

## **Cat N' Mouse Deliverable**

**By Thanh Nguyen**

### **How to Install and Run Cat N' Mouse**

You can run and install Cat&Mouse.exe

Once it's finished installing, you can start the game of Cat&Mouse.

#### **OR**

You can download Game Maker Studio 2: <https://gamemaker.io/en/get>

Install and create an account.

After installation, you will be able to see my code which was developed on Game Maker and play the game using the IDE.

Start the IDE up and open the Cat&Mouse.yyp file in the GameMaker application.

## How To Play and Win Cat N' Mouse

The objective of the game is to run away from the cats, or the cats will eat you. You play as a Mouse, and you start the game off with 3 lives and 50 coins. You can purchase a Cheese Cannons that shoots cheese bullets and can be used as an obstacle or wall between the cat and the mouse. The Cheese Cannon only has a certain range to sense the Cat and shoot with Cheese Bullets. Also, the Cheese Cannon shoots slower Cheese Bullets compared to the Mouse's Cheese Bullets. Your goal to slay the Cats with Cheese Bullets and hit 2000 points. If you successfully slay a cat, you will get 10 points added to your score and additional 2 coins. Your Points, Coins, and Lives show in the top left-hand corner of the game.

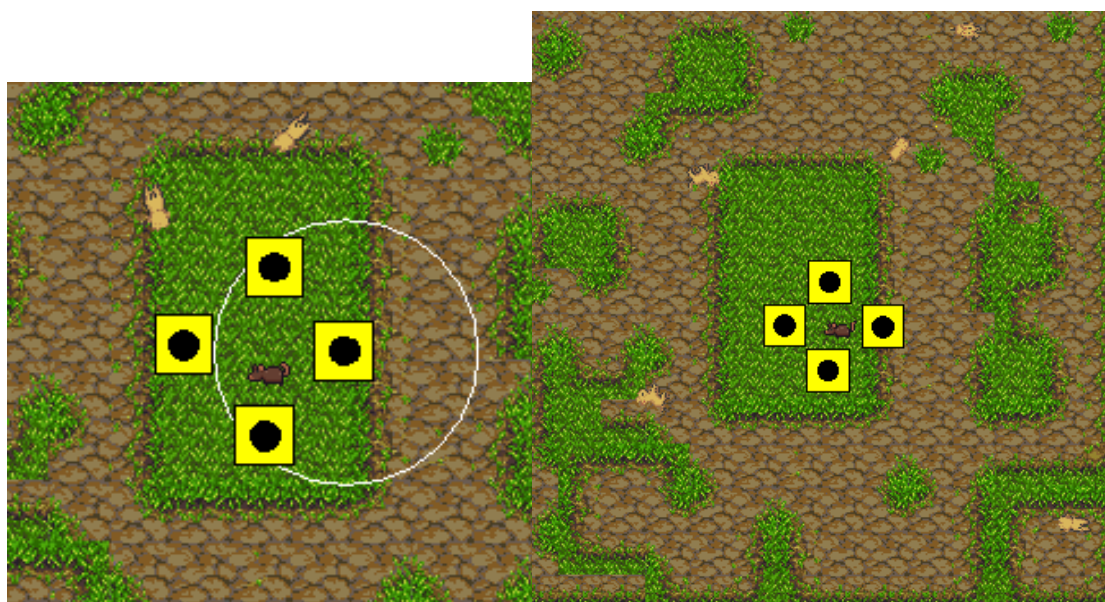
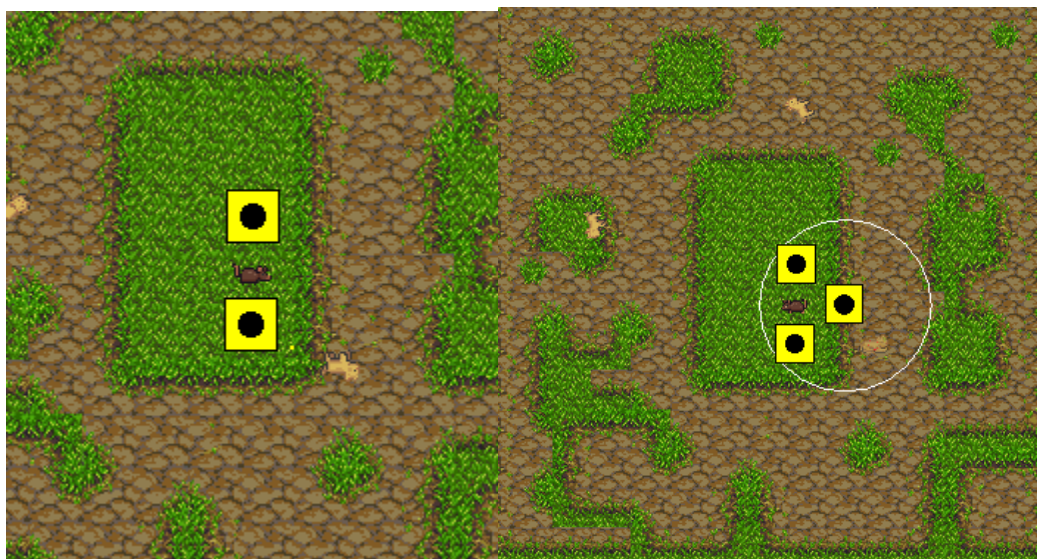
As for the controls of the game, you can move, aim, and shoot with your keyboard keys. You have the option to use "W" or Up Arrow Key to move and aim UP, "S" or Down Arrow Key to move and aim Down, "A" or Left Arrow Key to move and aim Left, and "D" or Right Arrow Key to move and aim Down. The Space Key will shoot cheese bullets in the direction you are running. Shooting up and down will be challenging compared to shooting right and left.

