumes 1 ammo. Melee attack if out of ammo.

Left/Right: Move left/right

Up: Point gun upwards; climb ladder

Down + A: Drop through platform

Audio

Splash: Smooth accordion music

Gameplay: Swing/Hotline Miami-esque music

Jump: Jump foley noise

Shoot: gunshot

Take damage: "Oof"

Die: Wilhelm scream

Pause: More smooth accordion

Menu Button Press: "Ding!"

Win: Victorious sounding jazz music

Lose: Price is right failure noise

Gameplay Details

Enemies: Move left & right automatically. Like goombas. Some might follow player.

Controls: Move and shoot; player ammo shown in UI

Levels: Controlled within state machine. Will have different backgrounds for each.

Health: Shown by varying states of damage to sprite. Player struct will have a health variable to subtract from different places to use different sprites, slow character as health gets lower, etc. Cheese pickups give character +1 health if less than max.

View: Might do 2D platformer or a top-down game depending on ease of programming (Mario vs pokemon). May experiment with an isotropic view like in crawl.

Inspiration

Crawl: <http://store.steampowered.com/app/293780/Crawl/>

Duck Game: <http://www.adultswim.com/games/pc-console/duck-game/>

Crypt of the Necrodancer: <http://necrodancer.com/>

Tooth and Tail: <http://www.toothandtailgame.com/>

Lilo & Stitch GBA: [http://disney.wikia.com/wiki/Lilo_%26_Stitch_\(Game_Boy_Advance\)](http://disney.wikia.com/wiki/Lilo_%26_Stitch_(Game_Boy_Advance))

Mario, Pokemon, Frogger

Other ideas if this doesn't pan out:

Frogger

Dance Dance Revolution

Dig Dug

Super Hexagon