Visual Novel

# A Cat in Limbo

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Github Repository: vschwan/VisualNovelRepo (github.com)
Visual Novel: A Cat in Limbo (vschwan.github.io)
Diagrams: VN-DecisionTreeDiagram.drawio - draw.io (diagrams.net)

# Criteria

| Nr. | Bezeichnung | |
|---|---|---|
| | **Titel** | A Cat in Limbo |
| | **Name** | Schwan, Valentina |
| | **Matrikel-nummer** | 263806 |
| **1** | **Konzeption** | Inhaltsangabe, Steckbriefe, Drehbuch, Decision-Tree-Diagrams |
| **2** | **Charakter-steckbriefe** | Steckbriefe, Archetypen |
| **3** | **Auswahl-möglich-keiten** | Die Auswahl von Dialogoptionen beeinflusst den Spielverlauf und die Punktevergabe, somit auch das Ende der Geschichte. |
| **4** | **Branching Paths** | Verschiedene Pfade können eingeschlagen werden, die zu unterschiedlichen Story-Abläufen führen. Manche Szenen können übersprungen werden, andere muss der Spieler mitnehmen. |
| **5** | **Transitions** | Transitions wurden jeweils thematisch passend zu der Umwelt in den Szenen ausgewählt, z.B. Transition mit scharfen Kanten für Mountain Scene, oder Transition mit Rundungen für Szenen, in denen Gewässer vorkommen. |
| **6** | **Audio** | Sämtliche Sounds stammt copyrightfreien Quellen, wie Pixabay, Envato Elements, BigSoundBank, Free Sounds Library, Orange Free Sounds;<br><br>In jeder Szene gibt es Ambience-Sounds, die die Natur der Szene widerspiegeln.<br>Auch das Erscheinen einiger Kreaturen wird durch Audio unterstützt (z.B. Blöken von Ziegen, oder Blubbern der Sumpf-Kreatur).<br>Erschreckt oder freut sich die Katze sehr, ertönen entsprechende Katzen-Sounds.<br>In gefährlichen oder spannenden Momenten ertönt ein Drum-Sound. |
| **7** | **GUI** | Neben einem aufrufbaren Gamemenu gibt es auch ein Inventar und eine Lovebar. |
| **8** | **Input-Feld** | Der Spieler hat die Option, seinen Namen zu Beginn des Spiels in ein Input-Feld einzugeben, welcher dann für den Rest des Spiels angezeigt und in Dialogen genutzt wird. |
| **9** | **Animation** | Animationen wurden verwendet, um Charaktere erscheinen oder verschwinden zu lassen. |
| **10** | **Styling** | Alle HTML-Elemente wurden mit CSS gestylt und zweckmäßig benannt |
| **11** | **Creative Corner** | Map: Jedes Mal, wenn man von Szene zu Szene wechselt, wird eine Map angezeigt, auf welcher bisher zurückgelegte Pfade und der Pfad, welcher gerade beschritten wird, zu sehen sind. |

| | | |
|---|---|---|
| **12** | **Enden** | Es gibt verschiedene Enden (5), die durch Entscheidungen, bzw. Punktestand der Lovebar variieren. |
| **A** | **Inventory- und Item-System** | Es gibt Items, die insofern konsumierbar sind, dass man sie an die Katze verfüttern kann, was der Lovebar Punkte hinzufügt.<br>Der Erhalt anderer Items spielt für den Story-Verlauf eine Rolle. Bsp.: Hat man etwa ein gewisses Item nicht, so kommt man an einer bestimmten Stelle im Spiel nicht weiter. |
| **B** | **Punktever-teilungs-system** | Punkte für die Lovebar werden gesammelt, indem Entscheidungen getroffen werden, die der Katze in der Story zusagen, oder ihr Items gefüttert werden.<br>Die Anzahl der Punkte beeinflussen das Ende der Story. |
| **C** | **Novel Pages** | / |
| **D** | **Meter-Bar** | Eine Lovebar wurde eingebaut, welche sich je nach Verhalten des Spielers gegenüber der Katze durch ein Punktesystem füllen oder leeren kann.<br>Die Lovebar zeigt die Zuneigung der Katze gegenüber des Spielers an.<br>Ein hoher oder niedriger Wert wirkt sich auf das Ende des Spiels aus. |

# Summary

You're dead and find yourself in Limbo. Not hell, not heaven, but a place in-between where you can easily get stuck if you don't have a companion that guides you out of there.
If that were to happen, you would be doomed to live there forever, whilst your mind would become more and more clouded.
You awake on a beautiful meadow where you curiously touch a cat-statue. Brought to life by your touch this statue turns into a bratty pink cat!
The cat explains what is happening to you and offers to show you the way out of Limbo as it knows the place and some creatures there.
Your new guide is short of patience, very hungry and moody, and will only continue to help you, if you know how to behave. If it leaves you, it's over.
Can you make it to the gate to afterlife?

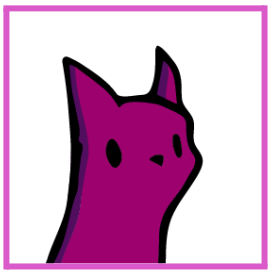
# Characters

**All characters in their different versions were illustrated by Valentina Schwan.**

## Main Characters

**Name:** ***Your Decision***
**Age:** Unknown
**Traits:** clueless, curious, adventurous
**Archetypes:** The Innocent, The Explorer

*The protagonist of the story has deliberately not been given a body in order to give the player a first-person perspective and avoid the allocation of a certain look or gender. In one part of the novel (Mountains Scene: Riverflow) the protagonist is visualized as a yellow aura.*



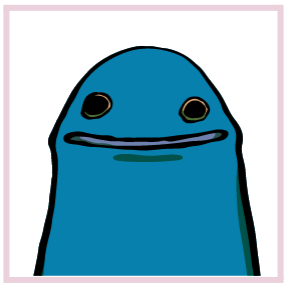
**Name: Pink Cat**
**Age:** Unknown
**Traits:** insolent, spoiled, bold, curious, brave, kind-hearted
**Archetypes:** The Jester, The Explorer, The Hero, The Rebel, the Caregiver

**Name: Death**
**Age:** Infinite
**Traits:** all-knowing, wise, likes fishing and cats and pink
**Archetypes:** The Sage, The Ruler
[He appears throughout the game at the river and at the gate to afterlife]

## Creatures

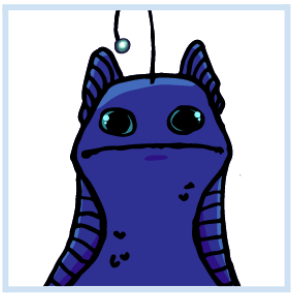
There are a number of inhabitants in Limbo which have gotten lost and been stuck there for a long time. They have become a dull and lesser version of themselves whilst turning into creatures reflecting their environment and what they hate or miss most. These creatures mostly stay in their places and don't accompany you on your journey as they are too sad and deprived of motivation to do anything but rust away. Some creatures got closer to the gate, some didn't. Those that didn't make it far seem more lost and unintelligent than those who got closer to the gate to afterlife.

Name: Spider Creature
Home: Forest
Traits: scared of abandonment and judgment, angry, aggressive,



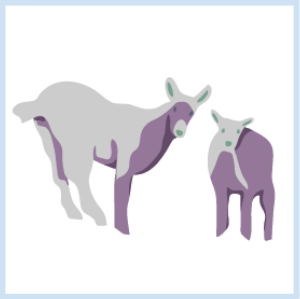
Name: Lake Creature
Home: Lake
Traits: gave its heart away and can't find it anymore, heartbroken

Name: Swamp Creature
Home: Swamp
Traits: unable to move without being in constant physical pain



Name: Bay Creature
Home: Bay
Traits: Hungry for love, Thief of hearts

Name: Cave Creature or Frog
Home: Caves
Traits: Hiding in Caves in fear of being seen



Name: Some goats
Home: Mountains
Traits: mostly unknown, harmless, know how to hide

Name: Skyworm
Home: Top of the Mountain in the sky
Traits: Endless Hunger

# Backgrounds

Most backgrounds were AI-generated with the Generative Fill Option in Adobe Photoshop (Beta) and modified with filters of the Filter Gallery or Camera Raw Filter, also in Photoshop, or vectorized in Illustrator to achieve an artistic effect.
Some backgrounds have also had elements of drawing added by Valentina Schwan, for example the fireflies in swamp.png, or the cat statues and cats in goodEnding.pngs

lake.png: Image from Pixabay:
https://www.pexels.com/de-de/foto/szenische-ansicht-des-sees-im-wald-247600/
(modified with mentioned filters in Photoshop)

meadow.png, mountainsBackground.png, clouds.png and all riverflow-pngs, as well as map.png and all paths were drawn by Valentina Schwan.

# Inventory and Items

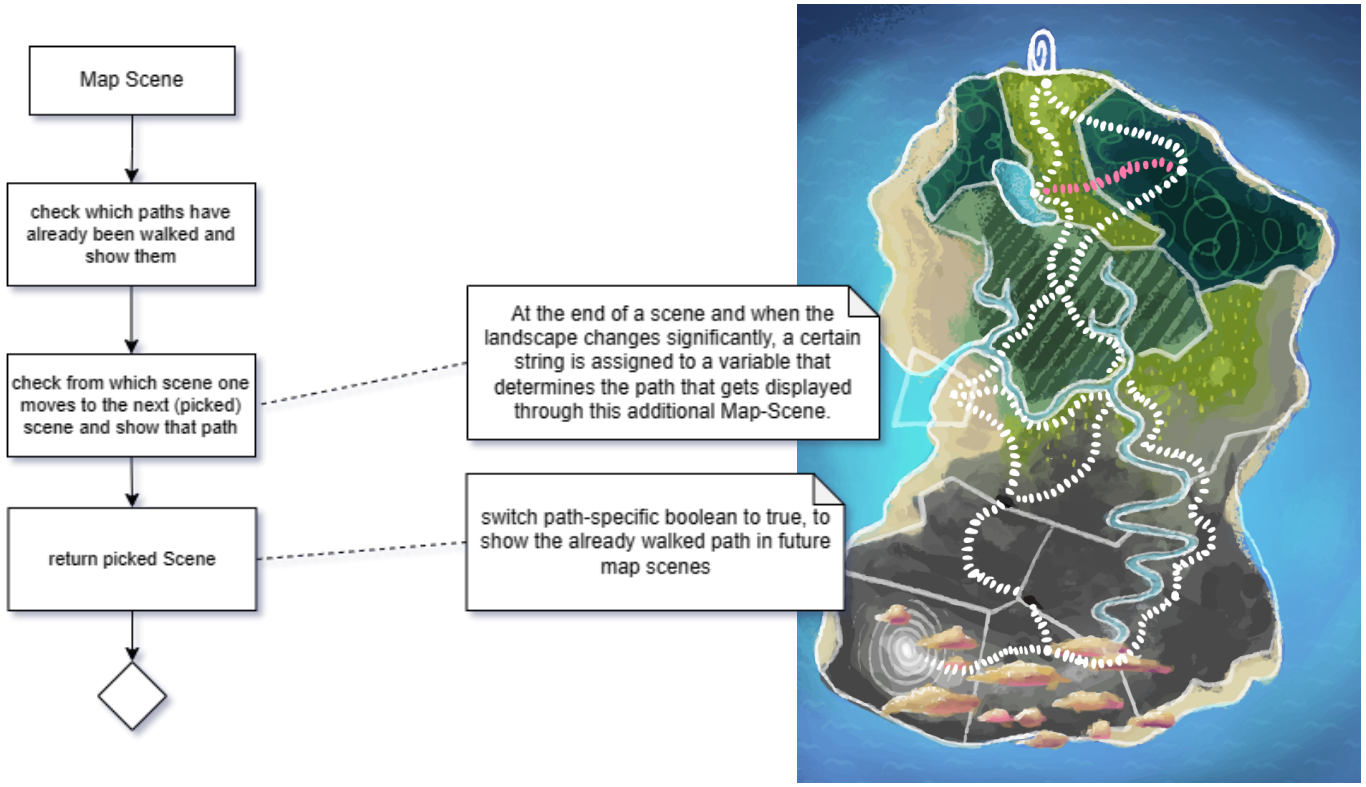
**All items were illustrated by Valentina Schwan.**

There are several items in the novel you can use to feed the cat to make it like you more.

