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Mobile Gaming

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"A Bouncy Cat-astrophe"

• Description •

In this third-person 2D puzzle game you are a resident of Jell-o Kingdom and you're about to put on an open house, but your cat is making a mess! Leaving muddy paw prints all over the floor, shedding like crazy, and knocking over cups and plates. Using their finger or mouse the player has to load the CleaningCannon5000 with different household chore items and bounce them around the different rooms of the house and into the right mess, all the while keeping Kitty well fed and happy. If the room gets too overwhelmed with mess or enough doesn't get cleaned in time, it's game over!

• Game Pillars •

The main pillars for the game are the feelings of *stress* and *relief*

- Stress

  The stress in the game comes from the ever-decreasing timer as well as the ever-increasing pile of dishes and dirt on the floor and the need to multitask. The

extremely needy Kitty is rarely ever content, whether he wants food, his bed, or pets, he always seems to want something.

- Relief

When a player successfully completes a level by getting enough cleaned and keeping Kitty satisfied a huge weight is lifted from their chest.. until they click "next level" of course.

• Mechanics •

- Cleaning

The player is given different household chore cleaning tools to begin; a broom and a mop, simple! The player will unlock more tools as they progress, making the game more difficult. There are different messes that need to be cleaned up when the game begins, the player has to pick the correct tool for the correct mess and then bounce the tool to the mess, but be careful, if you don't keep Kitty happy he will make more messes!

- Caring for Kitty

While the player already has plenty to worry about cleaning-wise, Kitty is going to make more messes unless you keep him satisfied! Along with their cleaning tools, the player is also given a button in the lower left that will switch between their cleaning tools and cat care. Cat care starts with a food bowl, cat bed, and brush, with Kitty getting needier and requiring new tools to please him as the player progresses (Vacuum for bigger hair balls,

feather duster, etc.). To care for kitty the player has to choose one of Kitty's items and tap him, whether he is in his 'Happy Bubble' or roaming through the house making messes. If Kitty is in his Happy Bubble he will be in a bubble at the top of the screen, and visibly become more and more agitated as his satisfaction wears off (There is no visual meter for it), if he is hungry he will get hangry and grow horns (or if he is in the house he will leave muddy paw prints), if he is tired he will get sleepy and start yawning (or knock over dishes because he is trying to sleep on a counter), and if he needs to be brushed his fur will get matted and unkempt (or he will start shedding if he is in the house).

• Characters •

• Mr. Bounce

Mr. Bounce is the main character and is trying to sell his house, but his pesky needy cat is making it impossible! He's a small orange flavored jello man that wears a button down shirt, tie, and slacks and glasses (but he has no eyes, nobody knows how Jellotonians see). You only see Mr. Bounce in a small animated bubble at the bottom left of the screen next to his cleaning tools, the CleaningCannon5000 and kitty care.
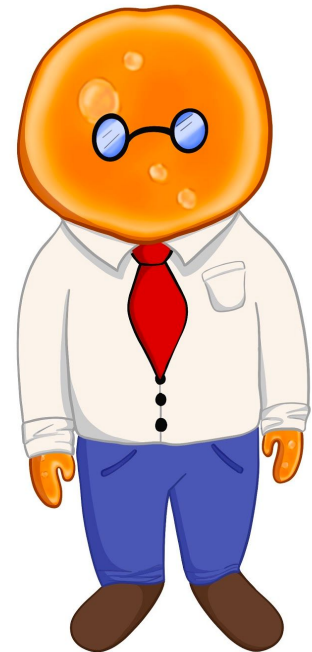
• Kitty

Mr. Bounce's cat Kitty is the 'antagonist' only because he is so needy, not because he's a bad cat. He is a grey long-haired cat that sheds like crazy and always seems to be hungry. He resides either in his Happy Bubble at the top of the screen, or roaming the house wreaking havoc.

• Level Layout •

The level layout is similar to jello-ized blueprints of different rooms in Mr. Bounce's house. As the player progresses through more rooms (levels) they reach new floors (new groups of levels) that all vary in size and complexity. The walls are made of a similar orange jell-o as Mr. Bounce himself and are extremely bouncy, there is lots of open space but also small nooks and crannies where messes can be made. (Below is an example of a possible level)