Prototypes

Thomas Dye, Cary Kawamoto,
Andrew VanKooten, Holden Woelfl

Base Mechanics: Digital Prototype Demo

1. Scrolling Levels: Camera must stay on the player.
2. Combo Mechanic UI that has the user press a combination of buttons within a time limit.
3. Swarm Mechanic: Posse must be able to swarm around the player and also be able to change targets to attract nearby humans.
4. “2.5D” environment: The player and other characters must be able to walk around on the floor but not the buildings, walls, or obstacles.
5. Variable proximity detection for humans: Humans become more difficult to impress in later levels. Within a certain radius, they will respond to player actions and follow the posse.
6. Player character utilizes fluid movements and animations.

1: Camera Movement

- Tracks player with a smooth motion
- Deadzone in center of the screen to allow player to move without shifting the scene

❖ Enables larger scenes for player to move about

2: Crowding Behaviour

- Crowd size determined by number of members
  - Each additional member contributes a little less than the last
- Members of crowd wander within radius of crowd
  - Members normally sit around and move every few seconds
  - Members will immediately move to follow the crowd if they are being left behind
- Position of crowd is determined by the average position of constituents
  - Biased towards player character

❖ Provides behaviour for cat posse

3: Combo Input

- Player must complete an input sequence with a time limit
- The sequence must be entered in the correct order
- Backend is generalized and very adaptable
  - No hard-coded inputs

❖ Provides functionality for core gameplay

4: 2.5D Environment

- Defined “walkable” area within which the player can move
- Obstacle prefabs that prevent player movement
- Perspective tricks:
  - Objects and characters appear to be in front of things farther in the background
  - Does not currently resize objects and characters depending on their distances into the background of the scene, true to the style of retro 2.5D games
    - Could be implemented easily if requested in feedback

❖ Provides world spaces and allows for modular level design

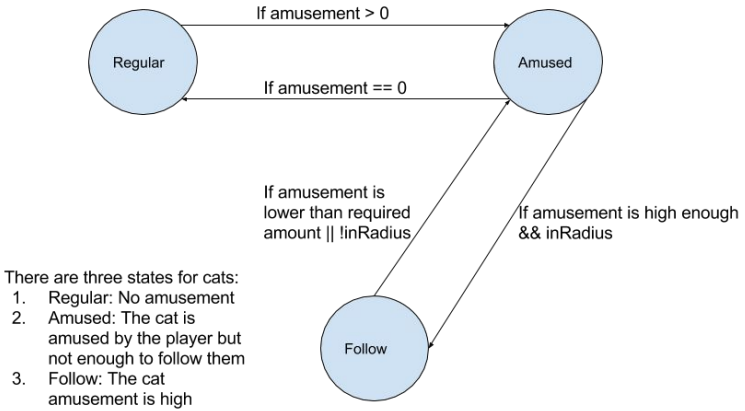
5: Trick Detection and Following

Controls:

- Space: Amuse Cats
- Left Click: Increase Radius
- Right Click: Decrease Radius

Waning Interest

Get the cat to 100% amusement so it will follow you, but the level will bleed off.



There are three states for cats:

1. Regular: No amusement
2. Amused: The cat is amused by the player but not enough to follow them
3. Follow: The cat amusement is high enough to follow the player and is within kiting distance.

6: Cat Movement

- The cat movement prototype models various states to trigger animated responses.
- Currently only has still images to represent each state.
- Basic movement (gamepad or keyboard):
  - Left, Right, Up, Down [or W A S D] for movement
  - Y button [SPACE] for jump
- Random positions and times for idle states

❖ Many state transitions allow for a lively cat.