Besides that, there are also some items you will need to trade to get points for the Lovebar or to continue a certain branch of the novel.

# Map

Between scenes, a map shows how far you have come and where you're currently traveling:



# Script for Chapters

## Meadow

**You:**
Where am I?
WHO am I?
Ah, I remember, it's [input Name]!
What is that strange statue doing over there....?

Decision firstAction
1. awakeCat
2. lookAround

Option: lookAround
[get three spiders]
**You**:
Got some spiders, great.
Well, this seems like a lovely meadow, but what the fuck am I doing here? I feel kind of...ghosty. Like I don't have a lot of substance.
Why does it look so real? Maybe if I touch i…
[no break in switch case, so code jumps to next case]

---

Option: awakeCat
[cat comes alive]
**You**:
Wtf, it's alive!
What now?
[cat jumps from pedestal and stretches]

Decision approachCat:
1. approachCatCarefully
2. walk
3. wait

Option: approachCatCarefully
[Lovebar + 5]
**pink Cat:** Not too fast, that's right. You seem to know your stuff I guess.

Option: walk
[Lovebar - 10]
**pink Cat:** Back off! I'm warning you. My claws are sharp as ever.
**You:** Ouuuh, I'm sorry, I'm sorry, calm down!
**pink Cat:** You act like someone who has never ever even met a cat!
**You:** Well, you're certainly not a normal cat.
**pink Cat:** Ugh, shut up. Do I have to expect you to behave like this all the time? Cause if that's the case I think I'm just gonna scooch right back on my stone over there.
**You:** Alright, I'm gonna behave from now on!

**pink Cat:** ...I hope so.

Option: wait
Decision attract cat:

1. kneelDown
2. reachOut
3. makeSounds

[for each: Lovebar + 5]
[after you're through all three options: Lovebar +5]
**pink Cat:**
Ouuuh, you seem nice!

---

**You:** Okay, so what is this and where am I? Do you know about this place?
**pink Cat:** A warm Hello to you too, good sir. You're dead!
**You:** What?!
**pink Cat:** No need to panic. You're in Limbo.
**You:** Limbo? Like the Limbo in Christianity?
**pink Cat:** Uuuuuh, I don't know anything about Christianity stuff. Though this is neither a good nor a bad place. It's an in-between.
**You:** ...?
**pink Cat:** Well, you're dead, but your soul didn't get to afterlife.
**You:** So... there is a way out? Can I be with my family if I get out?
**pink Cat:** Why do you care? You can't remember them. No, honestly I don't have a clue about what happens if you get through, but the good thing is, you don't have to suffer for eternity.
**You:** You're right, I can't remember anything. But this doesn't really sound like a place that's not bad.
**pink Cat:** Okay, you're right, I forgot, it's only a neutral place for me personally.
**You:** Why is that?
**pink Cat:** That's cause I'm a guide. I can give you a tour if you want?
**You:** A tour to...where exactly?
**pink Cat:** To the gate to afterlife you dummy! Want to get out of here and avoid eternal suffering or do you want to stay?
**You:** Oh, good God, yeah, let's go!

Decision nextLocation:

1. Forest
2. Lake

# Forest

**You:** It's kinda eery here. Do we HAVE to be here?
**pink Cat:** We don't HAVE to, but I want to visit an old friend. I want to see what he's been up to you know?
**You:** ...I don't like this place.
**pink Cat:** That's cause you're a baby.

[spider creature shows but hides quickly]
**pink Cat:** Oh, look! I think I just saw him!
Come out you chicken shit!

[spider appears]
[spider attacks and cat flees]

**You:** Uaaaah, fuck fuck fuck fuck, LET'S RUN!!!!

Decision fightFlight:
1. Fight
2. Flight

Option: Flight:
Decision nextLocation:
1. Swamp
2. Lake

[if lake has already been visited there's only option Swamp]

---

Option: Fight:
[spider creature backs off but still looks angry. Cat comes back]
**pink Cat:** Wait...you're not going to attack, are you?
[spider creature looks normal now]
I knew it! You're my old chicken shit friend!
[to you] He doesn't do anything, he's just trying to be scary.
**You:** Well, it's working?!
**pink Cat:** You should get along well actually, you both seem to stem from the chicken family.
**You:** …
**pink Cat:** Ugh, okay. Listen, it's just a poor soul like you, that got stuck here.

Decision howToTreatSpider
1. insult
2. console

Option: berate
**You:** Ew, I'm nothing like that thing, it's fucking disgusting.
[spider creature looks sad]

**pink Cat:** What in Death's name is wrong with you?
[Lovebar - 10]
[spider creature disappears]
Wow, great, now it's gone. It heard you!
You're kind of an idiot, you know? I'm gonna tell you right now, if you piss me off to much, I'm just leaving you here.
Let's move on.

---

Option: console
**You:** Really? That poor thing!
**pink Cat:** See, we're nice! this is my new companion. Do you remember me?
**Spider Creature:**makes strange sounds
[spider creature smiles]

**pink Cat:** Ui, that's gonna be difficult.
**You:** What's wrong with it?
[spider creature looks sad]
**pink Cat:** It got lost here. Like you, if we don't stay on our path.
**You:** Wait, so if I'm staying I'm gonna turn into this thing?
**pink Cat:** Not exactly, but yeah. You're probably not gonna turn into a spider I think. Everyone's different.
**You:** ...Great.
**pink Cat:** Yeah. So, buddy have you got any treats for me maybe?
**Spider Creature:** makes strange sounds
[spider creature smiles]
[add five flies to inventory]
**pink Cat:** OMD, that was almost a word!
Thank you my friend. Take it easy, okay?
**Spider Creature:** makes strange sounds
{spider disappears]

_____
Decision nextLocation:

3. Swamp
4. Lake

[if lake has already been visited there's only option Swamp]

## Lake

**You**: Uh, what a beautiful lake!
**pinkCat**: You never know…
**You**: Oh, come on…
[animation: Lake creature appears]
[pinkCat is oblivious]
**You:** Ehm…okay, you were right.
**pink Cat:** What?
[lake Creature baits]
**You:** We're not alone.
[pink Cat turns around]
**pink Cat:** Ah. Hi!
Buddy, that's the worst bait I've ever seen. Maybe you should just, you know, first, show the fish, and then, if somebody is trying to get it, you could show yourself?
[lake Creature attack]
**pink Cat:** Yeah, like that!
[lake Creature sideEye, normal]
**You:** (whispering]He seems a bit simple..
**pink Cat:** Down here, all creatures are a bit dumb.
**You:** Down here?
**pink Cat:** Those that don't make it far into the mountains turn into idiots.
**You:** Oh.
(whispering) What's that hole in his body?
**pink Cat:** Good Question. Yo, what's that hole in your body?
[lake Creature sideEye, cry]
**pink Cat:** Good Death.
**You:** You mean "Good God".
**pink Cat:** No. We're in Limbo. God has no place here. I don't even know him.

[lake Creature has hearts in his eyes that get broken]
**You:** Is it Lost Love maybe?
**pink Cat:** Oh, now I get it, he gave his heart to someone!
[creature cries hard]
**You:** Omg, that's kind of sweet!
**pink Cat:** Sweet? You're delusional. You should never give your heart away. It belongs to you and you only. First person you should love is yourself.

Decision: judgeStatement

1. agree
2. disagree

Option: agree
[Lovebar + 5]
**You:** Wow, very wise.
**pink Cat:** Call me Sokracat.
_____-

Option: disagree
[Lovebar - 5]
**You**: Nah, I think it's the ultimate goal to be able to fall in love and give your all to someone.
**pink Cat:** How unprogressive and disappointing….
_____

**You**: Hey, maybe we can get its heart back!
**pink Cat**: Maybe…if we can find it on our way…But then we have to go back again…
**You**: It should be worth it, right!
**pink Cat**: …Ok. If we can reduce some of this creatures suffering I guess it's worth it.
**You**: Then let's not waste time and move on!
**pink Cat**: Jeez, alright goody-goody.
[creature submerges]

Decision nextLocation:

5. Swamp
6. Forest

[if forest has already been visited there's only option Swamp]

## If lake has already been visited

[lake creature hiding but appearing when pink cat and you arrive]
**You**: Buddy, we got your heart!
[subtract heart from inventory]

[lake Creature happy]
[lake creature got its heart back in his body + happy]
[add 5 fishes to inventory]
**pink Cat**: That's really sweet! I love fishies! Yum.
**You**: Alright! Bye, Laky!

Decision nextLocation:

7. Swamp
8. Forest

[if forest has already been visited there's only option Swamp]

# Swamp

[if swamp has already been visited show Decision Next Location Options → River, Bay]

**You:** Bah, it really doesn't smell good here!
**pink Cat:** Uh, you're right, let's move on ASAP.
[something moves]
[one can hear bubbling-sounds]
**You:** What was that?
**pink Cat:** Nothing good I fear.
[animation: swamp creature appears, pose: asleep]
[swamp creature bubbles]
Good Death, what is up with you?

Decision helpSwampCreature:

1. donthelp
2. help

Option: dont help
[Lovebar - 10]
[pink Cat looks angry]
**pink Cat:** What?! How can you be so heartless?
**You:** Sorry, I just think it looks a bit nasty.
**pink Cat:** Then let's go, I guess. I would drown If I tried to help him.

---

Option: help
**You:** He looks really sad. Maybe we can help him somehow?
**pink Cat:** Are you hurt, maybe?
[swamp creature, pose: eyes open(normal)]
**Swamp Creature:** lbublblblblb!
**You:** Is it the wood that sticks inside your body?
**Swamp Creature:** bublblblblb!!!!
**pink Cat:** Sounds about right. Okay let's get that stuff out of you. It would hurt me too to be honest.
**You:** alright, I'm gonna do it!
[swamp creature looses some sticks and tree stumps]
**pink Cat:** Hey, can I get those snails maybe?

Decision getSnails:

1. getSnails
2. dontGetSnails

Option dontGetSnails
**You:** What? No. They don't belong to you and they don't hut the creature. Maybe it wants to keep them.
**pink Cat:** Wow, thanks for nothing.

[Lovebar -5]

_____

Option getSnails
**You:** ehm…alright? If it doesn't mind…
[swamp creature looses rest of sticks and tree stumps and snails]
[add 3 snails to inventory]
**pinkCat:** Thanks!
[Lovebar + 5]

_____

**You:** Better?
[swamp creature smiles? and disappears]
**You:** Well he was talkative. But hey I think we got something from him!
[add jar of fireflies to inventory]
Some fireflies!
**pink Cat:** Noice. But please let's move forward now, this place stinks like hell!

_____

Decision nextLocation:

9. River
10. Bay
11. Forest (if not visited yet)
12. Lake (if not visited yet)

# Bay

[if bay has already been once visited and a second time after lake Creature got heart back → show Decision Next Location Options → Cave, River]

**You**: Aaah, the sea. Salt air. Cool Breeze. Adventure in my soul.
**pink Cat:** You should make a wall decal.
**You**: You're a grumpy, mean little cat.

