



INTRO TO VISUAL MEDIA PROGRAMMING

RAINING CATS AND FISH

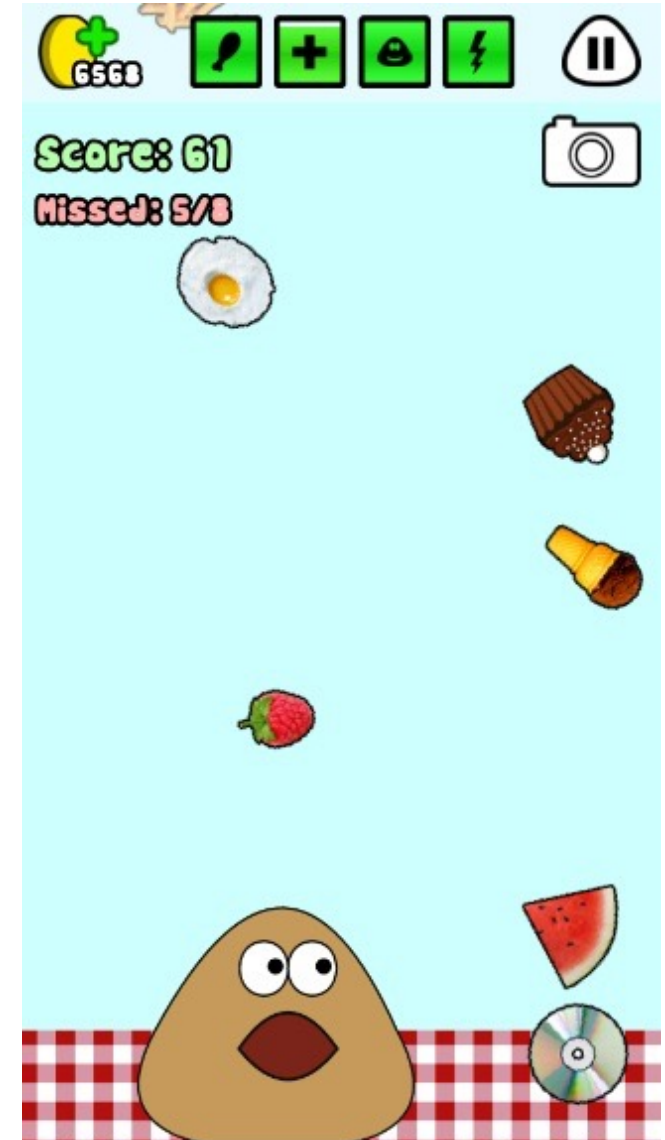
20221003 김시연

Main idea

- A hungry stray cat wishes upon a star for a rain of delicious fish to come, and it becomes true(!!)
- Feed the cat
- Ending: when the hunger gage of cat is full
- Rotten fishes- when eaten: game over
- Fish fall down vertically from the top

Reference game

- Pou!-food drop : a nurture type game but minigame system exists; one of the minigames there
 - Food drop- Make Pou eat food, not waste
 - Some weird stuff falls from the top, and pou dies when it ate the weird stuff
 - If you missed certain amount of food game is over too
 - Kinda hard to make it myself in time so I got rid of the miss counts



Main idea

- Game controls:
 - Left/right arrow key to move the cat sideways
 - detect collision of cat and fish – if collide: hunger gage filled
 - Gage bar indicates hungry---→full
 - Cat collides with rotten fishes - game over
 - If gage bar gets full- game clear
- Fish fall speed varies; some fall slow some fall fast

Concept art

- Cat: small, slim
- Fishes: differ in color by the score they give when eaten (green, red, yellow)
- Rotten fish- grey
- Color concept: bright, cute
 - High saturation



Game flow

