Curse That Magic Cat! GDD

NOTE: <mark>HIGHLIGHTED</mark> text indicates values that should be discussed with and balanced by team based on playtesting, and will therefore be subject to changes. These values are maintained in other documentation for team collaboration purposes.

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Game Overview

High Level Pitch

Curse That Magic Cat! is a stealth-action game for the PC in which players control a cat moving around a wizard's mansion, taking revenge on him by destroying his house while sneaking through rooms to find spell books that will break their curse!

Overview

Genre: Stealth action game

Platform: PC

Engine: Unreal Engine 4

Key Features:

- Player
  - Single-player functionality for PC
  - Original cats that fit with the world's art style
    - Unlockable alternative colors
  - Three score categories: speed (time left on clock on completion), destruction (number of breakables destroyed), stealth (number of times caught / seen by wizard)
- Levels and Items
  - 5 indoor crime scene spaces with 4+ rooms, lasting # minutes each
  - Breakable items that create noise and add to overall score (destruction)
    - The louder the noise, the more points earned
  - Potions and other effects that will add gameplay interest
    - Goo potion
      - Creates a puddle of goo on the floor that slows cat or wizard
    - Quiet potion
      - Dampens noise the cat creates, allowing more destruction without alerting the wizard
    - Teleportation
      - Moves the cat to a random location
    - Slow time
      - Slows wizard + time passing on clock
    - Invisibility
      - Hides cat
    - Maelstrom
      - Breaks all breakables within a radius
  - Catnip pickups that unlock new colors of cats
- AI

- ○ AI wizard that explores the house on a timer
- ○ Players are able to use the wizard's senses to attract their attention and kite them through the space
  - ■ Wizard can "hear" noise generated by the player
  - ■ Field of vision that determines whether the player is seen by the wizard

Game Pillars:

- Cat like mischief and destruction embodied in gameplay
- Smooth, PC gameplay at 60 FPS
- Rich, lively, "modern magic" art style

Target Audience:

- Fans of comical stealth-action games
- Casual gamers not looking to dedicate large amounts of time in one sitting to a game
- Cat fans

Aesthetic:

- Painted, vivid art style
- "Modern magic"-type settings
- Basic animations with supplemental visual effects

Competitive Reference:

- *The Untitled Goose Game* for Nintendo Switch, XBox One, Playstation 4, PC
- *Roombo: First Blood* for Nintendo Switch, PC
- *Catlateral Damage* for PC

Gameplay Moment

After a long day in classes, Katherine drops her backpack by the side of her bed, grabs her laptop, and stretches out, planning to take the evening off to relax. She pulls up Steam, looking for a new game, and flips through the options.

On the "New and Trending" page, one title catches her eye: *Cat at a Crime Scene*. It looks colorful and fun, but more importantly, it looks like the sort of thing that would be relaxing after school. After all, she thinks, who wouldn't want to break a few things as a cat? Katherine downloads it and opens up the game. Whimsical music that almost reminds her of the Harry Potter theme starts up, and she finds she's already smiling.

Loading up the main menu, Katherine flips through different tabs, including one that asks her to choose what cat to play as. Right now, only one cat is available, but she can tell from the locked icons that she'll be able to unlock more later! After a moment, the level loads, and Katherine finds herself in a fantasy home as a cat. She feels immersed in the space, as though stepping into the *Harry Potter*-style worlds she dreamed about as a kid, and she's excited to start exploring.

Her first view of the home is that of an entrance hallway, with shoes by the door, herbs in vases on the table, and an open door leading into a living room. Through the door, she can see something glowing on the table: a spell book! That's right -- she's supposed to destroy things. There's also a wizard in the entrance room with her. After a moment of walking around the space, he moves into the sitting room and begins walking up to furniture, investigating it, and then moving on, circling around the room until he reaches the next piece of furniture.

Katherine ignores him for the moment. Instead, she presses space to jump up onto a table in the entrance hallway, then presses R to swipe at the bowls and vases there. Things go flying as a scratch-mark VFX appears on the screen, and the objects leave colorful trails behind them that Katherine watches with satisfaction before they fade. However, they make a loud noise, and Katherine sees a meter at the top of her screen with a wizard icon fill up! It hits the "full" mark, and the wizard comes out of the sitting room into the entrance hall. He walks directly at the cat, and though Katherine tries to dodge, she was too surprised. The wizard picks the cat up and carries it towards a cat crate, costing precious seconds as he walks across the level. When the wizard and cat reach the crate, the wizard places the cat into it and goes back to investigation.

Katherine now sees a cat crate, but not the cat inside. The screen prompts her to alternate pressing WASD, and when she does, the crate rattles. There's a sound of the cat meowing, and then suddenly, the door opens! Katherine's cat appears next to the cat crate again, and she is free to keep going.

Now Katherine knows she needs to be careful with her noise. Destroying the vases got her points, but it also attracted attention -- and there's a level timer counting down on her screen.

In the next room, the wizard is still walking around the space. His field of view is indicated by a colorful cone. As long as Katherine stays out of it, the wizard will continue investigating. Just to experiment, though, Katherine presses the button to meow -- and the wizard looks towards her! This time, though, Katherine knows to hide, so she quickly moves behind a piece of furniture that blocks the wizard's cone of view. After a few seconds, the wizard gives up and turns around, his "attention meter" slowly going down from "alert" to "unaware". He resumes his path in the sitting room.