**pink Cat:** How dare you?!
**You:** Excuse me?
**pink Cat:** I've lived here far too long, only to get a sense of existence once every few decades, and then spend all my time guiding some lost souls with no sense of direction through the countryside.
Most of the time they fail, but that's not my fault! I'm just being treated very poorly here.
I get no tips, no holidays, only working hours and then eternal sleep without relaxation. I want to retire, I'm exhausted! And now I have to put up with your insolence!
[a small, glowing spot appears in water]
**You:** Jesus, you're mad, huh?
**pink Cat:** Hmpf.

Decision HowToTreatGrumpyCats:

1. offer solution
2. ask for more information about job

Option: solution
**You:** Maybe you should speak with HR, or something, I don't know how it works, but…
[Lovebar -= 5]
**pink Cat:** Forget it

_____

Option: ask
**You:** Well, who's your boss?
**pink Cat:** Oh, you're gonna meet him, probably.
**You**: Why do you not quit?
**pink Cat:** Good idea! Thanks for reminding me of the option!
It's complicated, okay?

---

**You:** Oh, what's that?
[pink Cat maybe goes over to the spot and tries to touch it]
[sea creature attacks]
[cat backs off and hisses]
**You:** It almost got you!
**pink Cat:** Almost. But I think it can't get out of the water, so…
**You:** Does it have two hearts?
**pink Cat:** Wait, you think this is the lake Creatures heart maybe?
**You:** It's possible!
**pink Cat:** This creature seems less ready to compromise though.

Decision feedBayCreature:
1. feed
2. talk

Option: talk
**You:** Listen, we've met a friend from a lake who is really really sad. It lost its heart. We thought you could have it, as you have two hearts!
[bay creature looks angry]
bay creature: blblbbl get blblb lost!
[no break in switch case, so code jumps to next case]

---
Option: feed
**You:** let's give it some snails or something…
**pink Cat:** They're MY snails!
…Maybe don't use all of them up, okay?

Decision feedSnails
1. feed
2. stop

Option: feed
if you fed all snails:
**pink Cat**: Awesome, you used all my snails. Thanks a lot. Idiot.
[Lovebar - 10]
else:
[-1 snail]

---

Option: stop
if not fed a snail yet:
**pink Cat:** I don't like it, but I guess it's important the creature trusts us.

We need to feed it at least one snail.
else:
[stop feeding]

---

[bay creature happy]
**You:** okay, now it looks definitely happier. So, do you maybe know anything about a friend we met in a lake? He is looking for his heart.
**bay creature:** blblblbl Lake?
**pink Cat:** Yes, Lake! Big, a bit slimy and very dramatic character!
**bay creature:** …blblblb…
[baay creature looks at its heart]
**bay creature:** bllbLake, saaad.
[bay creature looks sad]
**You:** What is it doing?
**pink Cat:** I think…
[bay creature gives heart]
[add heart to inventory]
**You:** Wow, we really got it! Thanks!
**pink Cat:** Great. We don't have any time to lose. Do you still want to help the Lake Creature?

Decision helpLakeCreature
1. help
2. dontHelp

Option: help
[Lovebar + 10]
return Lake Scene

Option: dontHelp
[Lovebar - 10]
**You:** No. We should hurry. Come on.
Decision nextLocation:
1. Cave
3. River

## if bay has already been visited

If lake creatures heart got brought back to it:
[bay creature appearing]
**pink Cat:** Hey, what's up!
**You:** Lake creature was really happy when it got its heart back!
[bay creature happy]
bay creature: Blblbl blhlappy!
[bay creature thinking]
[bay creature gives coin]
**You:** Is that for us? Thank you, that's very nice!
[add coin and fishes to inventory]
**Bay Creature:** blblb
[bay creature disappears]

**pink Cat:** A Coin? Oh, that could be helpful. Let's move on.

Decision nextLocation:
2. Cave
4. River

If lake creatures heart got not brought back to it:
Decision nextLocation:
3. Cave
5. River

## River

**You:** There is someone! Who's that?
**pink Cat:** oh. [miaut]
**You:** Doesn't look like the rest of the creatures we met.
**pink Cat:** That's right.
**You:** Hey, excuse me!
[ferryman looks up]
**You:** Good Day Sir! How are you?
[ferryman stands up]
**You:** Why is he not answering?
**pink Cat:** Cause he's a mysterious weirdo.
**You**: You know him?
[death comes close]
**pink Cat:** Hi. What's up. We're doing fine. You don't have to check on me.
**You**: Check on you?
**Death:** Mhm. Sure thing. Want a ride to the mountains?
**pink Cat:** Since when are you helping?
**Death:** I'm bored. But I'll tell you what I am not: A cheap bitch! I will help you for an obolus.
**pink Cat:** Well, might as well accept the offer, right? Also, I seriously need a break from these scandalous travel conditions.

<u>if you have coin in inventory:</u>
**You**: We do have a coin!
**Death**: Then I can be your ferryman. Do you accept my offer?
**pink Cat**: If we're up there, we won't come back down, you know.
We could also try to move through the cave.

Decision payDeathDecision:
1. accept
2. refuse

<u>Option: accept</u>
**You**: Let's go!
[subtract coin from inventory]
[Lovebar + 5]
[return Mountain Scene]

Option: refuse
**You**: Nah, I don't feel like it. Let's go the other way around through the cave.
**Death**: Pah! Good luck.
**pink Cat:** Let's move through the cave then.

[return cave scene]

if you don't have coin in inventory:
**You**: We could, the only problem is, I don't have money.
**Death**: A Coin would be enough.
But if you don't have anything, go back where you came from! I'm disappointed.
**You**: What?
**pink Cat:** Ooooh, he's so dramatic. Let's go, maybe we can still find a coin or just move through the cave up the mountain.

---

Decision nextLocation:

1. Cave
2. Bay

### if cave has already been visited

if you have coin in inventory:
pay Death Decision:

1. accept the offer
2. refuse offer

if you don't have coin in inventory:
Decision nextLocation:

1. Cave
2. Bay

## Cave

### Cave Entrance

**pink Cat**: It's gonna be dark in there. Do we have anything that can provide some light?

if fireflies in inventory:
You: Yes! We could use those fireflies the swamp creature gave us!
**pink Cat**: Noice! Let's get going!

---

if no fireflies in inventory:
**You**: Unfortunately we don't…What should we do?
**pink Cat**: It's your decision, but obviously we won't see much. It could get dangerous.

---

Decision getInCave
1. turnAround
2. enter

Option: turnAround
Decision nextLocation:
1. River
2. Bay

Option: enter
return Cave Inside Scene
[Lovebar - 10]

## Cave Inside

[atmospheric, spooky music]

### if you have fireflies:

[show light version of inside cave]
**pink Cat:** So, as it turned out, helping others pays off sometimes.
**You**: Totally!
[strange sounds, frog sounds]
**You**: Eh, what's that? That sounds like we're not alone in here.
pink Cat: Chill, it's just some frogs probably.
[frog appears in some distance]
**pink Cat:** …Welp..Nevermind. It wasn't here last time I visited this cave. But it looks quite old.
**You**: I guess? How can you tell?
**pink Cat:** Experience.
Let's give it the rest of our snails to distract it.
**You**: What? I thought you wanted them so badly.
**pink Cat:** I'm your guide for a reason. This creature comes from a very dark place. Let's not take any chances.
**You**: Alright, alright.

if you have snails in inventory:
**You**: Luckily, I have a bit of snail left.
**pink Cat:** Throw it to the left!
[snails to the left (animation?), frog disappears, eating sounds]
**pink Cat:** Let's move on quickly now!
[let time pass, idk]

if you don't have snails in inventory:
**You**: I just…Apparently, I don't have any snails left.
**Pink Cat**: Ah, yey, of course, you gave all of them to the bay creature.
**You**: What can I say, I didn't know we would still need them?!
**Pink Cat:** Damnit.
[frog comes closer]
**You**: Oh fuck.
[frog comes closer and attacks]

return Bad Ending: A Hungry Frog

### if you don’t have fireflies:

[show dark version of inside cave]
[let time pass]
**You**: This does not feel good.
**pink Cat:** I told you so.
[strange sounds, frog sounds]
**You**: What is that?
[a frog appears and attacks]
~~pink Cat: No! Fuck! Why did you have to do this?! So fucking mean, Jesus.~~

return Bad Ending: A Hungry Frog

### Cave Exit

**You**: omg, that was close!
**Pink Cat:** Yeah, we’re lucky we brought those snails with us!
**You**: True.
**Pink Cat:** Now, it’s not much further.

return Cloud Scene

# Mountains

### Riverflow

[Fun illustration of death, pinkCat and you on your way over the water]
[jazz music]

### Mountains

**Death**: Now, this is where we part ways.
**You**: Oh, alright. Let me ask: Who are you, anyway?
**Death**: …
**pink Cat**: We shall meet again.
**You**: Great, thanks for ignoring me.
**Death**: Bye!

**You**: Ok, whatever, let’s move on.

[goats appear]
**pink Cat:** Look, goats! Oh, I LOVE goats!
**You:** Really?
**pink Cat:** They can jump very high, climb absolutely everywhere and they sound cute.
**You:** Makes sense.
You think they’re hiding in these caves from the sun?
**pink Cat**: Probably? I’m not a goat expert.

**You**: Come, let's leave.
**pink Cat**: Waiiiiit, I want to say a quick hello at least!

Decision catApproachesGoats

1. allow
2. dontAllow

Option: allow
**You**: …Knock yourself out.
[Lovebar + 5]

---

Option: dontAllow
**You**: Naaah, we're wasting time.
Come on, I want to get going!
**pink Cat**: Oh, fuck you, I'm gonna do it anyways!
[Lovebar - 5]

---

[cat gets up to goats and chills with them for a bit]
**You**: Can we move on now?
**pink Cat**: You're a real party pooper. Let's go.

## Clouds

### if you're coming from cave:

**You**: Wow!
**pink Cat**: Pretty great, huh?
**You**: It's amazing!
What are these things in the sky?
**pink Cat**: Skyworms I think.
**You**: They're pretty!
**pink Cat:** From far away maybe.. Once, I saw one up close. It was terrifying.
**You**: Mhm.
**pink Cat:** We should get going, before one notices us.

---

### if you're coming from Mountain:

**You**: Wow!
**pink Cat**: Pretty great, huh?
**You**: It's amazing!
What are these things in the sky?
**pink Cat**: Skyworms I think.
[Skyworm appears]
**You**: Woah!
[cat hisses]
**pink Cat**: For fuck's sake.
**Skyworm**: I'm smelling something!

