Evolution:

A world where the main character needs to stop the evil super cat from creating the terrible

cats by impregnating nice cats (the babies of which come out as evil cats).

When the super cat impegnates an evil cat, the next level of evil comes out as it's offspring.

Once you kill 1000 cats, you gain super strength and are able to harm the super cat.

Strength is gained in levels, you start becoming bigger and srtonger when you've killed

x number of zombie cats.

Day 2:

The game starts with a description of the current situation:

* We are overrun with feral kittens. They are everywhere and breeding like crazy.
* Sometimes when they breed, they produce a cat with a mutated trait that makes them more powerful and aggressive.
* Please help us limit the number of feral kittens so we can feel safe again.
* If you succeed in reducing the numbers, return to me and I will give you a new weapon to fight with

After reducing the number of feral kittens, it is obvious that the town is being overrun by the mutated kittens.

* The new weapon will help to quell the threat.
* Refrain from killing the innocent kittens or you will lose notoriety in the town
* Return to me when you have increased your notoriety and I will provide you with a weapon to help defeat the doubly evolved cats

After winning some notoriety, you are given a weapon to kill all cat types except the boss.

* Please continue to help us, there is a menacing cat in the field that we must destroy.
* Work to hold back all of the cats and gain more notoriety so I can obtain funding to build the ultimate weapon

After building more notoriety, the ultimate weapon is completed

* You must fight and kill the boss kitten which will turn all scare all the evolved cats into a frenzy.
* Destroy all cats to win the game

Day 2 Nearing Completion To Do List:

* Fence in the surroundings so you can’t run off the map.
* More evenly disperse trees on the map.
* Implement a challenging boss fight.
* Make art for Boss
* Add mating for level 3 cats, and possible mating for cross breeds?
* Add restart game if you lose
* Cause the game to end when you finish the third quest.
* Limit the ability to pick weapons until they are given to you.
* Figure out how to deploy on most people’s computers easily.
* Set Quest values back to a normal level
* Disallow kittens from roaming past the walls
* Check diff resolutions
* Add instructions on how to play

\*red is done

Nice to haves:

* Sprite animations for walking on all chars
* Allow user to return to the game and keep killing kittens?
* Add game state of time played in the end game screen
* Sound
  + Random kitten farts