Katherine studies the sitting room for a moment, observing the wizard's movements, then slips in while his back is turned. She jumps up onto a couch, then onto a shelf near some objects with glowing outlines that she knows she can knock over. This time, however, she's careful to only push one off. The wizard's attention meter spikes, and a question mark appears above his head. Katherine waits for a moment for the meter to empty, then knocks something else over. If she's careful, she realizes, she can get points for destruction without getting caught!

But while Katherine is waiting to destroy each of the objects, one by one, the wizard walks over to the spell book. He looks at it for a while, then, after a few seconds, it disappears in a poof of smoke, and the wizard looks pleased. He turns around and goes to open the door to the next room, taking the spell book with him.

It's clear that's bad -- Katherine knows she'll lose if the wizard gets all the spell books. But she also knows that she can make noise to distract the wizard, and she knows she can move faster than he can!

Still in the sitting room, she looks around for something big that will make a lot of noise. She sees a big vase and goes up to it. Pressing her interact button, she knocks the vase all the way over, making a loud noise that brings the wizard running. Quickly, before she can get caught, she meows repeatedly while running towards the entrance hall. The wizard keeps moving towards the cat as it runs -- then Katherine quickly hides behind a potted plant again. As soon as the wizard looks away, she runs through the sitting

room into the kitchen. She jumps up onto the coffee table, then presses the interact button to grab the glittering spell book before the wizard can come back!

Again, the noise brings the wizard running in, but since he was farther away, Katherine has time to hide. She sneaks behind the table in the kitchen, then waits for the wizard to finish investigating the kitchen, at which point, after not finding any spell books, he opens the door onto the next room.

As the space gets bigger and Katherine can move around more freely, she keeps repeating the process of letting the wizard investigate rooms, kiting him back away from spaces where he might find spell books, and the like. When he's farther away, she can also freely destroy things in order to score more points! There are even objects like potions that have magical effects when she knocks them over: goo that makes either her or the wizard teleport if they step on that part of the floor, a potion that speeds her up, or a tornado that breaks everything in the room for her, giving her points. Katherine reminds herself she has to be careful, though. She's always balancing quiet stealth with loud destruction as she plays the game.

She plays a few levels in a row, then exits back out to the main screen. The cheerful, magical music greets her again, and she smiles. She'll definitely come back to play more!

Details and Features

Levels

Levels in *Cat at a Crime Scene* each contain the following characteristics and features:

- **Theme**
    - Levels are set inside the wizard's mansion
        - The buildings are castle-like magical homes in the vein of *Harry Potter*
    - Each level should contain visuals associated with a specific location in a mansion
        - Ex. the kitchen, the library, etc.
    - Levels will feature thematically appropriate meshes and items
    - Levels should be assembled from modular wall, door, and floor pieces
- **Layout**
    - Each level is a set of interconnected rooms
        - All doors start the level closed
        - Most spaces have 2+ ways in or out to allow for flexible paths
        - Spaces with only 1 way in or out should be used sparingly create additional challenge for the player
    - Levels are largely flat, and contain furniture the player can jump onto
        - All furniture on the ground should be tall enough for the cat to hide behind or under if the wizard is on the other side of it
        - The cat should be able to jump up onto waist-height furniture such as a couch or table with a single jump
            - Taller areas, such as shelves, should require first jumping to a waist-height piece of furniture
        - Levels contain furniture that allow players to hide from the wizard's line of sight
            - Example: Under tables, behind couches

- ○ Level layouts should not stray from realistic room layouts for the space (ie. if a level is set in an apartment, it should be a believable apartment layout)
- **Interactable Objects**
  - ○ Three pieces of spell book can be found in rooms in the space
    - ■ Evidence is indicated by a glowing outline
  - ○ Each room contains objects that can be destroyed in addition to the spell book
    - ■ Generic breakables are items you can logically break in the world
      - ● Noise level generated from destroying breakables are conveyed through filling up an "attention meter" for the wizard on the player's screen
      - ● Points earned from destroying breakables are communicated by a "+1" or "+5" visual effect that appears when they are hit by the cat, as well as an on-screen point counter
      - ● Breakable items should leave shards, etc. on the ground (if appropriate for the object) so that the players can see the result of their destruction in the world
- **Pickups / Items / Hazards**
  - ○ Catnip
    - ■ In certain levels, the player can pick up a piece of catnip to unlock a new cat color that can be selected in the menu
  - ○ Potions
    - ■ The player can knock potions over in order to activate their effects
    - ■ Potions will either affect the entirety of the space (such as breaking all the breakables in a room) or else leave a spot in the environment that will have an effect if walked over
    - ■ All potions except the maelstrom are randomly loaded into a level at predetermined spots with different rarity levels
    - ■ Common (appears #% of the time)
      - ● Empty potion
        - ○ No potion effects / no liquid inside of it
        - ○ Functions as a normal breakable
      - ● Quiet potion
        - ○ Dampens noise the cat creates, allowing more destruction without alerting the wizard
        - ○ Silver potion/conveyance color
    - ■ Uncommon (appears #% of the time)
      - ● Teleportation
        - ○ Moves the cat to a random location
        - ○ Yellow
    - ■ Rare (appears #% of the time)
      - ● Invisibility
        - ○ Hides cat
        - ○ Light blue potion/conveyance color
      - ● Random
        - ○ Picks a random spell effect and plays it + its conveyance

- ○ Rainbow color
- ■ Hand-placed
  - ● Maelstrom
    - ○ Breaks all breakables within a radius
    - ○ Dark purple / black
    - ○ Should not be randomized, and should be placed by hand in certain locations in which it will be most effective
      - ■ Ideally, reserved as a reward for doing physics puzzles or platforming
- ■ Potion effects are conveyed through VFX, sound effects, and other features that suggest to the player the potion's function, such as the color of the screen changing, the goo puddle, or noises.