I'm smelling…my favourite THING!
**You**: Please don't eat us!
**pink Cat**: Cats, pink cats especially, taste like rotten mice, I swear!
**Skyworm**: Cats? No shit! Blargh! I haven't tried a pink one, but you guys taste like litter box leftovers!
**pink Cat**: Ouch?
**You**: Lol, why do you feel offended?
**Skyworm**: No, what I'm smelling…is….goats!
You smell like goats!
**pink Cat**: Oh no.
**You**: Just because you couldn't leave them alone.
**pink Cat**: Sorry, I love goats.
**Skyworm**: WHAT ARE YOU WHISPERING ABOUT?!
I'm hearing goat-talk. You probably know where they are, right? RIGHT?
I'm always smelling them, but they are sneaky. Somehow they always get away from me.
**pink Cat**: Poor guy.
**Skyworm**: Except this one time. It was DELICIOUS! DELICIOUS!!!
Tell me, where are they?
**You**: Why would we do that? You're gonna eat them!
**Skyworm**: Well, you know, I am good friends with a certain…ruler.
I could whisper in his ear about how you've helped out!
Also, ha, it's just some goats! Kill one animal for the possibility of a happy afterlife? What do you say?
Suddenly, a goat's life gets precious? I don't think so.
**You:** Mhm…

Decision betrayGoats

1. betrayGoats
2. dontBetrayGoats

Option 1: betrayGoats
**You**: They live in small caves further down the mountain.
**Skyworm**: Caaaaves?
**You**: Small holes in the big stone we stand on.
**pink Cat**: You're a bitch.
[Lovebar: -20]
**You**: Huh? Me?
Dude, I just want to live a peaceful afterlife!
**pink Cat**: You think they're gonna eat just one goat?
It's gonna be a fucking massacre!
**You**: But they're all already dead! We're in Limbo, are we not?
[Skyworm disappears]
**pink Cat:** Of course we are, but just because someone is already suffering does not excuse being an asshole to them or torturing and killing them fucking AGAIN!
Fuck this.

Option2: DontBetrayGoats

[Lovebar +15]
**You**: Nah, sorry, we don't really know where they are, right?
**pink Cat:** Nooo, sorry! We met them but they were so damn fast!
**Skyworm:** What?? You're lying!

**You:** Nooo, we wouldn't! We like to eat goats, same as you! If you see them, could you do us a favor and tell *us* where they're hiding?
**Skyworm**: Hmpf…Alright. Maybe I'm gonna tell you…damn little hiding artists…
[Skyworm disappears]
**pink Cat:** Damn, for a moment I thought you would betray those cute little goats.
**You:** Well, I thought about it, but it didn't seem right.
**pink Cat:** No, It wouldn't have been right.

---

**pink Cat:** Let's get you to that damn gate.

## Gate

[death appears]
**Death**: Well, hello my little friends! How have you been?

if betrayed goats:
**pink Cat**: My buddy here has just made sure that quite a few goats are going to die.
**Death**: Noooooo. I love those goats!
Why would you do that?
**You**: For real? What is it about these goats?
**Death**: What's done is done.

---

if not betrayed goats:
**pink Cat**: Yeah, I mean, my buddy here just saved quite a few goats from a skyworm, so I am pleased.
**Death**: Woohoo! I love those goats!
**pink cat**: I know.
**You**: I'm glad I did the right thing.

---

**Death**: Now that you made it up here you need to leave this place and take one last step through this gate.
**You**: What happens when I step through the gate?
**pink Cat**: Either something very good or very bad.
**You**: So heaven or hell?
**Death**: Yes. There's also the possibility of sweet nothingness. There will be no pain or sorrow. You will find peace in an endless sleep.
**You**: How is it decided what's gonna happen?
**Death**: It depends on your past actions of course. How you've treated my little kitty here!
**You**: Oh. Wait. What?
**pink Cat**: Yep.
**Death**: This cat was not only your guide, but a means to test your character.
Surprised? Well, that was expected. Humans are not the brightest.
Now walk through the gate!
**You**: Okay okay…It's… goodbye I guess.
**pink Cat**: Goodbye.
[gate comes closer]

**pink Cat**: Wait!
**Death**: What is it?
**pink Cat**: Death, may I come along?
**Death**: What?! No!
You know very well that you are not allowed to do so!
**pink Cat**: But I want to die already! This place is so boring and guiding souls fucking sucks!
**Death**: Mhm. I gotta admit, you've been here for quite some time.
You've been complaining a lot though. That got on my nerves a little bit…
**pink Cat**: I'm soooorry, I was just not made for this!
**Death**: Actually, you were solely made to be a guide in limbo.
**pink Cat**: Oh no.
**Death**: Ah, what the hell. I'm feeling generous today!
But I won't let you go so easily cause you're causing me more work! I will have to craft a new guide if I lose you. If [nameProtagonist] takes you with them, both your fates are linked to those of your companion!
[nameProtgaonist], you choose first whether to allow Kitty to accompany you at all.
Choose wisely.

Decision allowCat:

1. toFollow
2. notToFollow

Option: toFollow
[Lovebar + 10]

if Lovebar >= 60
**Death:** It is decided.
Now, my little soul and you, pink cat...step through the gate. Your destiny awaits on the other side.
**pink Cat:** Thank you!
Quick, let's go! Before he changes his mind.

[if Lovebar >90 return Good Ending]
[if Lovebar > 60 && <90 return Neutral Ending]

---

if Lovebar < 60
**pink Cat:** Mhm, I don't know. I think I'll stay here.
**You:** For real?
**pink Cat:** I won't take any chances. You haven't been very pleasant.
**Death:** It is decided.
Now, my little soul...step through the gate. Your destiny awaits on the other side.
[return Bad Ending]

---

Option: notToFollow

if Lovebar < 60
**pink Cat:** Lol. Since my fate would be linked to yours, believe me, I wanted to stay anyway.

---

if Lovebar > 60
**pink Cat:** Wow, I really underestimated the shittiness of your character.
**You:** Sorry, but I haven’t had the best time with you, you know. You’re a mean brat.

---

**pink Cat:** Goodbye forever.
**You:** Goodbye.
**Death:** It is decided. Step through the gate. Your destiny awaits on the other side.

[return Bad Ending]

# Endings

## Bad Ending: Lost Cat  (Lovebar < 0)

[don’t show new background yet]
**pink Cat:** You know what?
I don't care anymore. Why should I waste my time with you?
I'm the one helping you, cause your soul's twisted. You should have been nicer.
**You:** But...Wait!
**pink Cat:** You failed the test. Figure out how you're going to cope on your own.
[cat disappears]
[show new background]
[howling]

**Print:** You've pissed off the pink cat and it's abandoning you.
The second it leaves, you get dizzy, your vision gets blurry and you see things that definitely weren't there before.

**You:** What are those sounds? Where am I? What happened?

**Print:** You have to stay in Limbo. Seems like you’re not a cat-person.

## Bad Ending: A Hungry Frog

**Print:** Your soul got devoured by a huge frog and now you’re not only dead and in Limbo, but also trapped in a creature's body. Congratulations. Maybe you shouldn’t have gone in there.
If it's any consolation: The cat will probably make sure that the monster from the cave gets a proper kick in the arse.

## Neutral Ending: Sweet Nothingness

Lovebar > 60 && <=  90
**Print:** Because you treated the cat decently well and your destinies are linked, you both end up in Sweet Nothingness.
Let's face it, there is probably neither heaven nor hell.
Now you are properly dead, just like the cat.
Maybe you'll be reincarnated, maybe this is the final end.
Who knows what's to come?

## Good Ending: Cat’s Heaven

Lovebar > 90
**pink Cat:** I can't believe it. We made it to heaven!
You: Cat Heaven, apparently?
**pink Cat:** Well, that's how it is. You did well.
You were the nicest soul I've met in a long time
**You:** Thank you. You're the strangest cat I've ever met, I'll give you that.
**pink Cat:** Hehe.
[orange cat reading appears in front of gate to heaven]
**You:** Look, there is one of your kind!
**pink Cat:** Ouh! Hello?
[multiple cats as well as a cat god appear and the orange cat waves]
**pink Cat:** This is the best day of my life.
Come on, it’s time to move into our new home.

**Print:** Because you treated the cat very well and your destinies are linked, you both end up in Cat’s Heaven. Obviously by entering this realm you got turned into a cat as well, otherwise, what would be the point of you being in cat heaven, lol.
Enjoy endless streams of milk and tuna as far as the eye can see.

## Bad Ending: Burn in Hell!

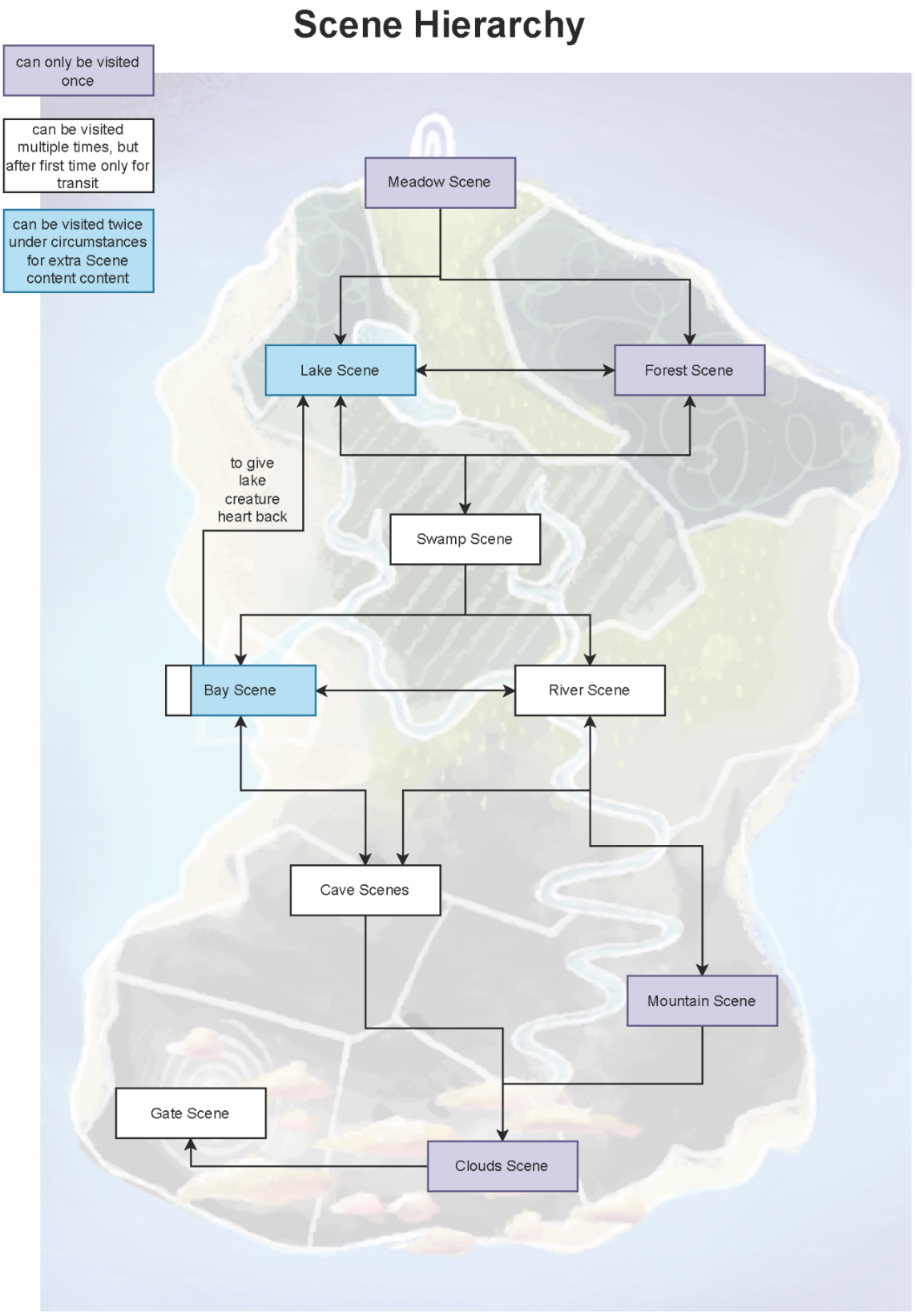
If decided to leave cat behind:
**Print:** Death has his twisted ways to test the kindness of souls trapped in limbo.
What were you thinking, leaving the cat behind? I mean, this whole story was a test, were you not aware? Death has kept his little cat, of course. Though it now has to stay in limbo and pursue it’s boring job as a guide (thanks to you) it at least doesn’t have to endure endless torture in hell.
Have fun in here.

