

This game is a third-person strategy-puzzle game from an aerial, drone-like view following the main character controller “KingRat”. Movement of the main character controller is controlled using WASD to move around. The mouse cursor will show a small circular reticle wherever it’s hovered around the environment. The camera angle is not controlled.

When the player left clicks, a small character “SentRat”, which is a rigidbody 3D cube, will be launched from the main character “KingRat” controller and sent to the reticle. The amount of times the player can launch the character “SentRat” will be represented by a variable “Rats” which can be modified. When a character “SentRat” is launched the “Rats” variable will lower by one. When the characters “SentRat” are sent to the reticle, they will stand still until they are called back with the spacebar. When the spacebar is pressed, all “SentRat” characters that were launched will fly back to the main character controller “KingRat” and disappear and raise the “Rats” variable by one each time a “SentRat” returns to the main character controller.

Objective zones will be represented by a slowly flashing circle in the environment. When the launched small character “SentRat” lands inside an objective zone, it will activate the objective trigger. There will be two types of objective zones; “Toggle”, represented by a Teal flashing circle, and “Grab”, represented by a purple flashing circle. If a “SentRat” lands inside a “Toggle” objective zone, it will change a boolean’s value. This will be used to activate buttons, hit levers, and with it being a boolean you are able to reverse the value. If a “SentRat” lands inside a “Grab” Toggle, the related item which will be named with an “grab” suffix will attach to the “SentRat”. This is not a reversible process like the “Toggle” objective trigger. When a “SentRat” is recalled to the “KingRat” controller with the spacebar, the related “grab” suffix item attached will be stored and represented by a ui image and value, stored in a kind of inventory. This function will be used for grabbing keys to open doors, or pieces of something required for an objective.

No matter if the “SentRat”s are thrown by the “KingRat” controller onto a trigger labelled “Grab” or “Toggle”, when the Spacebar is pressed by the player all “Rats” will immediately begin returning to the location of the “KingRat”.

Small pieces of “Cheese_grab”, represented by a small yellow sphere, will be able to be placed in the environment with a “Grab” objective zone. When a “SentRat” is recalled with a “Cheese_grab” attached it will raise the “Rats” variable by one.

The total amount of “Rats” that the “KingRat” is able to control at once will have a hard limit, as not having enough rats will make the “KingRat” controller unable to move. In order for the “KingRat” controller to be able to move, it must have a “Rats” value of at least 2. The more “Rats” that the “KingRat” has under its control, the faster the player is able to move around using WASD, from 100 percent at full “Rats” down to 25 percent at 2 “Rats” value.

At the end of each level there will be a trigger represented by a green square that when touched by the “KingRat” character will end the level and switch to the next level.