Win/Lose/Points

- ● **Victory**
  - ○ The victory condition is that the cat picks up 3 of 5 spell books
- ● **Loss**
  - ○ Loss conditions include:
    - ■ The wizard picks up 3 of 5 spell books
    - ■ The player runs out of time in the level before having picked up 3 of 5 spell books
- ● **Score**
  - ○ Three-part score system
    - ■ Destruction points
      - ● Added / displayed during levels
      - ● Increased every time the player destroys something by that item's value
      - ● Points earned from destroying breakables are communicated by a "+1" or "+5" visual effect that appears when they are hit by the cat, as well as an on-screen point counter
    - ■ Stealth points
      - ● Not added / displayed during level
      - ● Set value of # from which points are deducted
        - ○ # points removed for every time you alerted the wizard
        - ○ # points removed for every time you are seen by the wizard
        - ○ # points removed for every time you were caught by the wizard
      - ● Conveyance on stealth points should be robust so players can understand their stealth performance at the end of the game
        - ○ Red border around screen when losing stealth points
          - ■ If losing stealth points while also picking up a spell book, the spell book conveyance (blue border around screen) takes precedence over the red stealth points conveyance
        - ○ A looping alert sound plays while being held by the wizard

- Time points
    - Four 'marker' times are set up at various points on the timer: Pars 1-3, and the End time
        - Ideally, designers should be able to set how far into a level's timer each Par marker is
        - Most par markers will be thirty seconds to a minute apart, starting from the end and working backwards
            - EXAMPLE: If the timer starts at 6 minutes and counts down to 0:00, Par 1 is at 3:00, Par 2 is at 2:00, Par 3 is at 1:00, and End is at 0:00
    - Points are awarded according to where a player finishes in relation to the Par markers
        - Point values (these thresholds should be made available for changing by designers)
            - Before Par 1: three stars / 81-100% of time points
            - After Par 1, before Par 2: two stars / 51-80% of time points
            - After Par 2, before Par 3: one star / 26-50% of time points
            - After Par 3, before End: no stars / 0-25% of time points
        - Victory screen should only display stars for time points, not the actual numerical value
            - However, numerical values should be present internally for purposes of calculating final score
                - This value can either be static ("Before Par 1, player gets 100% of # (max time points); before Par 2, player gets 80%, etc.") or dynamic ("Finishing halfway between Par 1 and Par 2, the player gets 65% of # (max time points); the next second, they get 64%, the next, 63%, etc.") depending on how programmers choose to set it up
        - At each Par marker, the timer should flash / glow / change colors so that the player understands the clock is counting down and they are running out of time

Player Character

- **Theme**
    - An adorable cat
    - The cat used to be a human, who has been turned into a cat by the wizard
        - The cat is the wizard's familiar now
        - Cat is trying to turn back into a human by collecting three spell books
- **Controls**

- ○ WASD to move around the space
- ○ SPACE to jump
- ○ Q to meow
- ○ E to interact/break items
- **Animations**
  - ○ Walk
  - ○ Jump
  - ○ Pick up spell book with paw

AI - Wizard

- **Theme**
  - ○ A wizard inspired by Gandalf / Dumbledore / other iconic wizards
    - ■ Has various props and costume items that are "wizard-y"
- **Animations**
  - ○ Walk
  - ○ Bend over / investigate
  - ○ Bend over to pick up cat
- **Special Effects**
  - ○ Exclamation point over head when attention is grabbed
- **Features**
  - ○ Attention meter
    - ■ The wizard's awareness of the cat is represented by a meter on the HUD
      - ● The meter has a tick mark at the 1/4th mark to indicate the point at which the wizard is no longer looking for the cat and at the 3/4th mark to indicate the point at which the wizard starts looking for the cat
        - ○ Full breakdown in the HUD section
    - ■ Any sound the cat produces from breaking things will start to fill up the meter, which will then decay down towards 25%, at which point the wizard goes back to patrolling
  - ○ Investigation
    - ■ The wizard follows a spline path around each room
    - ■ Points of interest
      - ● Periodically, the wizard will stop at a point of interest and "inspect it" for a number of seconds before continuing the path around the room
        - ○ Creating noise from the cat will distract the wizard from inspection, but will not reset it
          - ■ *Example*: the cat makes enough noise to draw the wizard away with 1 second left in investigation. When the wizard returns to resume investigation, he will inspect for 1 more second before finishing
    - ■ When the wizard has spent # number of seconds in the room, he will proceed to the spell book in the room