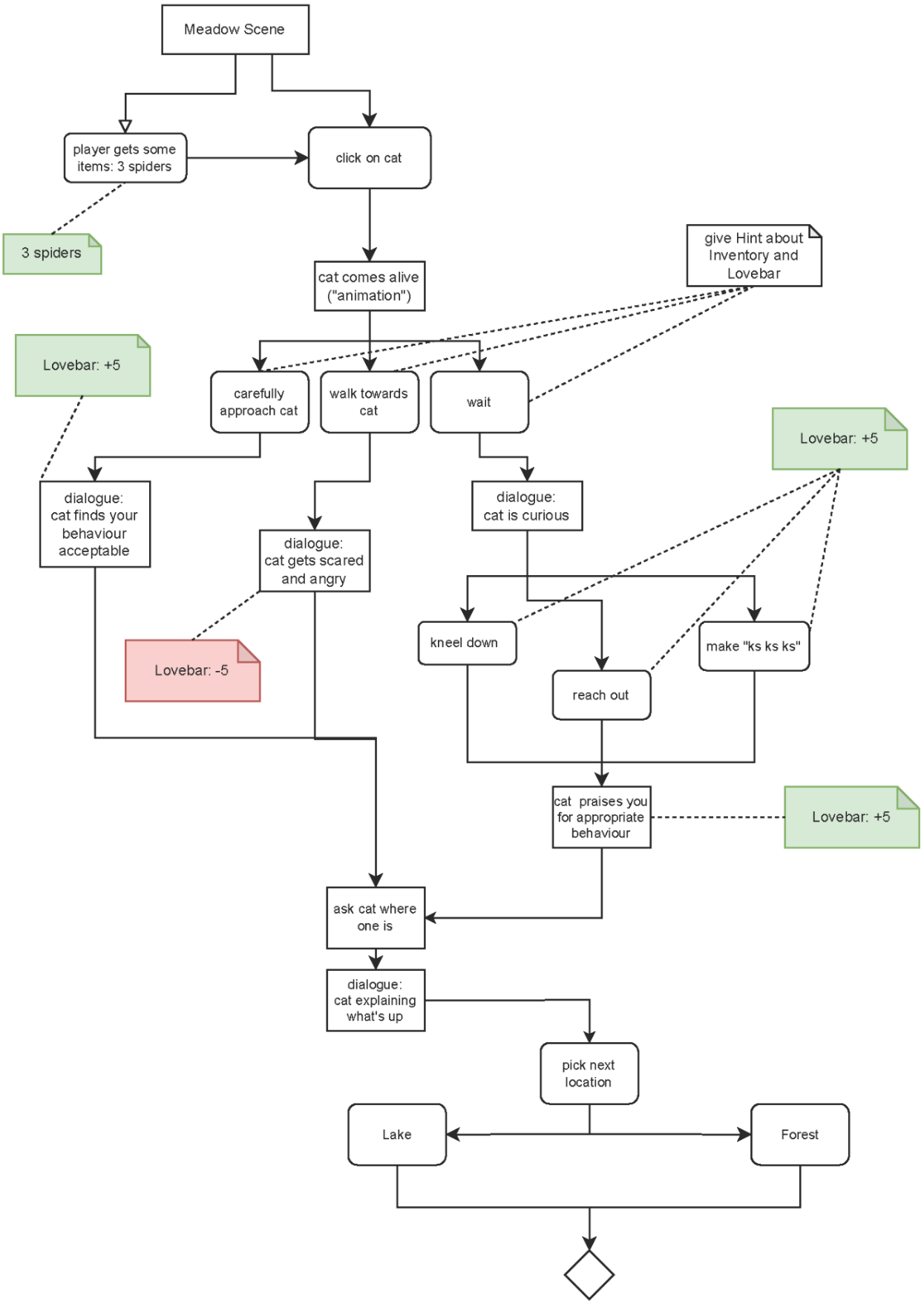
if not:
**Print:** Apparently you haven’t been very nice to the cat and other creatures in Limbo.
I mean, this whole story was a test, were you not aware?
Of course the cat didn’t want to go with you.
Though it now has to stay in limbo and pursue it’s boring job as a guide (thanks to you) it at least doesn’t have to endure endless torture in hell.
Have fun in here.

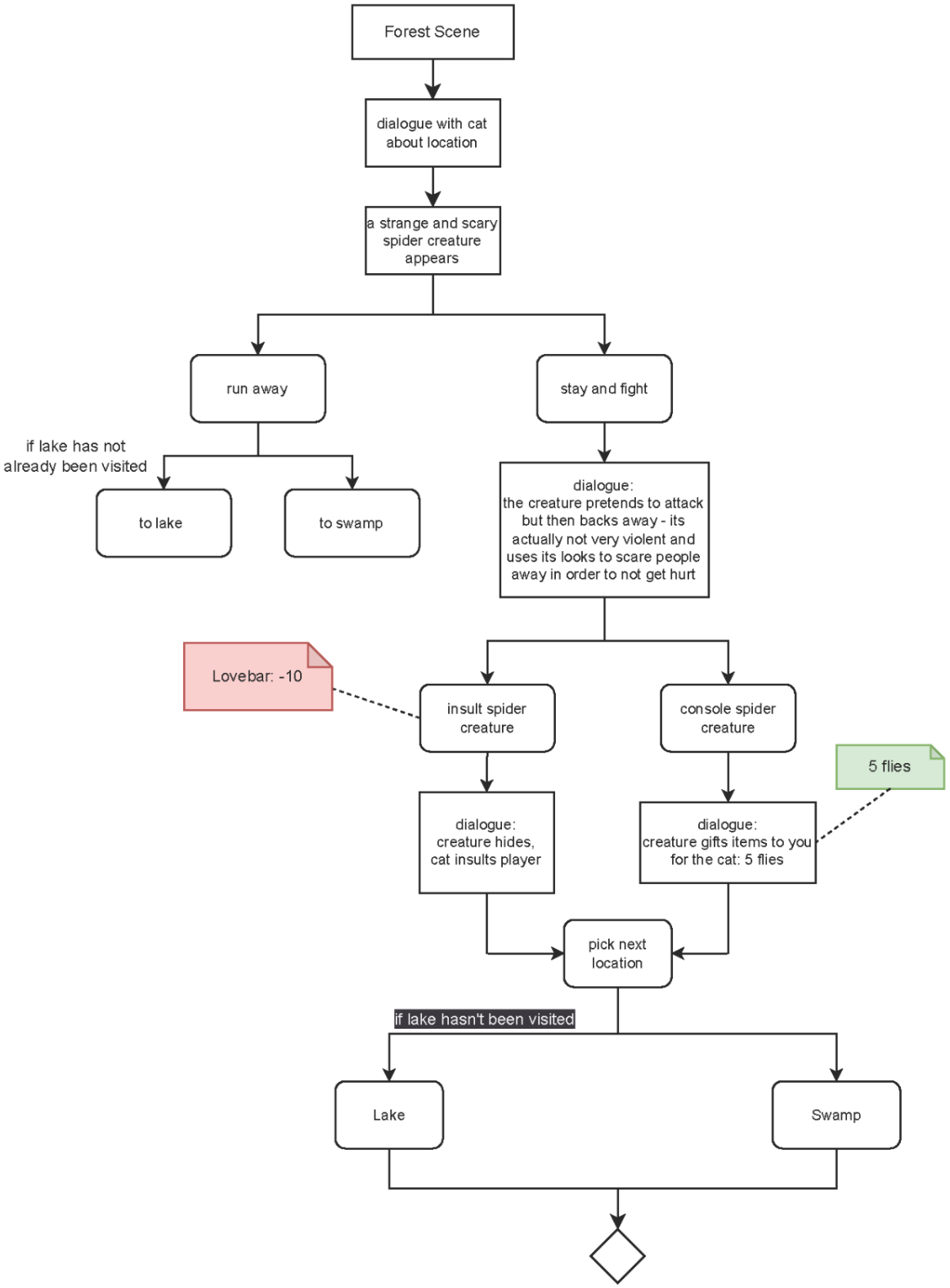
# Distribution of Points and Items per Scene

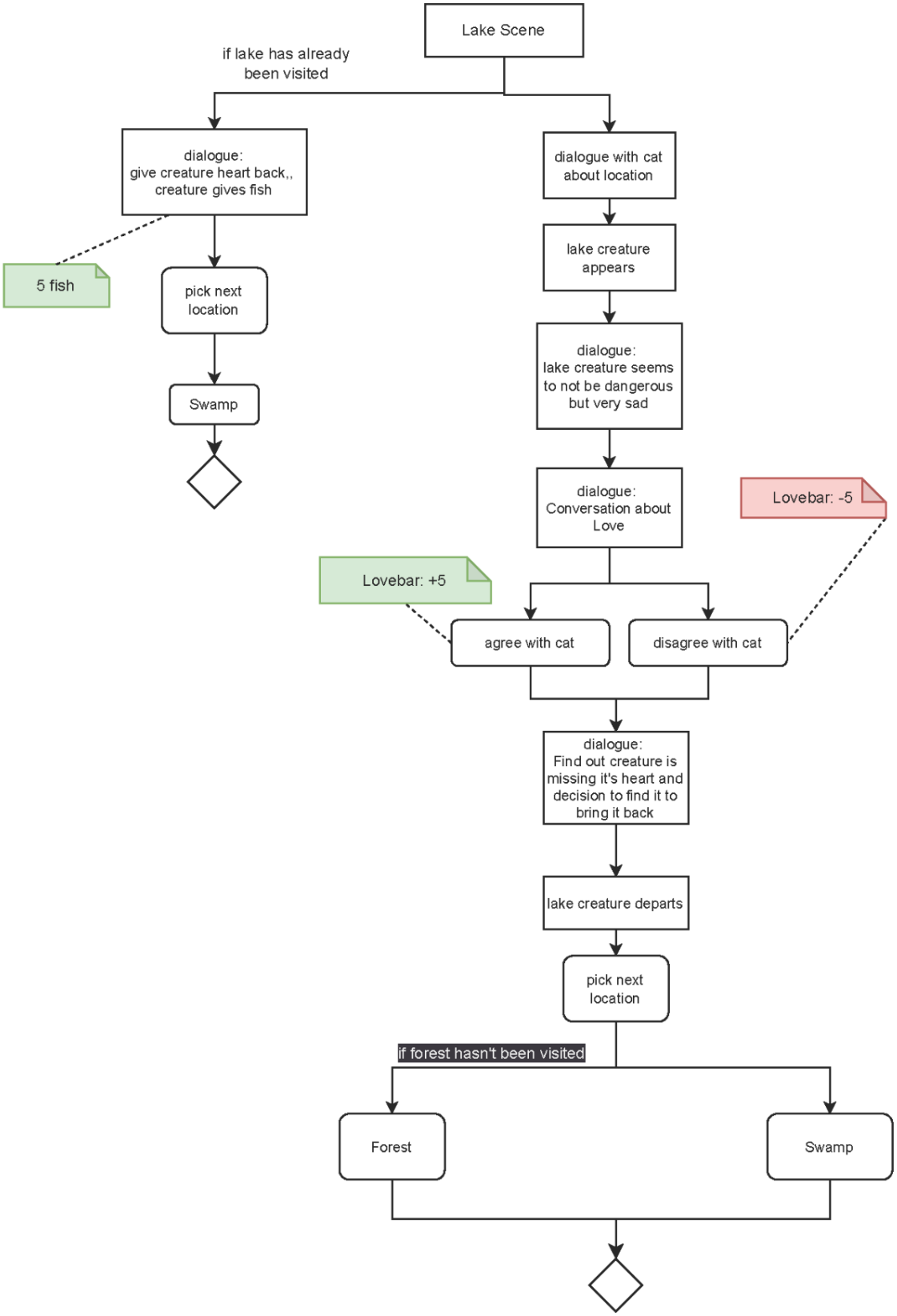
| Scene | Event | Items | + | – |
|---|---|---|---|---|
| **Meadow** | take a look around | 3x spider | → +6 | |
| | carefully approach cat | | +5 | |
| | wait | | +20 | |
| | walk towards cat | | | -10 |
| **Forest** | fight → insult spider | | | -10 |
| | fight → console spider | 5x fly | → +10 | |
| **Swamp** | help → get snails | 4x snail (not consumable) | +5 | |
| | help → don't get snails | | | -5 |
| | help | 1x fireflies (not consumable) | | |
| | don't help | | | -10 |
| **Lake** | agree with statement | | +5 | |
| | don't agree with statement | | | -5 |
| | help lake creature get its heart back (second time coming around) | 5x fish | → +10 | |
| **Bay** | help lake creature | | +10 | |
| | don't help lake creature | | | -10 |
| | offer solution to grumpy cat | | | -5 |
| | give bay creature all snails | | | -10 |
| | feed bay creature | 1x heart | | |
| | if you helped lake creature (second time coming around) | 1x coin<br>3x fish | → +6 | |
| **River** | pay death with coin → cat likes that | | +5 | |
| **Cave** | go into cave (cat doesn't like caves) | | | -10 |
| **Mountains** | allow cat to approach goats | | +5 | |
| | don't allow cat to approach goats | | | -5 |
| **Clouds** | tell skyworms where goats are | | | -20 |
| | refuse to tell skyworms where goats are | | +15 | |
| **Gate-Total** | you decide cat can come with you | | +10 | |
| | you decide cat can't come with you | | | immediate BadEnding: Hell |
| | | | total possible number: 101 | total number of possible subtractions: -100 |