You can also purchase a Cheese Cannon for 50 coins and place them anywhere inside the map. The player can purchase the Cheese Cannon, and it will appear on your PC's mouse cursor. You can move the cursor anywhere you like on the map and press the left-mouse button to place it down. You can hover your mouse cursor under the cannon and a white circle will appear showing how close a cat must be for it to aim and shoot.



If the mouse loses a life, the game will restart with your remaining points and coins, but the cannons on the map will disappear. Be careful placing your Cheese Cannons right on top of the Mouse because your Mouse will get stuck, and the Cats can still get you. Although you can place the Cannons anywhere on the map. A tip to boost your chance of winning is to wall the Mouse off with Cheese Cannons. Relax in your safe zone or you can keep running around and beat the game the hard way.

Examples of ways to place your cannons:



## Resources

CPU Cat and Mouse - UMS Gameplay - Starcraft remastered by Remastr TV

<https://www.youtube.com/watch?v=f5N0WRkCWYA>

Cat and Mouse Games: A Genre (Game Design) by Ryan Foo

<https://ryan-foo.medium.com/cat-and-mouse-games-a-genre-game-design-84ce05ee8c65>

Space Rocks by Mark Alexander. Guided by Dr. Ben Samuel during lecture.

<https://gamemaker.io/en/tutorials/space-rocks-gml>

How to add 4 Directional Shooting? By Maras

<https://steamcommunity.com/app/585410/discussions/0/3428846977650158594/>

Basic AI? Follow and damage by Yal

<https://forum.yoyogames.com/index.php?threads/basic-ai-follow-and-damage.2683/>

MY FIRST ARENA SHOOTER | GML by Mark Alexander

[https://gamemaker.io/en/tutorials/my-first-arena-shooter-gml#Shooting\\_Section](https://gamemaker.io/en/tutorials/my-first-arena-shooter-gml#Shooting_Section)

Rat Art created by Tuomo Untinen (Reemax) & Jordan Irwin (AntumDeluge)

<https://opengameart.org/content/rodents-rat-rework>

Tile Art by Zabin, Daneeklu, Jetrel, Hyptosis, Redshrike, Bertram.

<https://opengameart.org/content/rpg-tiles-cobble-stone-paths-town-objects>

Cat Art by Bluecarrot16

<https://opengameart.org/content/lpc-cats-and-dogs> Cat Art by Bluecarrot16

GameMaker Studio 2: Tiles and Tilesets

[https://www.youtube.com/watch?v=hWxzZjVq-0w&list=PLcgtnJ-cGcd\\_nUx8KGANIBNY8FUvGENh9&index=29](https://www.youtube.com/watch?v=hWxzZjVq-0w&list=PLcgtnJ-cGcd_nUx8KGANIBNY8FUvGENh9&index=29)

GameMaker Studio 2.3 - Beginner Tutorial: How to Import and Animate Sprites by Aaron Craig, Let's Learn This Together

[https://www.youtube.com/watch?v=po8TMV9y9SE&list=PLcgtnJ-cGcd\\_nUx8KGANIBNY8FUvGENh9&index=2](https://www.youtube.com/watch?v=po8TMV9y9SE&list=PLcgtnJ-cGcd_nUx8KGANIBNY8FUvGENh9&index=2)

GameMaker Studio 2 - The Basics of Collisions Beginner Tutorial by Aaron Craig, Let's Learn This Together

[https://www.youtube.com/watch?v=yDBRSwS4vXw&list=PLcgtnJ-cGcd\\_nUx8KGANIBNY8FUvGENh9&index=29](https://www.youtube.com/watch?v=yDBRSwS4vXw&list=PLcgtnJ-cGcd_nUx8KGANIBNY8FUvGENh9&index=29)

Game Maker Studio 2: Tower Defense Game 1/3, 2/3, 3/3 by RealTutsGML

[https://www.youtube.com/watch?v=pU26LtyzM8k&list=PLcgtnJ-cGcd\\_nUx8KGANIBNY8FUvGENh9&index=11](https://www.youtube.com/watch?v=pU26LtyzM8k&list=PLcgtnJ-cGcd_nUx8KGANIBNY8FUvGENh9&index=11)

<https://www.youtube.com/watch?v=9poN9EOHRmk>

<https://www.youtube.com/watch?v=IJketbl4Ec0>

Cheese Cannon/Tower Art by Thanh Nguyen