- He will complete his "inspection time" of # seconds for the spell book to provide the player another chance to destroy it
  - If the player does come destroy it, they will be right in front of the wizard, and will almost certainly get caught
- If the wizard completes inspection time:
  - The spell book is picked up
  - The wizard moves to open the door to the next room and begins their patrol on that spline
  - The HUD counter that tracks the number of picked-up pieces of spell book increments by one for the wizard
- If the wizard is distracted before completing inspection on the spell book:
  - The wizard is distracted but the timer is not reset, as with normal "points of interest" in the room
  - Chasing the cat (Refer to [Appendix D](#) for table showing attention values)
    - If the cat is in the wizard's field of view:
      - Every second the cat remains in the wizard's view increases the attention meter by #%
      - If the wizard sees the cat, this is prioritized over hearing any noise
        - Nothing will distract the wizard if the wizard can see the cat
    - If the wizard's attention meter is in the process of decaying from 75+% towards 25%:
      - The wizard walks towards the location where the noise was when the attention meter hit 75% until the meter reaches 25%
        - Any additional noise will add more to the attention meter + make the wizard turn towards the new noise
        - The wizard then resumes their investigation
  - Picking up the cat
    - If the wizard touches the cat, the wizard will take the cat to a cat carrier
      - There should be one carrier for every two rooms so that players do not lose too much time
    - On touch:
      - The wizard picks up the cat and begins to carry them towards the cat carrier, then places them in it
      - Players will need to alternate pressing WASD in order to break free
        - After # key presses, the cage door will open
        - The cat resumes play as normal once the cage door is opened
    - During the time the cat is in the cage, the wizard continues their behavior as normal

Camera

- By default in a 3rd person view behind the cat

- When the cat hides in a box, crouches under furniture or squeezes behind furniture, or enters a secret tunnel between rooms, the camera changes to a more distant view automatically
  - Three-quarters or top-down view
    - Shows players the entire space so that they can strategize while hiding
  -
  - Any walls that would be obscuring the view of the player should be transparent

HUD

- HUD elements should be clearly visible, clearly legible, and distinct enough from one another be understood at a glance
- **HUD text elements should, if possible, not be done with rendered image files for ease of localization**
  - **If a rendered style is chosen, it should be easily modifiable and replicable in other languages/alphabets.**
- The game screen should display information relevant to the immediate gameplay, such as:
  - Wizard indication
    - If the wizard is off-screen, an arrow appears pointing towards their location to show the player where in the house the wizard is in relation to them
  - Time left in level
    - A timer that counts down from the level's set length
    - When the timer reaches 1:00, 0:30, and each number from 0:10 to 0:00, it should pulse/flash/otherwise draw attention to itself
  - Points
    - A number which indicates the points the player has earned thus far
      - These are *only* the points from destruction
        - Stealth + speed points are added when the level is finished
      - When points are added, the color of the points should change, and text saying "+ NUMBER OF POINTS" should appear, then disappear after # seconds
  - Attention meter

- An empty bar with a tick mark at the 75% and 25% marks
- Should be placed near an indication that this is associated with the wizard, such as an icon representing the wizard
- The meter fills as the cat makes noise
  - The meter's "fill" between the 1/4th mark and 0 should change to green
  - The meter's "fill" above the 1/4th mark should be yellow
  - The meter's "fill" above the 3/4th mark should be red
  - If the meter is filled to 100%, it should flash/pulse red
- If the meter has less than 100% fill, its value will decay towards 0% over time
  - If the meter is filled 75% or more:
    - The wizard turns and goes towards the cat
  - If the meter is filled 100%:
    - The meter will pulse/flash/glow and remain at 100% for # seconds before the glow fades and the meter goes to 99%
      - From there, the meter decays as normal
  - If the meter reaches / goes lower than 25%:
    - The wizard returns to his patrol
  - Decay from 75% to 25% should take # seconds if further noise is not created
- Noise made fills up the meter on top of pre-existing fill
  - Example: the meter is filled 30%, and the cat meows, which fills the meter 20%. The meter is now at 50%
- Spell book counter
  - The HUD should display how many spell books each of the cat and wizard have picked up
- Potion effect
  - Potion icons will pop up on the screen and "empty" alongside the potion timer
- Victory and Game Over screens
  - Victory screen
    - Appears when a win condition is met alongside a musical jingle
    - Displays each category of points, as well as a star rating overall
      - See Points section for details
    - Displays a catnip icon and text depending on whether the player picked up the catnip
      - NO CATNIP: A grey catnip icon and reminder that players can unlock new colors by beating a level with the catnip
      - CATNIP: A gold catnip icon and the notification that a new color was unlocked
  - Game Over screen
    - Appears when a loss condition is met alongside a musical jingle
    - Displays a catnip icon and text to communicate that the player needs to successfully finish a level with catnip in order to unlock a new color
- Tutorial level
  - HUD key prompts appear near cat in the tutorial level in order to prompt

- - - - ■ [E]
                - Near breakables and spell books in first part of level (before AI section)
                - Near cat house
            - ■ [Q]
                - When AI is going to open a door / just after it opened a door?
                - In AI section (disappears after the player meows)
            - ■ [Space]
                - On platforms where the ghost cat jump animation is playing (before AI section)
            - ■ [WASD/Space]
                - When in cat crate
        - ○ **Prompts should be text (rather than a rendered image) in order to allow for localization**