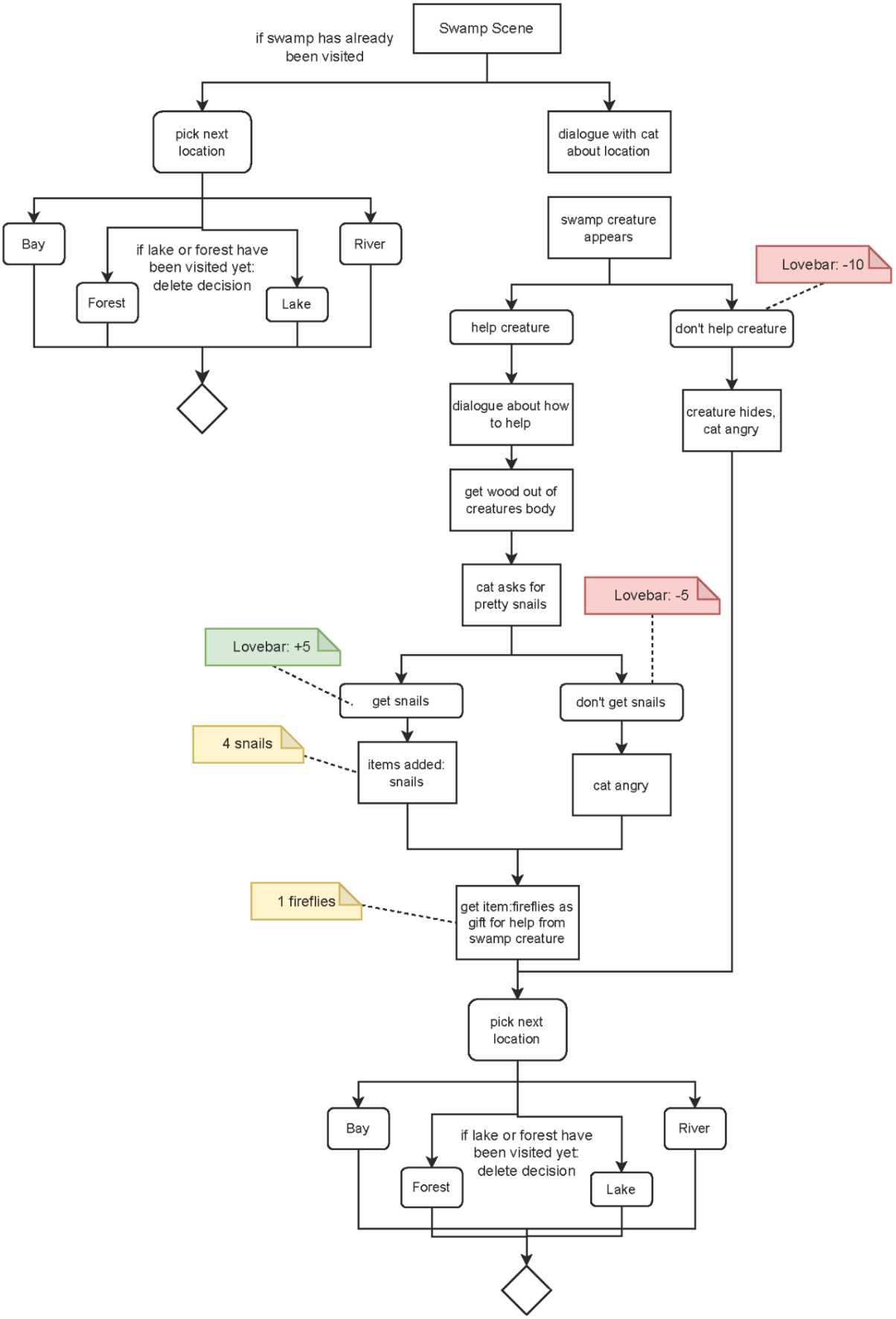
# Decision-Tree-Diagrams

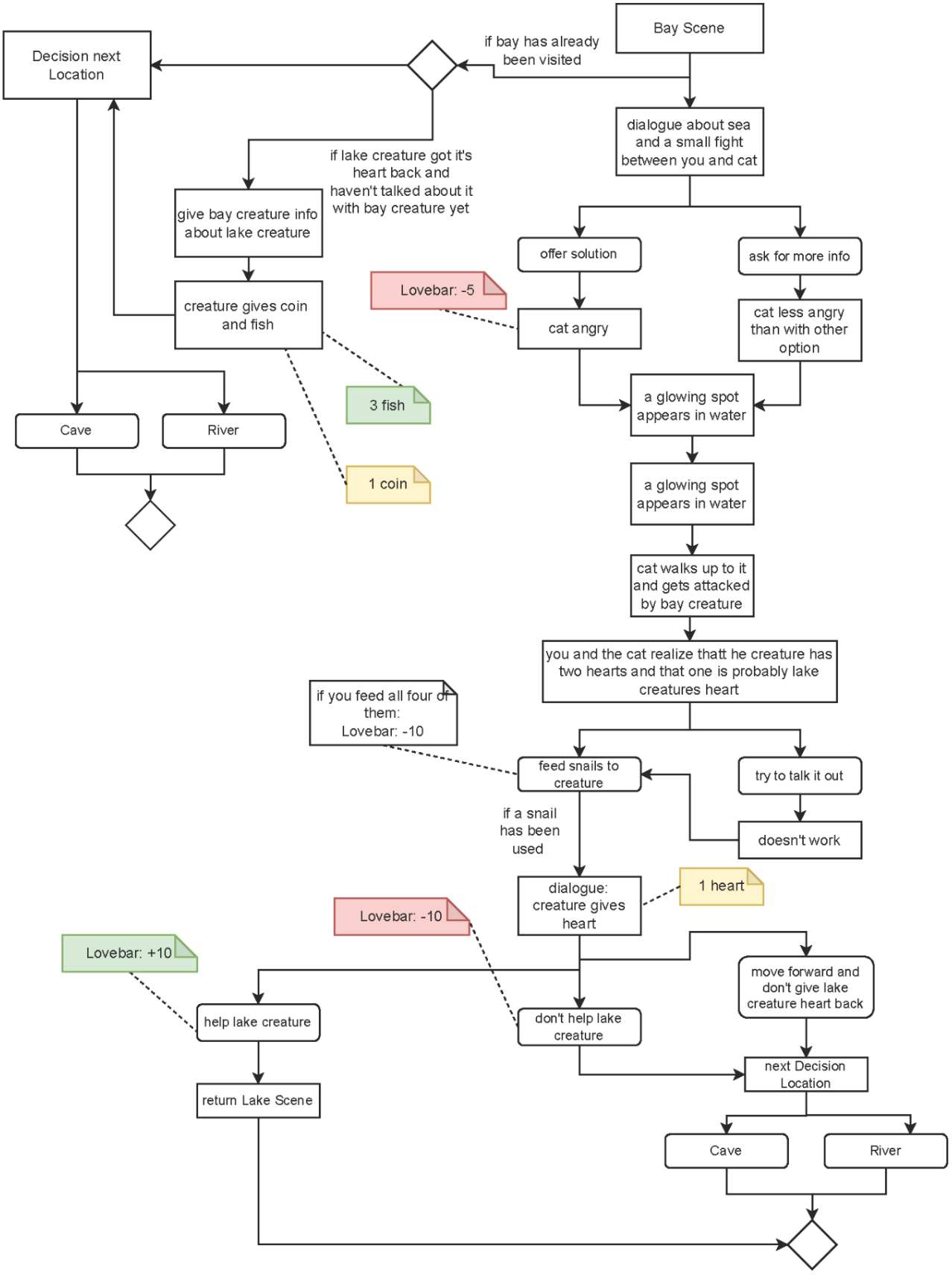


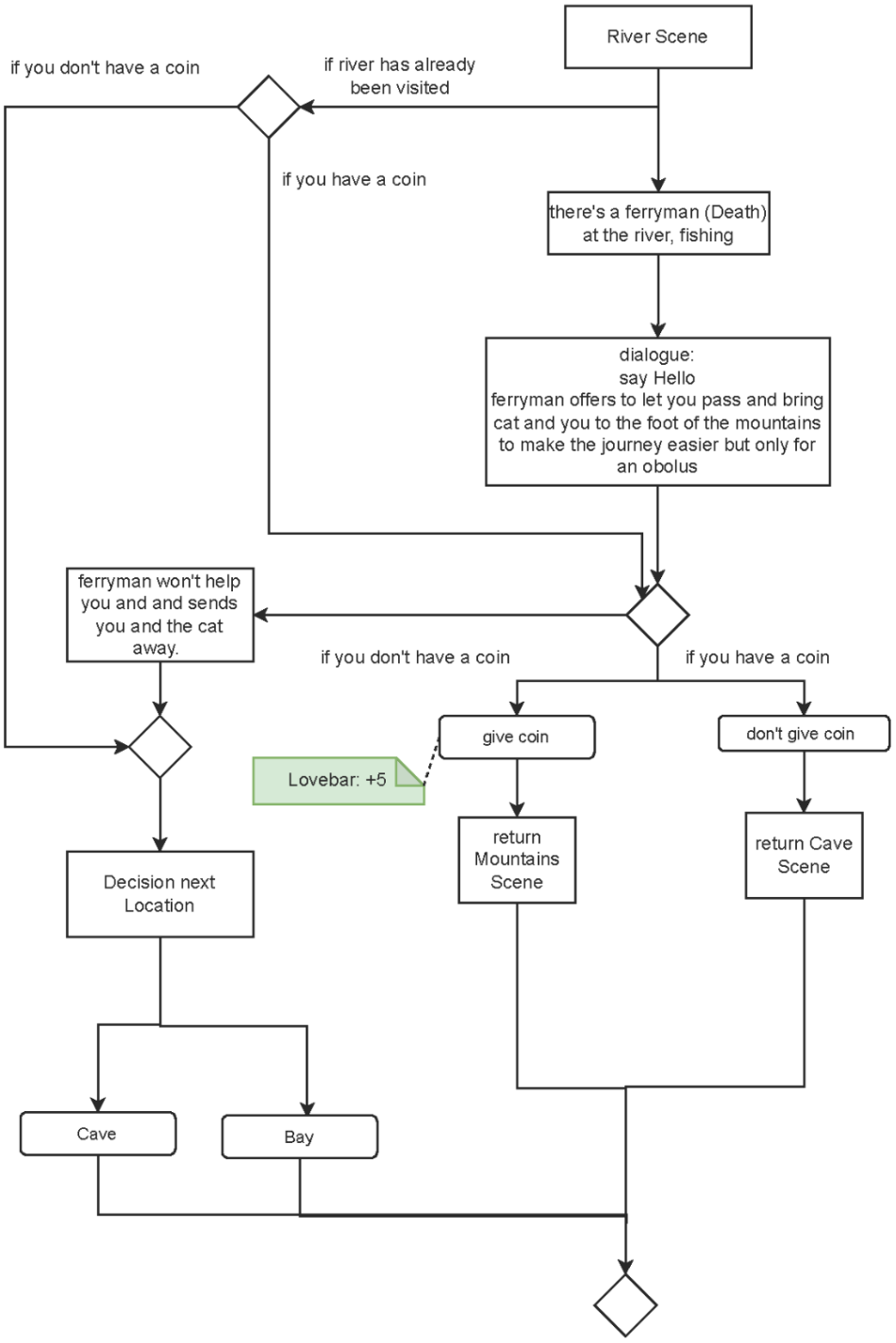

Meadow Scene
player gets some items: 3 spiders
click on cat
3 spiders
cat comes alive ("animation")
give Hint about Inventory and Lovebar
Lovebar: +5
carefully approach cat
walk towards cat
wait
Lovebar: +5
dialogue: cat finds your behaviour acceptable
dialogue: cat gets scared and angry
dialogue: cat is curious
Lovebar: -5
kneel down
make "ks ks ks"
reach out
cat praises you for appropriate behaviour
Lovebar: +5
ask cat where one is
dialogue: cat explaining what's up
pick next location
Lake
Forest

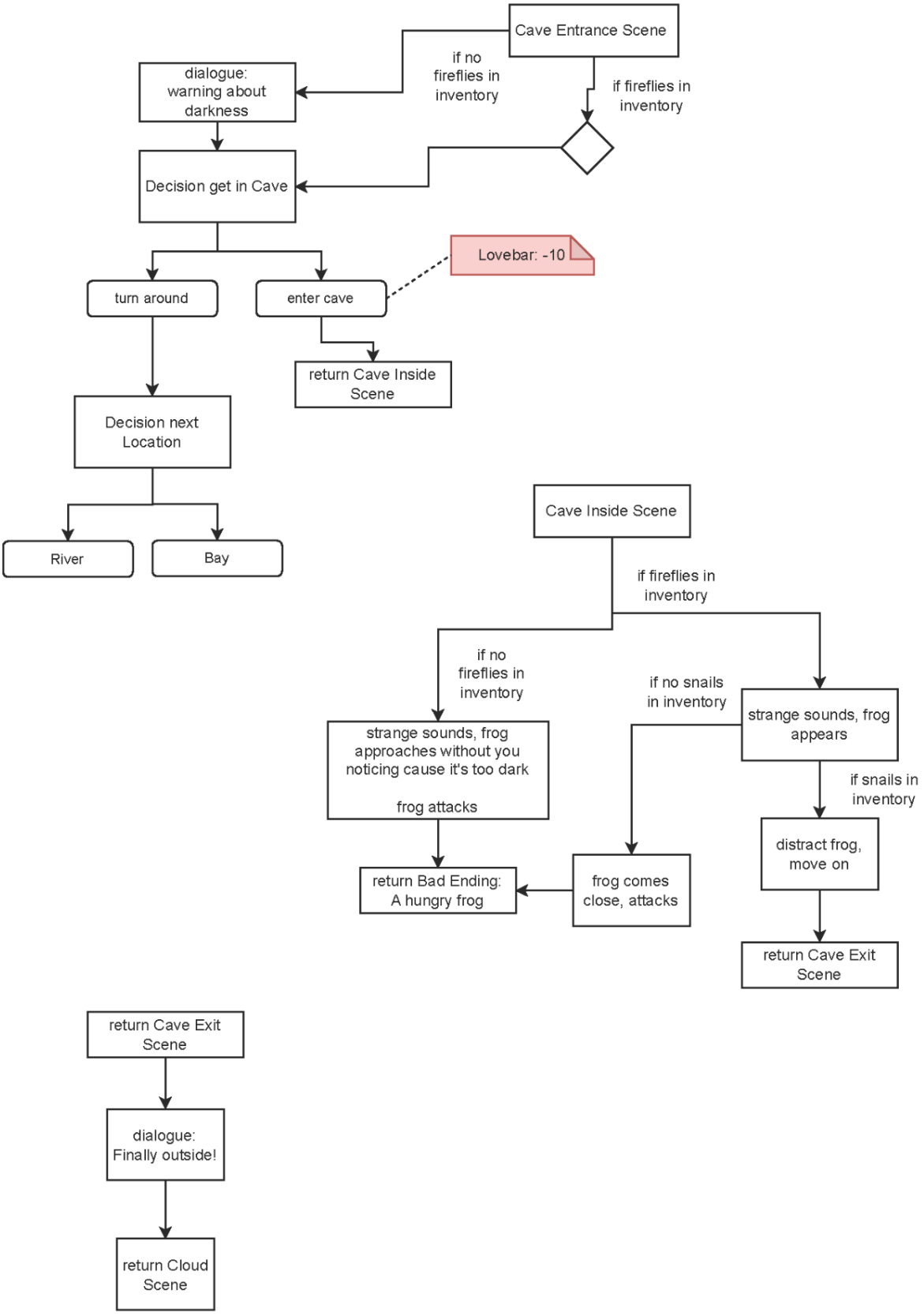

Forest Scene
dialogue with cat about location
a strange and scary spider creature appears
run away
stay and fight
if lake has not already been visited
to lake
to swamp
