

# 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 large 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

The controls described here take a QWERTZ-keyboard as reference.

- A Slither left
- D Slither right
- W Jump
- S Jump down through Platform
- F Interact
- Q Release powerup from (selected) vacuole
- E Harden
- Switch through vacuoles (if more than 1)
- Spit
- Esc Enter/Exit Menu

## 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

The abandoned lab is the place you used to live with your owner while he was tinkering on various projects from varying fields of science and engineering. Now this place is deserted, stripped of all usable equipment and left to rot. Unfortunately for you this place is far from empty. Semi conscious AI robots cybernetically or genetically enhanced hamsters which all managed to escape the sudden purge of the lab as well as still present malfunctioning equipment and custom or even selfmade security measures are blocking your way. As you might expect, the puzzles in an former lab of an almost mad scientist are hard, include teleporting or even manipulation of space and time and force you to be present at multiple locations simultaneously. The boss at the end of this stage is “CyberPsy”

## 6.4 The Highway

The hot and dusty highway is not a good place for a small lonely little slime cat. These surroundings are only scarcely populated, but some snakelings and lizards thrive here. In addition the scorching sun heating up the asphalt and lizard traps pose dangers in this environment.

The main Puzzle here will be how to stay outside the sun most of the time or how to change the environment to create shade.

The boss at the end of this stage is “Mother Snake”

## 6.5 Military-Industrial Complex

This compound of barracks, factories, workshops and training grounds is off limits to the general public and is surrounded by a heavily guarded death strip.

You will have to deal with automated turrets, electric fences, ground spikes in addition to guard dogs, mobile defense bots and flying surveillance or attack drones. You will have to figure out how to enter the seemingly impenetrable fortress of the secret base without arising too much suspicion on your way in.

The boss at the end of this stage is “M30w”.

## 6.6 Secret Base

Under the Complex it lies, the secret base and only few know of its existence. Here lies the heart of most secret military research and surveillance.

Enemies include military personel and special operatives and even experimental cyborgs or armed killer robots. There is a lot of lethal security measures installed to prevent unauthorized entering.

Trick your way in through mazes of deadly laser arrays, confuse enemies so they turn on each other and deactivate complex defense mechanisms to path your way to the heart of the base.

The Boss at the end of this stage is “Node Kroenen”.

## 6.7 How to win

clear all levels and stages and defeat all bosses.

## 6.8 How to lose

Your health drops to zero.

# 7 Game mechanics

“Pituicat” takes place in a two-dimensional world viewed from the side, the typical platformer view. The camera is usually centered on the player and follows his character thus scrolling horizontally and vertically, depending on level size in the direction of movement. The player moves around the map in real time as do the enemies. A HUD on screen shows remaining health in form of a bar the active powerup if any and the stored up to three powerups if any.

A player in game can move around, jump and interact with certain objects in the game like valves or switches. The number of active control buttons on the keyboard rises as the player progresses and activates new abilities, but are mapped out to be easily reachable with one hand. Powerups and DNA-Fragments laying around on the map or dropped by enemies are collected actively by the player through direct contact. After clearing each level the player can spend newly gained DNA-Fragments on abilities on a static screen also showing some statistics on the player’s progress before advancing to the next level.

In “Pituicat” there is a number of active and passive abilities a player can invest DNA-Fragments in, enabling new actions or simply aiding the player’s survival. Every ability has three levels of power, which can be activated consuming a DNA-Fragment, but only when the previous power level has been already activated. Unlocking an ability, also raising the power level to one, does not require any previous level of any other ability, but also consumes a DNA-Fragment.

An example for a passive ability would be “Congeal”, which reduces received damage by 25% per power level.

Another example, this time for an active ability, is “Spit”, which enables the player to shoot a projectile with increasing range for each power level starting with two tile lengths over four to eight before dissolving into thin air.