Screens and Menu

- See [Appendix A: Menu Flow](#) for details
- The UI architecture includes:
    - Title screen
    - Main menu
    - Level select screen
        - ■ A button for each level; all level buttons are visible on start
            - Levels that have not been unlocked by finishing the previous level are greyed out and cannot be selected
        - ■ Three star icons and a catnip icon beneath each button
            - Stars and catnip that have not been won by the player should be grey
            - Stars and catnip that have been won by the player should be gold
            - If a player replays a level and scores more stars, the icon below the level should update accordingly
                - Players cannot "lose" stars or catnip if they finish a level without them after winning with them; they can only gain them
        - ■ Level select screen should update according to the save file loaded by the player
    - Cat select screen
    - Credits screen
    - Settings/options screen
        - ■ Resolution switching
- **Menu screen text should, if possible, be able to be drawn from spreadsheets for ease of localization**
    - **Menu screen text/font should support special characters for the Latin alphabet (for example, ç).**

Environment

- Time period

- ○ A "modern magic" society that is still influenced by 19th century aesthetics
- Location
  - ○ The houses do not exist in any specific location, but give the impression of perhaps being in England
- Aesthetic
  - ○ *Harry Potter*-esque "modern magic"
  - ○ A blend of potions, bookshelves, modern sinks, cauldrons, etc.

Controls and Controllers

- The game should operate using a keyboard and mouse
- Controls should include dedicated inputs for:
  - ○ Walk (up, down, left, right)
  - ○ Jump
  - ○ Meow
  - ○ Break items

Music and Sound

- Music
  - ○ Menu music plays during:
    - ■ Title screen, main menu / options / etc., credits
  - ○ Level Music 1 plays during:
    - ■ Tutorial, Level 2, Level 4
    - ■ Music is ducked for pause screen
  - ○ Level Music 2 plays during:
    - ■ Level 1, Level 3, Level 5
    - ■ Music is ducked for pause screen
  - ○ Stingers/jingles
    - ■ Victory jingle plays on player win screen start
      - ● Level music fades out
    - ■ Game Over jingle plays on player loss screen start
      - ● Level Music fades out
    - ■ Cat picked up
      - ● When cat is picked up by the AI, the Level Music fades and is replaced by the looping alarm jingle
      - ● When the cat escapes from either the AI or the cat cage, the looping alarm fades and the Level Music returns
- Sound effects
  - ○ Breaking object
    - ■ Crash / splintering sound
  - ○ Breaking spell book
    - ■ Crash / splintering sound
    - ■ A ding, "sparkle" sound, etc.

- ○ Being noticed by the wizard
  - ■ A negative-sounding ding or "alert!"-type sound

Important Early Prototype Goals

- R&D on animations
  - ○ Get placeholders for important animations
    - ■ Walk
    - ■ Jump
    - ■ Meow
    - ■ Break spell book with paw
  - ○ Research Inverse Kinematics to help coordinate animations
- Field of view
  - ○ Cone is blocked by meshes so that the player knows what the wizard can and cannot see

Appendix A: Menu Flow

NOTE: These are NOT final in terms of layouts/aesthetics (although they can serve as layout guidelines without significant changes); they are just intended to give a sense of what needs to be included in the menus.
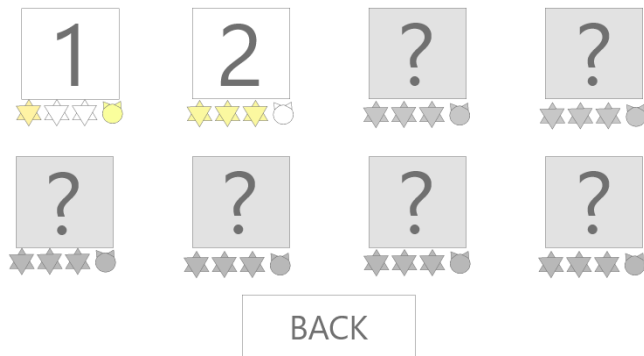
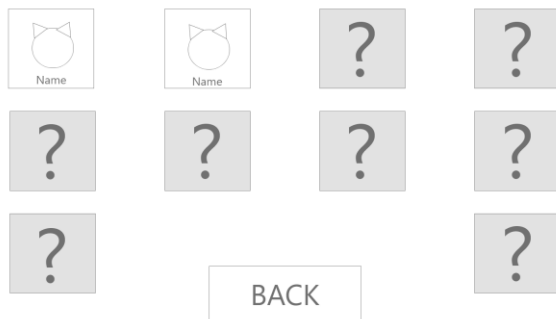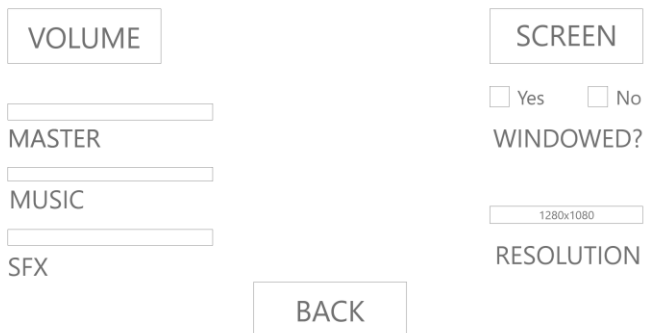Flow layout:

Title Screen:

Menu screen:

Level select screen:

BACK

Cat select screen:

BACK

Options screen:

VOLUME

MASTER

MUSIC

SFX

BACK

SCREEN

Yes   No

WINDOWED?