dialogue: the creature pretends to attack but then backs away - its actually not very violent and uses its looks to scare people away in order to not get hurt
Lovebar: -10
insult spider creature
console spider creature
5 flies
dialogue: creature hides, cat insults player
dialogue: creature gifts items to you for the cat: 5 flies
pick next location
if lake hasn't been visited
Lake
Swamp

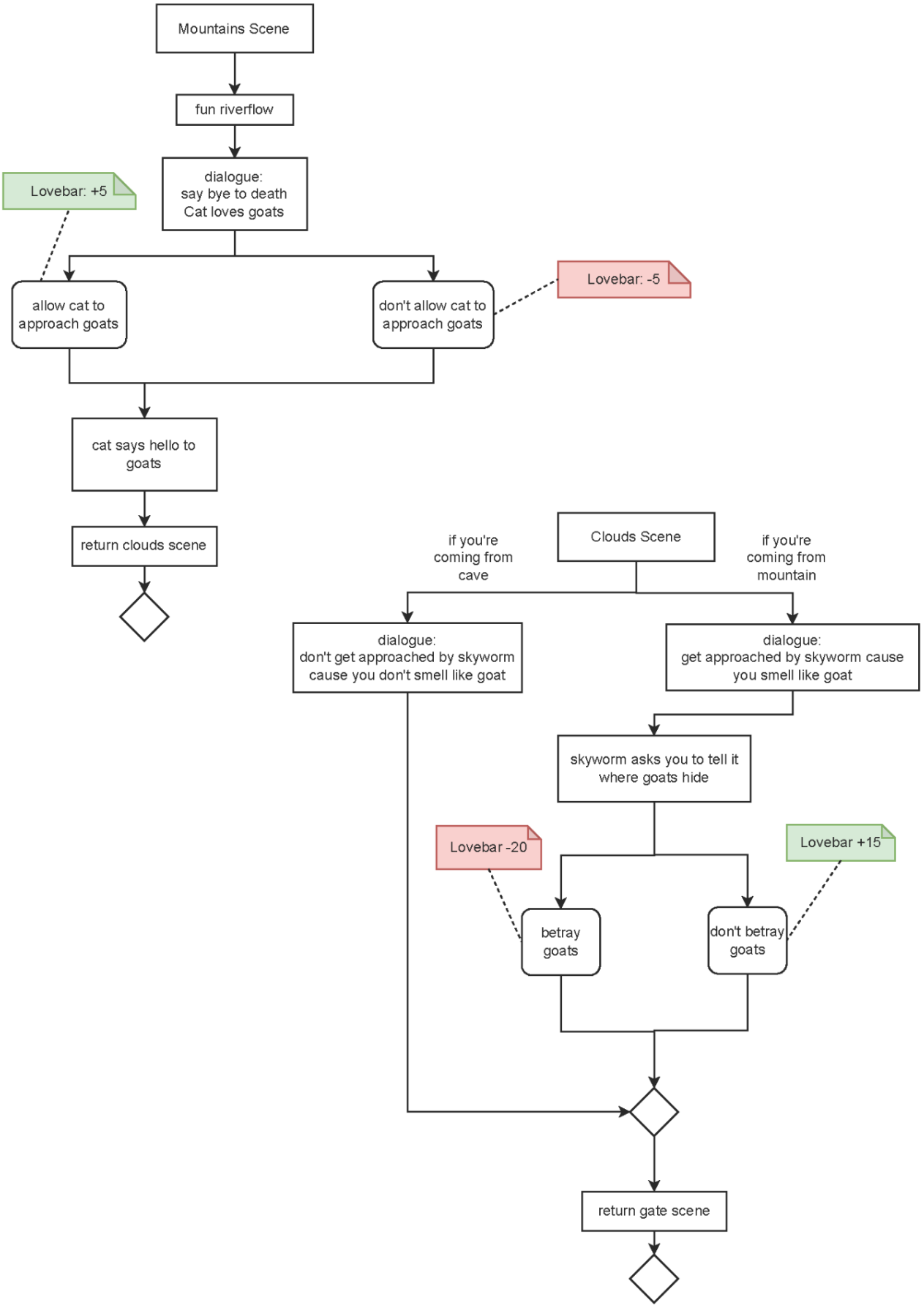

Lake Scene
if lake has already been visited
dialogue: give creature heart back,, creature gives fish
5 fish
pick next location
Swamp
dialogue with cat about location
lake creature appears
dialogue: lake creature seems to not be dangerous but very sad
dialogue: Conversation about Love
Lovebar: -5
Lovebar: +5
agree with cat
disagree with cat
dialogue: Find out creature is missing it's heart and decision to find it to bring it back
lake creature departs
pick next location
if forest hasn't been visited
Forest
Swamp

