

Title: Hungry Kitty

When I first started making this game, I knew I wanted it to have some elements of humor in it, and my original concept was going to be something involving a cat and a mouse, because cats are always funny. The original game involved only a cat following a mouse, with no other game mechanics. This proved in playtesting to be too boring and stale, and from the feedback in the GoldSpike I changed the cursor on screen to be a ball of yarn that the player can drop and the cat will follow. This allows the player to strategize and plan their next moves, while also providing a threat if the player accidentally drops the yarn in a dangerous area. Additionally, when playtesting it seemed like (and was confirmed via goldspike and friends' feedback) the cat's movement was too slow and not dynamic enough. The catnip mechanic added to the game was a good remedy for this, as it allows the player quick bursts of speed to get past certain obstacles such as fire pits or incoming vacuum cleaners. One reaction of this mechanic, however was that the ability to use catnip defeated the purpose of regular movement, with yarn. To fix this issue, I simply put a limit on the amount of catnip the player can use, so they have to ration it. This way, the player can't simply catnip-leap around the whole map.

The general reaction I received when people first play the game is a positive one, and most people got a good chuckle out the prospect of a cat navigating through the hallways of a house and avoiding vacuum cleaners. One other bit of feedback from my family playing that influenced a small element (although the one I'm most proud of) is the cat's tail. Before it didn't move at all, and adding a rope-like effect to it really gave the game some juiciness and got some good laughs.

Even still, it seemed like the cat's movement was too one dimensional, so I added the 'badmouse' mechanic, whereby the cat would "lock on" to a bad mouse, switching from a mouse-following mechanic to a point and click mechanic. This added a nice twist to the game providing the player with a new yet still simple decision to make.

In the end, my game was still in line with my original vision, but with several new mechanics added. The game itself was inspired by Agar.io like movement, but is original in the catnip and badmouse mechanics. Additionally, I think the final 'Dog' boss at the end of the game was a nice touch that was also well received.