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CART 253 – Creative Computation

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Design Document - Project 3

For my final project, I would like to create a piece that reflects my knowledge of coding from the past projects and various exercises we've done throughout the semester. That being said, my goal is to really push my limit into creating something in which I can be truly proud of. What I plan to do for my final project is a sequel to my 2nd project.

Considering the backstory of the project, which in that case is (Project 2), the story of this new project is Demoncats have returned to not only steal all the "Cat-Coins" again but to also conquer all of Cat-Universe. For the visual aspect of the project, I plan on making the Demoncats return with a more sophisticated and threatening look. The background is to be changed into something darker. When it comes to the technical aspect, all of the objects within my program will be made from individual classes. The goal of the game is to defeat the Demoncats by interacting with the various obstacles that are to be put on each level by them, whereas in 2nd project your main goal was to only collect "Cat-Coins". The way I envision the first level, you

would have to defeat the mini soldiers in order to be able to start eating the big red demoncat. During that period, that demoncat is impossible to damage until all mini soldiers are eaten. Finally for sound, I plan to give the player and the enemy sound effects that would essentially give life to the game.

Demon Cats have invaded returned
BIGGER & STRONGER
We need to bring a stop to their mischief
before they conquer all of CAT-UNIVERSE.

USE AWSD to move your PLAYER

CLICK TO START

RETURN OF THE
.:|DEMONCATS|:.

Try your BEST to eat the DEMONCAT SOLDIERS

GOOD LUCK CHIEF!

TIP: Avoid the big GUY

TIP: DEFEAT THE SOLDIERS FIRST

prey:
undefined

demoncat.png

demoncat.pixil