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My game will be a top-down mouse-following platformer featuring a cat as the main game object, whose goal is to make it through to the end of the level to avoid danger by following the direction of the mouse.

**Agar.io**

One game whose mechanics will be slightly similar to my game is the very simple yet very popular online multiplayer game, Agario.

The mechanics of agario will greatly resemble those in my game, as they are both based heavily around the location of the mouse on the screen. In Agario, the player's cells are constantly moving in whatever direction the mouse is relative to them, and this forces the player to make quick decisions about where he must go, as well as be constantly reacting to new incoming threats that enter the player's field of vision. While this contributes to a very fast-paced game style, I want my game to have the option of stopping the player, so they do not feel rushed in making their decision (although this may change after some playtesting). While Agario is mostly centered around combat and competition, I want my game to be more of a platformer/puzzle solving game in which the player is able to pause the object's movement by hovering directly over it. That being said, I plan on incorporating enemies that override my gameobject's movment towards the mouse, and draw it towards danger instead, forcing the player to destroy the enemy by clicking on it to cancel this pull towards danger. This quickly switches the game from a mouse-following mechanic to a point-and-click mechanic, which I believe will present an interesting quick-reaction decision for the player.

Another mechanic of agario is the ability to split the player's cells. This is a strong mechanic in that it presents the player with a new method of movement by speeding up the cells and giving the opportunity to attack another player. In my game, if the cat simply follows the mouse at the same speed for the whole game, I think the interaction would become stale and boring. So similar to agario, the cat will have the option of "leaping" towards the mouse with the push of the spacebar. This will allow the player to avoid danger quicker, and clear more obstacles by giving the cat a new form of movement.

One final aspect of Agario that will be similar to my game is the camera movements. In agario, the camera is strictly fixed directly above the player, and this can feel a bit stiff. My game will allow the player to move around within a fixed area, and only after a certain threshold will the camera be able to move. This will allow the player to properly assess the level without having to readjust the player's movement simply because the camera is constantly moving.

**Captain Toad's Treasure Tracker**

Another game with concepts that are very similar to mine is Captain Toad's Treasure Tracker for Wii U. While the mechanics themselves may not match my game at their core, the style of level progression and completion are the key concepts I will aim for. This game features a series of small 3 dimensional mazes and puzzles, in which you play as Captain Toad searching for gems and stars. Similarly, I plan to have a series of puzzle-like levels that gradually increase in difficulty and introduce new game mechanics as the player progresses (such as new jumping ability, new enemies, etc). In this game, the levels are often heavily populated with a variety of enemies that all serve to make it more difficult to reach the final goal, which is the star.

Similarly, in my game there will be multiple enemies and pitfalls that make it hard for the cat to reach the end of the level.

One additional mechanic in CTTT is that the player must move and rotate the camera, and click directly on certain elements of the map in order to manipulate them to allow the player to progress. Although I will have more of a fixed camera, there will be elements on the screen that the player must directly click on for the cat to progress. This gives the game a more interactive feel because it lets the player have more direct control not only over the player, but the environment as well.

Another mechanic that is similar to CTTT is the movement of the player. In CTTT, toad is fairly restricted in terms of how he is able to move. For the most part, he only can walk around flat on the ground and interact with certain objects in each level, and cannot jump or climb. This forces the player to really think about what moves they need to make in order to complete the puzzles and finish each level, rather than just being able to jump to any platform they see. I plan to incorporate this style of strategy into my game as well, so the player is forced to make careful decisions about their movements rather than simply jumping all over the map.

Finally, the maps in CTTT often feature moving platforms/environments that, when missed, result in a penalty to the player such as having to restart the puzzle, or the player taking damage. I think that with the style of movement in my game, moving platforms will present the player with a big challenge in that they do not have direct control over the player, causing them to make calculated movements with the mouse in order to avoid falling through the map.