

**Thomas Dye, Cary Kawamoto,
Andrew VanKooten, Holden Woelfl**

Mutant Werecats From Outer Space

Game Concept Summary

The Elevator Pitch

Mutant Werecats From Outer Space is a casual 2D side-scrolling “horde management” action game where you control a **growing swarm of housecats**, helping aliens take over the Earth by converting humans into felines.

Story

After extensive research (on YouTube), a shadowy alien race determines that cats are the dominant species on the Earth. They decide to use cats as pawns for their plans of world domination by endowing cats with the ability to convert humans into felines.

You are a house cat and wake up one morning filled with glorious purpose: to go out and grow your horde of cats by converting unsuspecting humans into your ranks, until none are left to oppose your rule.

Concept

Go around the world and amass your horde by “bapping” humans on their heads.

Use your powers of cuteness to **convert human targets into cats** and build the size of your horde.

Watch out for hazards during your quest. It will get harder to convert humans as your horde increases as they become more aware of the growing feline threat.

Gameplay

- Camera tracks player cat
- Horde cats automatically flock with the player
- Navigate levels to locate humans for conversion
- Maneuver the horde to automatically lock onto human targets
- Horde size erodes over time
 - Cats have individual influence times
 - Conversion rate from humans to cats
 - Hazards (cucumbers, boxes, dogs, etc...)

A level is finished when a level-specific condition has been met, though you have the option of going back and replaying any level you've previously completed to improve your score.

Similar Games

Zombie Horde Game:

- Convert humans to zombies and stay near the bitten zombies to keep them in your horde.
- Your horde follows you and helps you to convert humans.

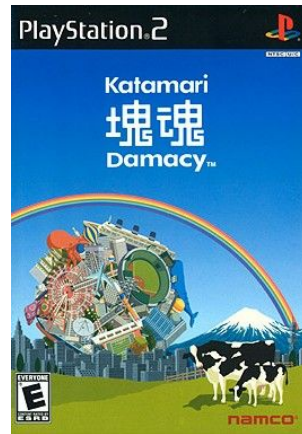
<http://www.freewebarcade.com/game/zombie-horde-game/>



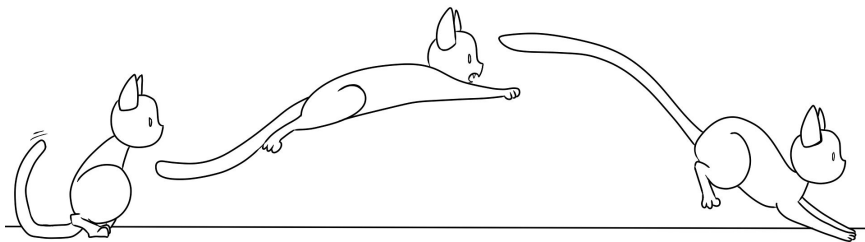
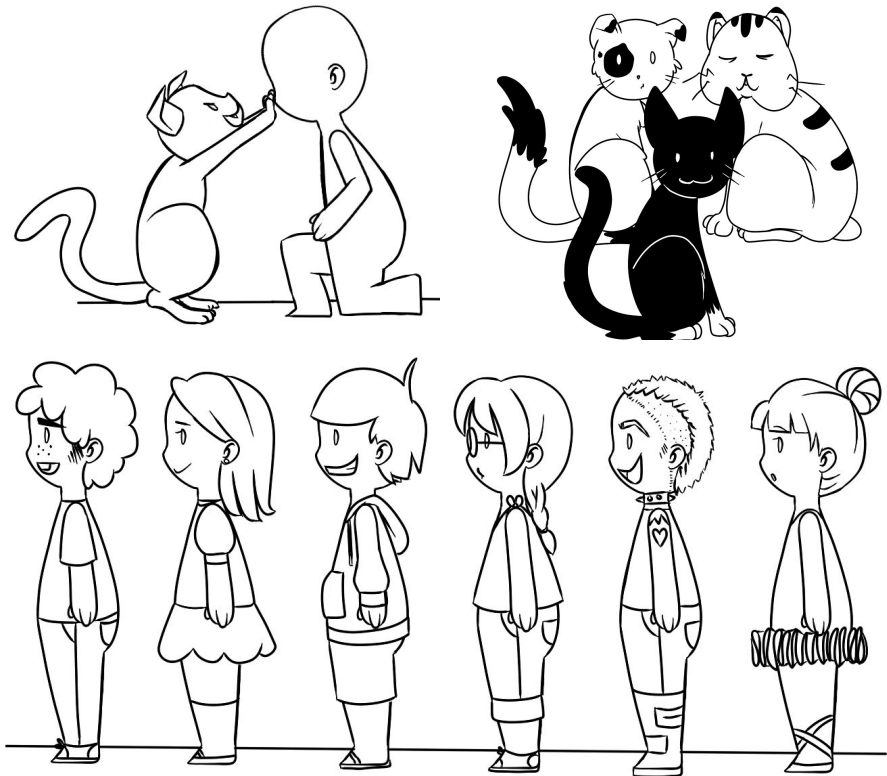
Other Thematically Similar Games

