**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)>

Mario, Pokemon, Frogger

Other ideas if this doesn’t pan out:

Frogger

Dance Dance Revolution

Dig Dug

Super Hexagon