THE ADVENTURES OF CATERCAT

What Is That Thing?

The adventures of Catercat is a dynamic stealth game in an isometric top-down view that has players maneuvering through a science lab trying to avoid cameras and enemies while growing in size throughout the level. The player takes control of a cat and caterpillar hybrid creature that gives a cute twist on the snake mechanic, but instead of simply getting longer the "catercat" grows in segments of fur balls. Throughout the lab there will be little Leaf Mice creatures that the catercat can eat that will cause the catercat to grow, as well as other genetically altered creatures that may try to harm or even assist Catercat on its journey. Help Catercat get through this dangerous lab and find a new home on the outside.

Moving Catercat

The gameplay consists of the player maneuvering through a scientific lab avoiding cameras and droid patrols as well as strange hostile creatures. The player will move around the screen by swiping their finger over the path they want Catercat to follow. A colored arrow will appear over the path that the player swiped and then Catercat will begin to hop along at a consistent speed down the created line. If at any time a camera or enemy's field of vision goes over Catercat, the player will be forced to start the level over, implying that the player had been caught and brought back to the start.

The player can also tap on Catercat at any time and then tap somewhere else in a short range around Catercat to throw the back segment of Catercat's body. With this ability the player can hit out of reach switches to open doors or to knock out the hostile creatures around the lab. The segment immediately starts returning to the back of Catercat after it lands, so be careful to make sure it doesn't run into any security or fall down a pit on the way back.

Sticky Situations

The player will be able to get over pits or avoid certain patrols on the ground by holding their finger down on the end of Catercat and sliding their finger over to a nearby ceiling. If Catercat is the right length (not longer than the amount of space in between the ground and the ceiling), Sticky Yarn will shoot out from Catercat's back segment to where the player slid their finger and Catercat will zip up and hang from that spot. When Catercat is hanging from the ceiling, the player can tilt their mobile device to have Catercat swing back and forth. This can allow the player to tap Catercat mid swing to fling themselves in a certain direction, or even to narrowly escape a patrolling droid by swinging above it for a few seconds.

The world will be built with a grid-like system, both on the ground and vertically up to the roof. Because Catercat is split into different segments, the player will have the ability to look at the level and try to time their movement through the security to avoid being caught. It will also help the player spatially visualize where they can go, both along the ground as well as where they can hang from the ceiling. If the player tries to drag Catercat to hang from the ceiling, a green silhouette of Catercat will appear wherever their finger drags as long as they are able to go there, otherwise it will be a red silhouette if they cannot.

Catercat's Favorites

The core mechanic that the player will spend most of their time doing can be described as the classic arcade game Snake meets mobile stealth game. The player sends Catercat to eat Leaf Mice found in the lab to gain fur ball body segments. The body segments can then be thrown and used to get around (for example, throwing a body segment with sticky yarn to act as a hanging rope to swing back and forth) as well as hit enemies or switches. These Leaf Mice will be found hanging from plants all throughout the lab. After the player knocks one down from the tree by throwing a fur ball at the tree it can be eaten by walking over it. However, more body segments make you more likely to be seen by the cameras when you are moving around the level. If the player accidently loses a body segment you will be able to go back and grab another Leaf Mice, but the amount you can have at that time in the game will be limited.

Some levels will have jump points later on within them that will require a certain amount of body segments to get across. The more body segments that Catercat has, the farther it can swing and fling across certain pits. If there is a pitfall on the level, Catercat will not be able to walk into them with regular walking, and will only be able to get over them by swinging. This may result in farther back body segments not making the swing and falling down the pit. Because of this, the game becomes a push and pull with Catercat's body length that helps create the dynamic gameplay experience.

A Happy Catercat

The tone of the game should feel childish and cute, but also give the exhilarating feeling from the twitch stealth gameplay that would resemble the old Snake or Tron arcade games. The player should get a thrill when going through the levels and should feel like an accomplished ninja or spy who just made it through a high security area. It is a little faster paced then most stealth games, and will have stealth gameplay that is set in short bursts while also having the player make their way through a labyrinth-like lab.

Catercat Controllers

The Adventures of Catercat is a game for younger, casual mobile gamers who like quick pick up and play gameplay. They can pick up their phone in between classes or in a car ride and try to get through a couple of quick levels. Anyone who loves cats as well as their sneaky nature will find appeal in this game. The biggest thing that would appeal to the target player of this game would be the quirkiness of the fluffy caterpillar-like cat character which would reveal their enjoyment for fantastical creatures and worlds.

YAY! I TURNED INTO A CATERFLY!