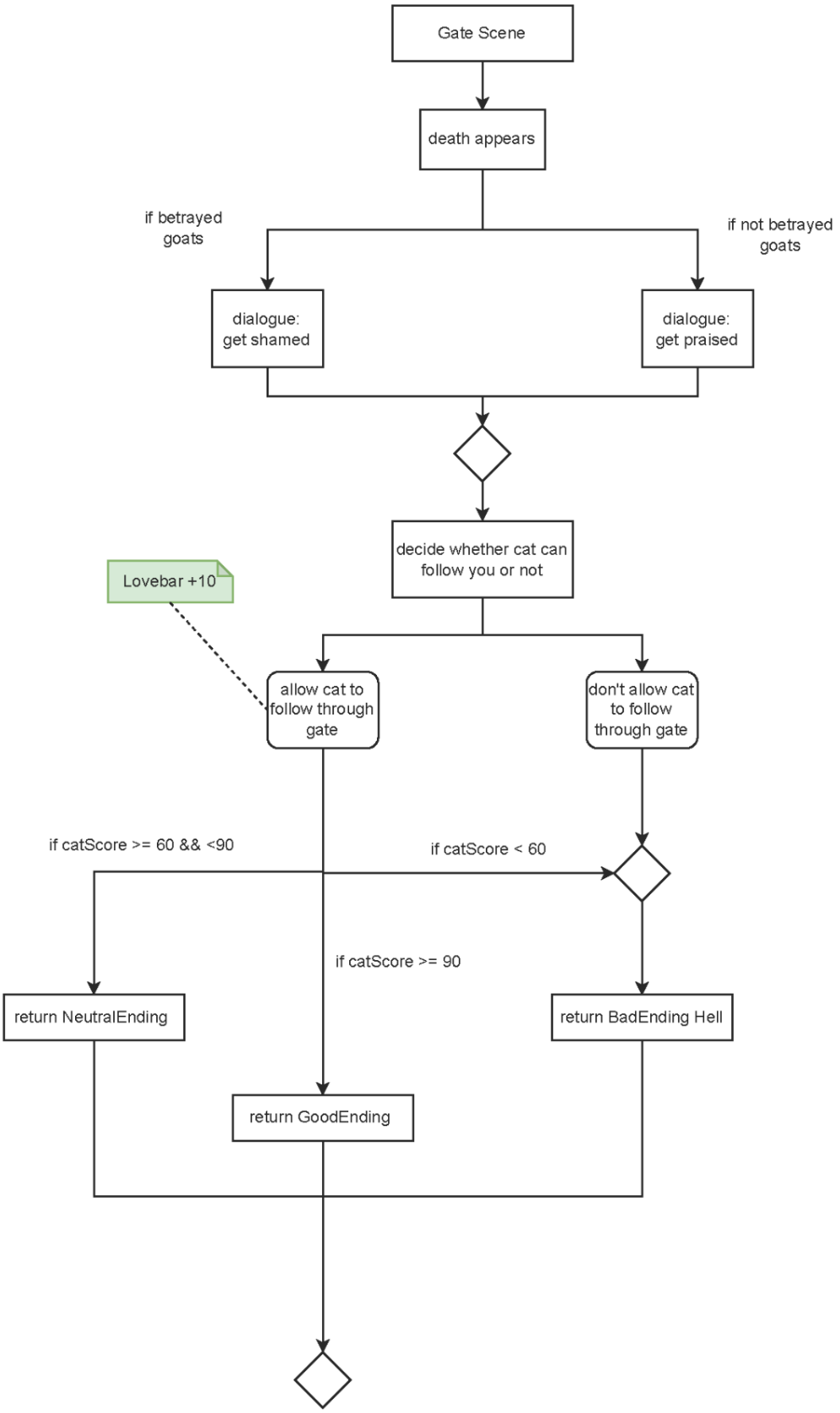

Swamp Scene
if swamp has already been visited
pick next location
dialogue with cat about location
Bay
if lake or forest have been visited yet: delete decision
River
Forest
Lake
swamp creature appears
Lovebar: -10
help creature
don't help creature
dialogue about how to help
creature hides, cat angry
get wood out of creatures body
cat asks for pretty snails
Lovebar: -5
Lovebar: +5
get snails
don't get snails
4 snails
items added: snails
cat angry
1 fireflies
get item:fireflies as gift for help from swamp creature
pick next location
Bay
if lake or forest have been visited yet: delete decision
River
Forest
Lake

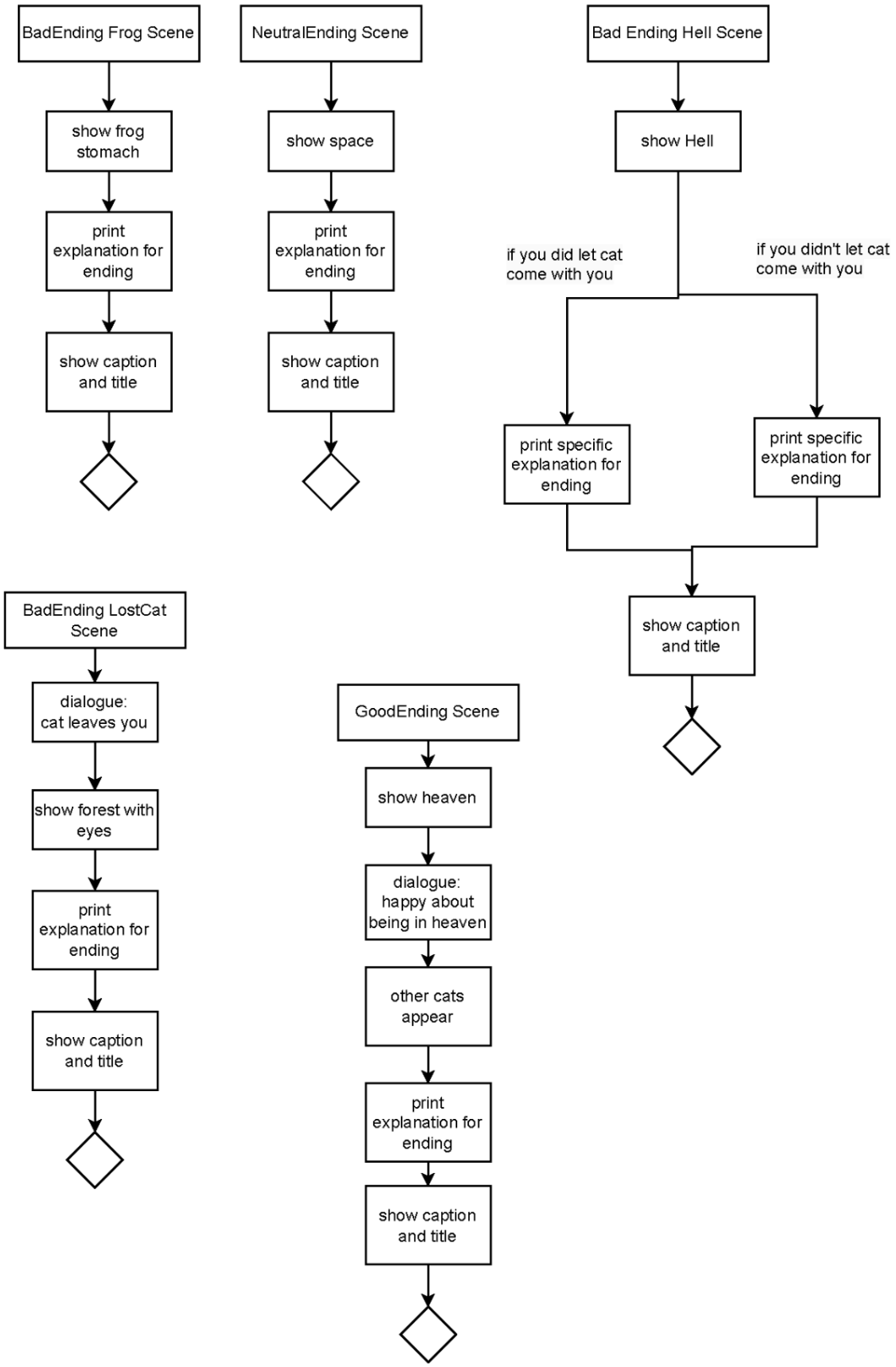

Bay Scene
if bay has already been visited
Decision next Location
dialogue about sea and a small fight between you and cat
if lake creature got it's heart back and haven't talked about it with bay creature yet
give bay creature info about lake creature
offer solution
ask for more info
Lovebar: -5
creature gives coin and fish
cat angry
cat less angry than with other option
3 fish
a glowing spot appears in water
Cave
River
1 coin
a glowing spot appears in water
cat walks up to it and gets attacked by bay creature
you and the cat realize thatt he creature has two hearts and that one is probably lake creatures heart
if you feed all four of them:
Lovebar: -10
feed snails to creature
try to talk it out
if a snail has been used
doesn't work
dialogue: creature gives heart
1 heart
Lovebar: -10
Lovebar: +10
move forward and don't give lake creature heart back
help lake creature
don't help lake creature
next Decision Location
return Lake Scene
Cave
River


River Scene
if river has already been visited
if you don't have a coin
if you have a coin
there's a ferryman (Death) at the river, fishing
dialogue:
say Hello
ferryman offers to let you pass and bring cat and you to the foot of the mountains to make the journey easier but only for an obolus
ferryman won't help you and and sends you and the cat away.
if you don't have a coin
if you have a coin
give coin
don't give coin
Lovebar: +5
return Mountains Scene
return Cave Scene
Decision next Location
Cave
Bay


Cave Entrance Scene
if no fireflies in inventory
if fireflies in inventory
dialogue: warning about darkness
Decision get in Cave
Lovebar: -10
turn around
enter cave
return Cave Inside Scene
Decision next Location
River
Bay
Cave Inside Scene
if fireflies in inventory
if no fireflies in inventory
if no snails in inventory
strange sounds, frog approaches without you noticing cause it's too dark
frog attacks
strange sounds, frog appears
if snails in inventory
distract frog, move on
return Bad Ending: A hungry frog
frog comes close, attacks
return Cave Exit Scene
return Cave Exit Scene
dialogue: Finally outside!
return Cloud Scene


Mountains Scene
fun riverflow
dialogue:
say bye to death
Cat loves goats
Lovebar: +5
allow cat to
approach goats
don't allow cat to
approach goats
Lovebar: -5
cat says hello to
goats
return clouds scene
Clouds Scene
if you're
coming from
cave
if you're
coming from
mountain
dialogue:
don't get approached by skyworm
cause you don't smell like goat
dialogue:
get approached by skyworm cause
you smell like goat
skyworm asks you to tell it
where goats hide
Lovebar -20
Lovebar +15
betray
goats
don't betray
goats
return gate scene


Gate Scene
death appears
if betrayed goats
if not betrayed goats
dialogue: get shamed
dialogue: get praised
decide whether cat can follow you or not
Lovebar +10
allow cat to follow through gate
don't allow cat to follow through gate
if catScore >= 60 && <90
if catScore < 60
if catScore >= 90
return NeutralEnding
return BadEnding Hell
return GoodEnding


BadEnding Frog Scene
show frog stomach
print explanation for ending
show caption and title
NeutralEnding Scene
show space
print explanation for ending
show caption and title
Bad Ending Hell Scene
show Hell
if you did let cat come with you
if you didn't let cat come with you
print specific explanation for ending
print specific explanation for ending
show caption and title
BadEnding LostCat Scene
dialogue: cat leaves you
show forest with eyes
print explanation for ending
show caption and title
GoodEnding Scene
show heaven
dialogue: happy about being in heaven
other cats appear
print explanation for ending
show caption and title

Notes

- überprüfen
    - text: englisch
    - alles, lol
    - konzept überprüfen und ergänzen + vereinheitlichen
    - diagrams ergänzen
        - Kurze Übersicht zu  möglichen Wegen von szene zu Szene mit Pfeilen
        - Lovebar-points?
    - konzept mit diagrams ergänzen
- branching paths: Sind alle Variablen sinnvoll benannt
- am ende: play again?
- pdf aktualisieren, links usw, readme links
- (open map noch implementieren in menu, falls zeit)
- (fireflies img, frog img verbessern)
- gucken, ob das mit dem saven funktioniert