1280x1080
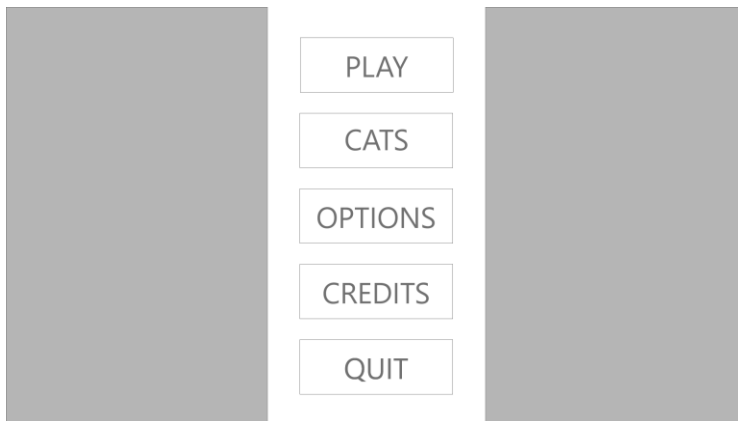
RESOLUTION

Credits screen:

CAT AT A CRIME SCENE

C29 GREEN TEAM

Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name
Name	Name	Name	Name

Extra credits go here
Extra credits go here
Extra credits go here

Extra credits go here
Extra credits go here
Extra credits go here

BACK

Game Over screen:

GAME OVER

BEAT LEVEL WITH CATNIP TO UNLOCK NEW COLOR

MENU   RETRY

Victory screen with catnip:

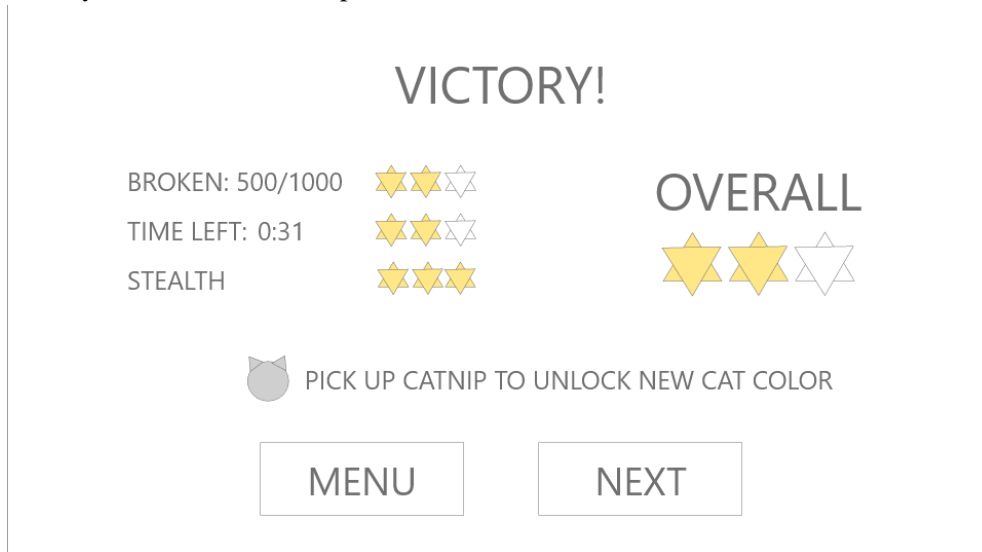# VICTORY!

BROKEN: 500/1000

TIME LEFT: 0:31
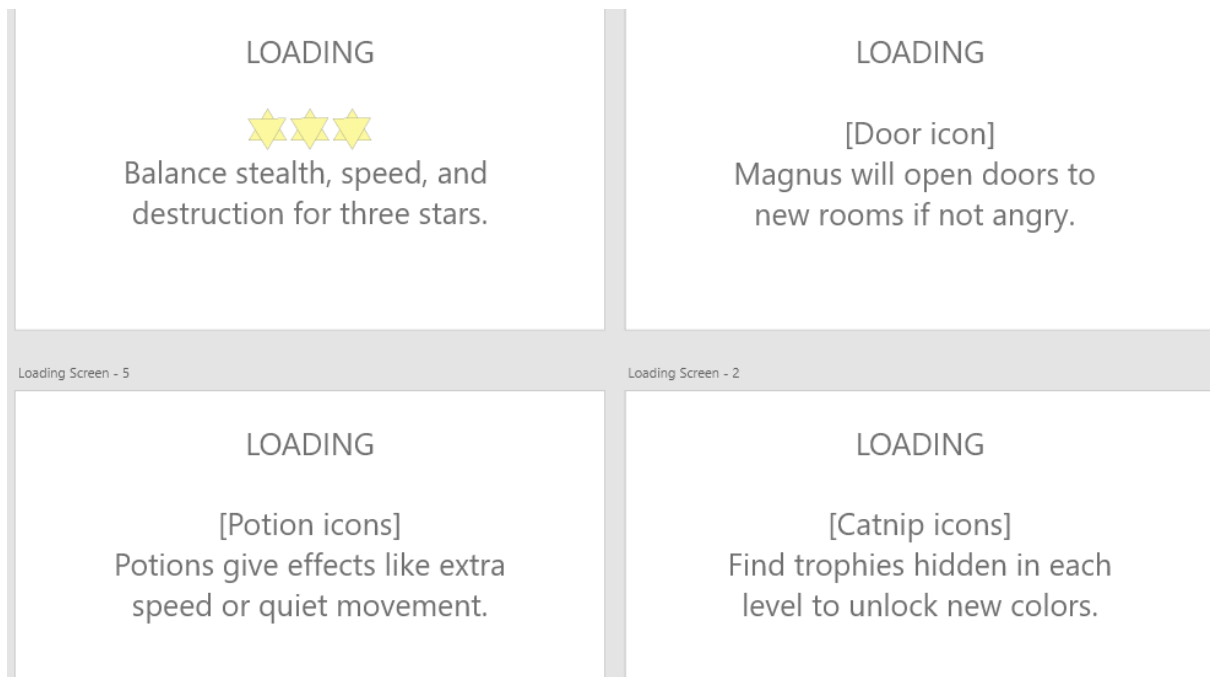
STEALTH

OVERALL

NEW CAT COLOR UNLOCKED

MENU   NEXT

Victory screen without catnip:

VICTORY!

