Kitty In The City: A Lost Paws

Level Design Notes

**Key**

Red Square = enemy

Blue Arrow = path choice

Green Fish = food collectible

Red Heart = heart collectible

Orange Cat Head = player start position

Large Yellow Flag Pole= end of level goal

Small Yellow Flag Pole = checkpoint

Blue Floor = water

Brown Circle = acorn

**Apartment Run**

* Enemy square is a dog that will chase the player along the ground path
* In order to keep from running out of stamina and being caught by the dog, player must jump to collect food items

**City Streets**

* Big enemy squares are cars that the player must jump over
* Small enemy squares are hobo enemies
* Gap in ground will be a man-hole that will kill the player if they fall in and they must restart the level
* Player must also avoid touching the water in the lake and the middle jump will be a large rock

**Sewer**

* Big enemy squares are alligator enemies
* Small enemy squares are toxic fish enemies
* Player must not fall off platforms since the ground is water; if they fall, they must restart the level from the beginning or the checkpoint

**Forest**

* Small enemy squares are squirrels each with an example of their acorn trajectory (above ground only)
* Larger enemy squares are coyote enemies (above ground only)
* Long enemy squares are snakes (underground only)
* After the checkpoint, player will have the choice to continue on either an underground or above ground path. The underground path will be more difficult as there are more enemies to avoid, but there is a reward for taking that path. If they survive, they will get 4 extra lives, which may come in handy for the final boss battle.
* One section in the underground path is a snake pit where the player must jump across small platforms to survive rather than fighting off all the enemies, unless they want to put up an really good fight.

**Final Boss**

* Enemy square is the Animal Control enemy that will give chase during the level
* Food items must be collected to avoid running out of stamina
* Some platforms with much needed food collectibles are set just out of reach from how high the player can jump without jumping from previous platforms, adding difficulty since the player will have to calculate many jumps between small platforms at a quick pace.
* **The Final Climb:** The player will have to travel up a two columned path up the fire escape of the apartment. The platforms are placed in a particular order so that a certain path must be followed or else the player won’t be able to reach the next platform. While the player jumps from side to side, the Animal Control enemy will be climbing a ladder that goes straight up through the middle of the two columns. Once the goal is reached it will appear as if the Animal Control has caught the player, but the final cutscene will show the true ending.