- The Last Guy
- Katamari Damacy
- Agar.io

Collect stuff to get bigger.
As you get bigger, you
become stronger but also
more vulnerable.



Character Design



Player Cat:

- You. Should be distinct from other cats.

Other Cats:

- Should be different from the player cat, and have some slight variation between different cats.

Human:

- Find the humans to convert them to cats.

Enemies:

- Come into play later in the game when your horde has grown in size.

World Design

“Two and a half” dimensional world.

Different themes for each area.

Areas get larger as levels progress.

Random placement of hazards depending on difficulty.

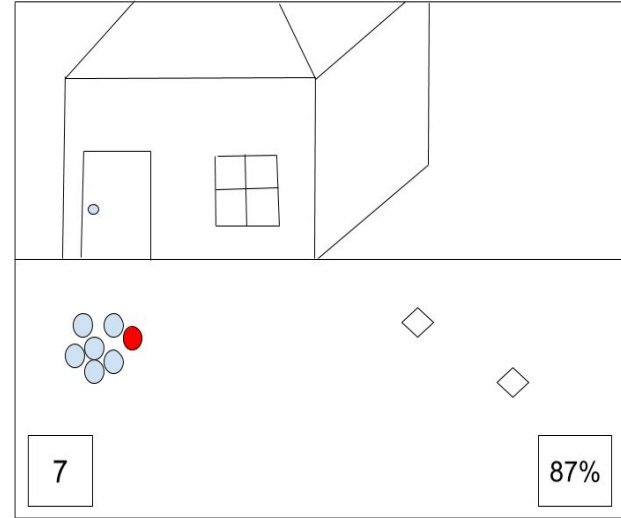
Harder levels will introduce enemies that the horde has to overpower.

Modular level design using small assets.



Early User Interface

- Number on the bottom left signifies the number of cats in the horde.
- Number on the bottom right is the percentage of humans still left in the level.
- Player controls main cat with mouse cursor/click.
- Player can move, attract, or bap contextually, depending on distance from valid targets.



Level Examples and Ideas

Mix and match various tiers of sizes, and indoor/outdoor areas.

- Tier 1: House, a couple humans (Easy)
 - Convert your owners to start your horde.
 - Can be skipped by jumping out a window.
- Tier 2: Neighborhood, several humans (Average)
 - Take your small horde to the streets to grow in size.
 - Humans find you cute and take videos of you.
- Tier 3: City, many humans (Hard)
 - Convert the rest of humanity.
 - Humans are cautious because of your size and try to distract you.
- Tier 4: Alien Planet, large amount of aliens (Challenging)
 - Turn on your masters, because cats do not serve anyone.
 - Horde scares easily and aliens try to destroy your horde by using tricks learned on Earth.

Base Mechanics: Digital Prototype Demo

- Scrolling Levels: Camera must stay on the player.
- “2.5D” environment: The player and other characters must be able to walk around on the floor but not the buildings, walls, or obstacles.
- Swarm Mechanic: Cat horde must be able to swarm around the player and also be able to change targets to a nearby human so the player can bap it.
- Variable proximity detection for humans: Humans become more alert and cautious toward the horde as the horde grows in size.
- Player character utilizes fluid movements and animations.
- Determine control method: XBox controller, keyboard, keyboard + mouse, mouse only (easy to port to mobile/touch).

Wish List and Stretch Goals

- Metric on which to base **high scores and achievements**.
- Areas with some **randomly generated** elements.
- Multiple cat designs for the player cat.
- Multiple difficulty settings.
- **Interesting enemy AI** for later levels.
- **Powerups or rechargeable abilities** that allow the player to convert many humans at once.
- Idle animations or random behavior: **cats knock stuff over**.
- Opening sequence to set up the story.