Map

* ScrollXY
* Find assets
* Make map

Player

* Path finder (

dextra,

smooth + optimal start node,

don’t allow to go over objects

create real net of nodes

A\* dif,

* Find assets
* Animation
* Win conditions
* UI
* Skills
* Fight

Enemies

* Decision tree
* Path finder + movement + patrol
* Detection
* Find assets
* Animation
* UI
* Fight
* Lose con

Switch off lights + voice over

Dialog box

Menu

**Extra**

lambda and code understand

AI Machine Learning

***Game Features:***

* Enemy Patrols & Visual and Hear Detection - The AI-controlled enemies patrol the house dynamically. Cats have excellent listening capabilities while dogs use their sense of smell to track your movements. If the enemies see or smell you, they will attack you or call for help.
* Path finder – will be used to navigate players and enemies.
* Various baffs -   finding any food will grant the mouse special effects like health regeneration, health increase, movement speed, and invisibility.
* Combat - Low HP cats and dogs call for help or will hide.

***Enemies:***

* Dogs - patrolling areas attack or bark to alert the others if they find you. Have great hearing and smell.
* Cats - are masters of shadow, you will not see them till the moment is too late very aggressive and likely will attack you immediately.
* Human - House owners wander through the rooms. If they see strange pet behaviours, they investigate. If they see the mouse, they set new traps or (if this repeating) call pest control (game over).

***Player and abilities***

* Survival instinct – reveals all hidden enemies nearby.
* Stun - a loud scream to stun enemies and run away or attack them.
* Attack – primitive bite attack.
* Life saver - a speed ability to run away and hide if things went out of control.
* Use of the environment: the player can find various objects which can be knocked or thrown (like cups, books, or food) to distract enemies’ attraction.  Also, you can chew the cables and win some time to get game objectives done.