

Pituicat

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Target Platform: PC(Linux/Win) Target audience: Ages 15 - 35

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1 Game story

You are a cat. or at least you used to be one, until you accidentally fell into a vat with the latest failed biochem experiment of your owner as the military, your owners employers, sack him and clean the lab in a hurry. You get poured down the drain by an assistant while your owner gets escorted away in handcuffs.

When you wake up again in the sewer you have solidified again to a small meowing gelatinous blob. You are hungry and you yearn for your owner's affection. But where has he been taken to?

You set out to find him, but have to fend off enemies and withstand dangerous environments while you make your journey through multiple locations finding clues about your owner's whereabouts.

Powerups and DNA-Fragments for unlocking new abilities help you on your way through increasingly dangerous stages full of different levels.

2 Game play

In "Pituicat" You play as slime cat in search of its owner.

The Levels of the game as well as its story are divided into six stages, each ending with a boss fight.

3 Player character

In the beginning the player character is about the size of a pea, has low health and can barely lift off the ground when jumping. But as the player advances he will be awarded DNA-Fragments for defeating bosses and will be able to find powerups and hidden DNA-Fragments. Powerups grant some temporary boni whereas DNA-Fragments are used to activate permanent abilities or increase your health. With every stage also the size of the character increases. Starting at pea size, you grow to grape size to golf ball size to tennis ball size to rugby size until you reach the size of a regular cat.

The activatable abilities, all having three levels, include:

- health up (Adds 50% of your start health to your max health per level)
- congeal (reduces damage by 25% of remaining damage per level)
- vacuole (store one collected powerup per level)
- spit (shoot acidic projectiles with ranges from 2 over 4 to 8 tiles)
- harden (become invulnerable but almost immobile for 1, 2 or 4 seconds)

4 Player Controls

- A Slither left
- D Slither right
- W Jump
- S Interact
- Switch through vacuoles (if more than 1)
- Q Release powerup from (selected) vacuole
- Spit
- E Harden

5 Game world

The game world is a mostly urbanized landscape with some elements from cyberpunk.

The levels are themed after the stages they are in and vary slightly in size, but aim to be rather big and not monolinear. Players can collect powerups and rarely even DNA-Fragments, which at the end of the Level can be traded in for new or improved abilities.

Hand crafted carefully composed assets paired with thoughtful level design aim for an immersable game with a strong retro feel.

6 Game experience

The game is divided into the following six stages:

- The Sewer
- Back Alley
- Abandoned Lab
- The Highway
- Military-industrial complex
- Secret base

Every stage has its distinct design and set of enemies, puzzles and obstacles as well as a final Boss to be overcome to succeed.

6.1 The Sewer

The Sewer is a dark and wet place full of dangerous waste and different vermin. Your main enemies are giant woodlice, mice, rats and goldfish. Contact with water or other fluids pooling, flowing or dripping down there is harmful to the character. Puzzles include opening valve systems or restoring lighting to pitch dark areas. The Boss at the end of this stage is “King Rat”.

6.2 Back Alley

The back alley is a dim place heaping with garbage of various kinds and access point to many different kinds of infrastructure mostly fallen into disrepair. fluids pooling in dumpsters or the street as well as ill maintained electrical wiring are the environmental dangers accompanied by rats, spiders, robotic cleaners and various birds as enemies.

You will have to shut down electricity to progress or carefully time runs between active garbage chutes and trick birds.

The boss at the end of this stage is “The Raven”.

6.3 Abandoned Lab

6.4 The Highway

6.5 Military-Industrial Complex

6.6 Secret Base