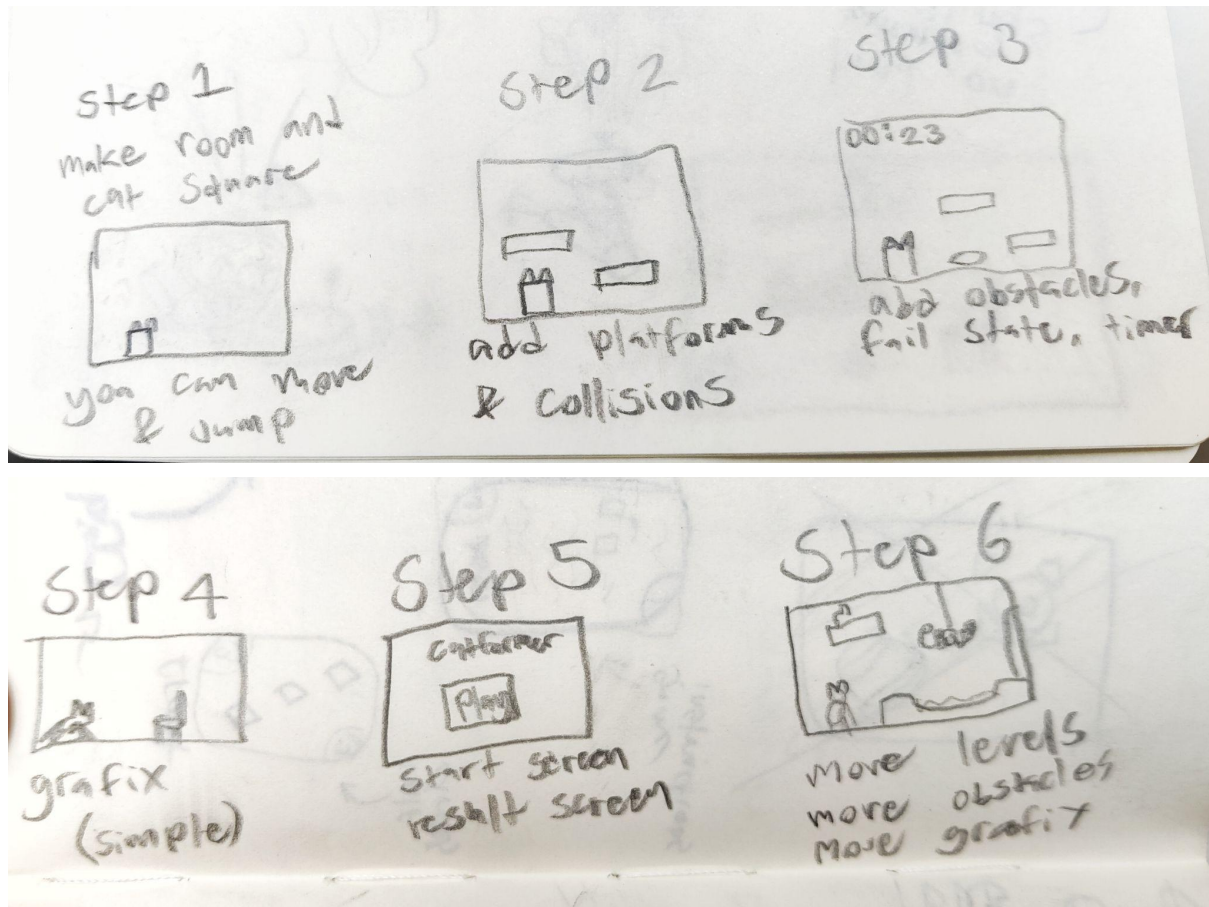


Cat Platformer: Planning

by Adina Ståhl and Filip Gustafsson



Timetable

Steps	Tasks	Deadline
Step 1: Create outlines	<input type="checkbox"/> Create collidable floor <input type="checkbox"/> Create cat square (controllable character without detailed sprite) <input type="checkbox"/> Make so that cat can move and jump	Week 18 (2-8/5)
Step 2: Expand the background	<input type="checkbox"/> Add platforms and collisions	Week 18 (2-8/5)
Step 3	<input type="checkbox"/> Add obstacles <input type="checkbox"/> Robot	Week 19 (9-15/5)

	<input type="checkbox"/> vacuum <input type="checkbox"/> Cactus or something to jump over <input type="checkbox"/> Add fail state <input type="checkbox"/> Add timer	
Step 4	<input type="checkbox"/> Add simple graphics (more details to cat etc)	Week 19 (9-15/5)
Step 5	<input type="checkbox"/> Add start screen <input type="checkbox"/> Add result screen <input type="checkbox"/> Implement JSON leaderboard	Week 20 (16-22/5)
Step 6 (if we have more time)	<input type="checkbox"/> Make trailer <input type="checkbox"/> Add more levels <input type="checkbox"/> More obstacles <input type="checkbox"/> More graphics	All remaining time
Hand in project	<input type="checkbox"/> Send in project on Canvas <input type="checkbox"/> Presentation <input type="checkbox"/> Code Interview	May 26th May 30th June 1st-2nd

Premise

The idea is to create a platformer where you play as a cat where the main goal is to find and smash a vase at the top of a shelf as fast as possible. The idea is that the cat owner is away (at the bathroom perhaps) and you as the cat only have limited time until they come back. You reach game over if you haven't finished the level before the owner is back, and the faster you are, the better.

Features

Our game will feature a controllable cat who's abilities in 2D space are to run sideways and jump. The game space will consist of rooms with furniture that our cat character can jump on and obstacles, both static and moving, that will damage our cat protagonist upon collision. The game's central scoring mechanic and source of the challenge is to complete the levels as quickly as possible, and as such, damage will be taken in the form of a time penalty. Once you've reached the vase, which will be the end goal of each level, the timer stops and you get a score based on how fast you were. If you managed to get into the top 5 scores, you get to enter your name and it will be displayed on the leaderboard together with your time. These scores will be saved as JSON files so that the leaderboard can be stored and displayed at a later time.

The cat will be an object containing all of the relevant variables such as X and Y positions, speed, action state (such as standing still, running, in freefall, etc), and a function for taking damage and other environmental impacts that we haven't come up with yet. The cat object will have different sprites drawn based on the previously mentioned action states, as shown in the image below. The player will move the cat with the help of the arrow keys and jump via the space bar.

There will be objects for each collision block, and other than their position and size, they should have a bool variable for if they inflict damage and if they move from left to right (although this function in particular might work best in a separate object type).

If we have additional time, then multiple levels with more detailed visuals are of highest priority. Perhaps we could also add more kinds of intractable environmental objects such as climbable walls or slippery floors.



Screens

Start page

Add simple instructions on the game, controllers, and goals. Add a start button.

Game page

Different screens depending on the level? Otherwise, all you see is the level, the timer, and the cat.

Result page

See your result, as well as the name and score of the top 5 players. If you fail, you see a similar screen but where you are belittled and shamed for your poor performance.