BROKEN: 500/1000 ⭐⭐✩

TIME LEFT: 0:31 ⭐⭐✩

STEALTH ⭐⭐⭐

OVERALL
⭐⭐✩

🐱 PICK UP CATNIP TO UNLOCK NEW CAT COLOR

| MENU | | NEXT |

Loading screens:

- The screens can be displayed with or without icons based on the amount of time required
  - If it's significantly easier to simply put a string (no images) that has options that can be set via a table, do that
  - If it's quick to add the images, it would help to reinforce the tip text
    - Also possible to simply start with the text and return to it for the images if we have a chance

LOADING

⭐⭐⭐

Balance stealth, speed, and destruction for three stars.

LOADING

[Door icon]
Magnus will open doors to new rooms if not angry.

Loading Screen - 5

Loading Screen - 2

LOADING

[Potion icons]
Potions give effects like extra speed or quiet movement.

LOADING

[Catnip icons]
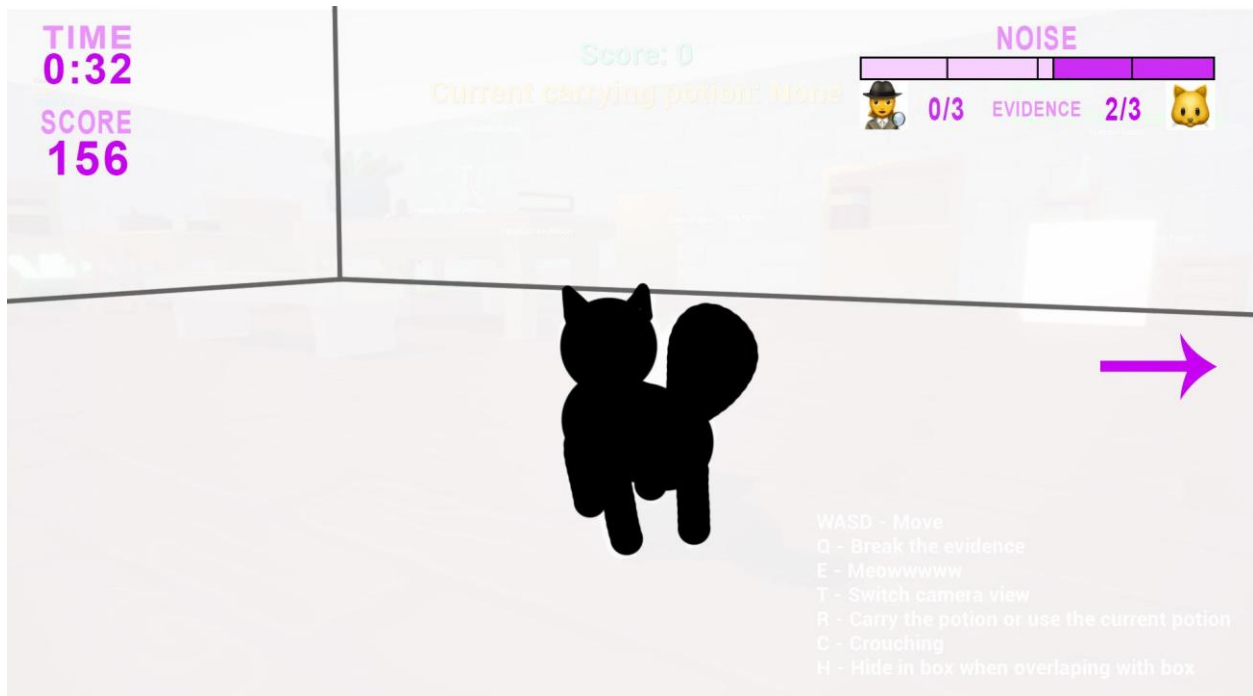Find trophies hidden in each level to unlock new colors.

