LD 56: Tiny Creatures

# Game concept

There are 4 key concepts:

* Explore
* Find tiny creatures
* Care for them
* Fight enemies

This last one is optional.

So basically, we find cats, we make sure they don’t die, and we guide them through obstacles.

## Art

This will be a top down 2D game. The camera perspective will be somewhat tilted, to give perspective of 60°, or something like that.

We will try to keep the pixel count low.

The vibe should be fairly relaxed, although it might get hectic once you have a bunch of cats.

# Player

The player should be controllable with wasd.