Appendix B: Core Loop

- **Core loop**
    - RUN around the space
    - SNEAK/HIDE from wizard
    - MAKE NOISE via meows or breaking things
- **Secondary loop**
    - EXPLORE new spaces
    - SCORE more points via destruction
    - DESTROY spell book
- **Tertiary loop**
    - FINISH levels
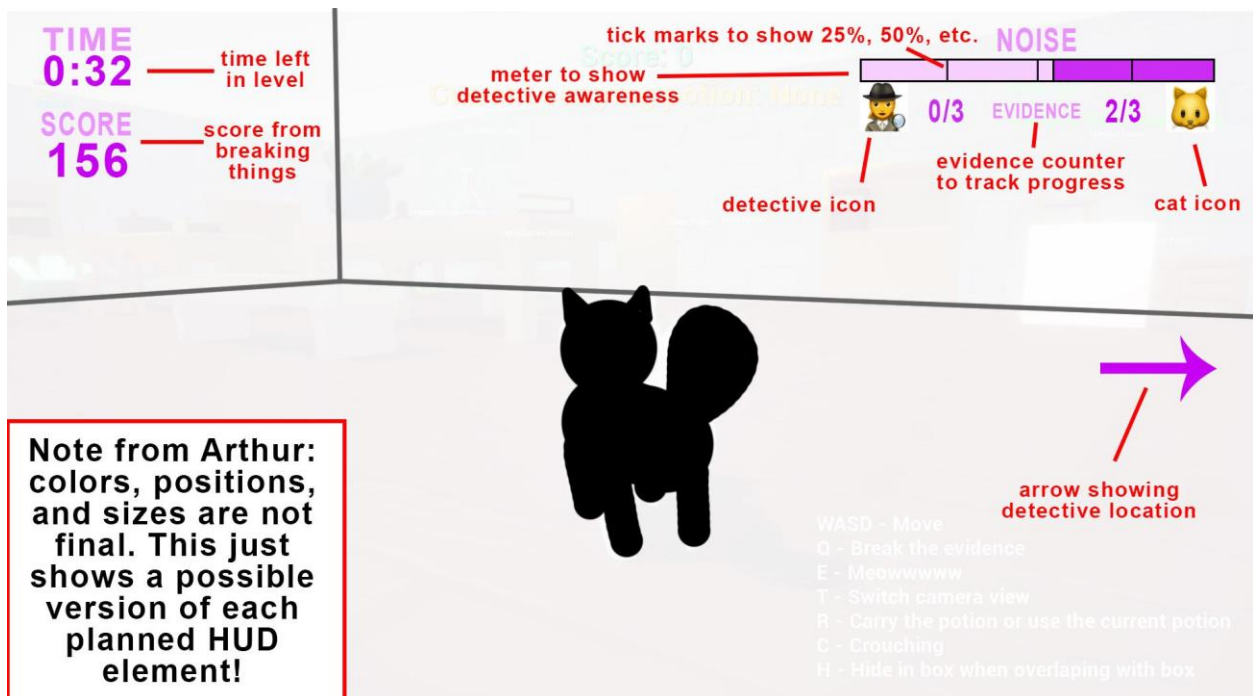   - ACHIEVE high scores
    - UNLOCK new cats

Appendix C: Mockup HUD Elements

NOTE: These are NOT final in terms of layouts/aesthetics; they are just intended to give a sense of what needs to be included in the HUD.

Mockup with no notes:

TIME
0:32

SCORE
156

NOISE

🕵️ 0/3   EVIDENCE   2/3 🐱

Score: 0
Current carrying potion: None

WASD - Move
Q - Break the evidence
E - Meowwwww
T - Switch camera view
R - Carry the potion or use the current potion
C - Crouching
H - Hide in box when overlaping with box

Mockup with GD notes:

TIME
0:32 ——— time left
            in level

SCORE ——— score from
156   breaking
            things

tick marks to show 25%, 50%, etc. NOISE

meter to show ———
detective awareness

🕵️ 0/3   EVIDENCE   2/3 🐱

detective icon

evidence counter
to track progress

cat icon

arrow showing
detective location

Note from Arthur:
colors, positions,
and sizes are not
final. This just
shows a possible
version of each
planned HUD
element!

HUD element functions are found here.

Help Menu:

Appendix D: Attention Values Table

This table shows values by which sound values added to the wizard's attention meter should be multiplied based on their state.

The amount of attention the wizard should pay to sounds / events per state is (from least to most):

- Idle
- Suspicious
- Alerted
- Searching

AI STATE	IDLE	SUSPICIOUS	ALERTED	SEARCHING
Attention Factor	<.25	.25 -> .75	> .75	.75 -> .25
AI Actions	Patrol room; stop at interest points; open doors when find no spell book	Patrol room; stop at interest points; open doors when find no spell book	Go directly towards cat; try to pick up cat	Search for or go towards cat; try to pick up cat
Hear spell book break	1	2	3	3
Hear generic break	1	1	2	2
Hear cat meow	1	2	2	2
See cat	1	2	3	3
Touch cat	[increase to .25]	[increase to .75]	[pick up cat]	[pick up cat]

Appendix E: Steam Achievements

This appendix lays out potential Steam achievements for the game, both names and conditions.

The following achievements and their conditions can be seen by any player, regardless of whether they have been unlocked:

NAME	CONDITION
Not Kitten Around	**Win the tutorial**
Making Hiss-tory	**Complete all levels**
A Purr-fect Start	**Earn three stars in a level**
Sheer Purr-fection	**Earn three stars in all levels**
Mission Im-paw-ssible	Complete a level without being seen by the wizard
Fur-midable Opponent	Finish any one level 10 times
Potion Meow-ster	Break 50 potions total

Purr-ty Colors	Unlock all cat colors in the game
Cat-nado	Break 10 maelstrom potions total
Cat-astrophe	Break all the objects in a level
Master of Purr-suasion	Meow 100 times total
Litter-ate	Collect 30 spellbooks total

The following achievements appear as locked to start, and only display once they have been unlocked:

NAME	CONDITION
Around and Around	Stand on the spell book for 10 seconds.
What Happened Here?	Find the secret room.

Fur-end
Mew-sic
Mew-sery
Fur-ward
Paw-sitive
Meow-ntain
Purr-sonality

Fur-miliar