

Pituicat – Beat Chart

Amedeo Molnár

September 20, 2020

Contents

1	The Sewer	1
2	Back Alley	2
3	Abandoned Lab	3
4	The Highway	4
5	Military-Industrial Complex	5
6	Secret Base	6

1 The Sewer

Level: The Sewer 1

Name: The Sewer – This is (not) the end

Story: Pituicat awakens in a dark corner of the sewers

Progression: Player taught basic movement, combat and collecting powerups

Est. play time: 15 min.

Color map: brownish tones (eww!), red (bricks, pipes), yellow (lights), blue (pipes)

Enemies: Woodlice, Goldfish

Mechanics: Wall jump

Hazards: Cracky platform, Sewage

Power-ups: Peptide, Oily Emulsion

Economy: None

Puzzles: Light switch

Music track: TBD

Level: The Sewer 2

Name: The Sewer – Fish and Chips

Story: Pituicat crosses the sewer, encounters first rat scouts

Progression: Player crosses first level and collects first powerups and solves first puzzles

Est. play time: 15 min.

Color map: brownish tones (eww!), red (bricks, pipes), yellow (lights), blue (pipes), yellowish blue (water?)

Enemies: Woodlice, Goldfish, Rat scout

Mechanics: Wall jump

Hazards: Cracky platform, Sewage, Sewage Drops

Power-ups: Peptide, Oily Emulsion

Economy: DNA-Fragment

Puzzles: Timed pump activation run

Music track: TBD

Level: The Sewer 3

Name: The Sewer – Ratty business

Story: Pituicat has to fight his way through the sewer

Progression: Player solves more complex puzzles and encounters lots of rats

Est. play time: 15 min.

Color map: brownish tones (eww!), red (bricks, pipes), yellow (lights), blue (pipes), yellowish blue (water?)

Enemies: Woodlice, Goldfish, Rat scout, Rat, Big Rat

Mechanics: Wall jump

Hazards: Cracky platform, Sewage, Sewage Drops, Slippery ground

Power-ups: Peptide, Oily Emulsion

Economy: None

Puzzles: Slime ground maze

Music track: TBD

Level: The Sewer 4

Name: The Sewer – Facing the King

Story: King Rat is furious about Pituicat entering his domain and fights.

Progression: Player fights “King Rat”

Est. play time: 5 min.

Color map: brownish tones (eww!, Wood), red (bricks, pipes), yellow (lights), blue (pipes), yellowish blue (water?)

Enemies: “King Rat”

Mechanics: Wall jump

Hazards: None

Power-ups: Peptide, Oily Emulsion

Economy: DNA-Fragment

Puzzles: None

Music track: TBD

2 Back Alley

Level: Back Alley 1

Name: Back Alley – Under pressure

Story: Pituicat first reaches the world above ground since transformation and is greeted by a garbage compressor

Progression: Player reaches new stage and is introduced to new Powerup

Est. play time: 15 min.

Color map: red (bricks), blueish grey (steel), grey (asphalt, concrete)

Enemies: Rat, Spider, Big Spider

Mechanics: Wall Jump

Hazards: Glass shard pit, Battery acid, conveyor belt, cardboard platform (breaks)

Power-ups: Peptide, Oily Emulsion, Latex

Economy: None

Puzzles: Disable garbage compressor

Music track: TBD

Level: Back Alley 2

Name: Back Alley – Light of day

Story: After getting out of the garbage Compressor the back alley is open for exploration

Progression: Player has to traverse a mostly vertical level to get above the garbage containers

Est. play time: 15 min.

Color map: red (bricks), blueish grey (steel), grey (asphalt, concrete)

Enemies: Rat, Spider, Big Spider, Cleaner Bot

Mechanics: Wall Jump

Hazards: Glass shard pit, Battery acid, conveyor belt, cardboard platform (breaks), dripping bleh

Power-ups: Peptide, Oily Emulsion, Latex

Economy: DNA-Fragment

Puzzles: Find and shutt off breakers for bad wiring

Music track: TBD

Level: Back Alley 3

Name: Back Alley – Up the Pipe

Story: To get out of the alley to the lab Pituicat has to get higher up

Progression: Player climbs through garbage chutes and over fire escape ladders to get to the roof

Est. play time: 15 min.

Color map: red (bricks), blueish grey (steel), grey (asphalt, concrete), blue/black (glass panes)

Enemies: Spider, Big Spider, Sparrow

Mechanics: Wall Jump

Hazards: conveyor belt, cardboard platform (breaks), dripping bleh

Power-ups: Peptide, Oily Emulsion, Latex

Economy: None

Puzzles: trick a flock of birds into going somewhere else

Music track: TBD

Level: Back Alley 4

Name: Back Alley – Shadow in the sky

Story: The roof is reached, but guarded by a raven

Progression: Player fights “The Raven”

Est. play time: 5 min.

Color map: grey (roof), white (air chutes), red (brick), blue (glass panes)

Enemies: “The Raven”

Mechanics: Wall Jump

Hazards: None

Power-ups: Peptide, Oily Emulsion, Latex

Economy: DNA-Fragment

Puzzles: None

Music track: TBD

3 Abandoned Lab

Level: Abandoned Lab 1
Name: Abandoned Lab – Knock Knock

Story: Pituicat enters its former home through a ventilation chute on the roof

Progression: Player is introduced to new stage and new powerup

Est. play time: 15 min.

Color map: greyish blue (steel), red (rust), brown (wood)

Enemies: Crazy Hamster, CyberSpider

Mechanics: Wall Jump

Hazards: Ventilator, UV-Sterilizer

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead

Economy: None

Puzzles: Cross UV-Sterilizer

Music track: TBD

Level: Abandoned Lab 2
Name: Abandoned Lab – Downwards

Story: Pituicat has to find a way through the ventilation system

Progression: Player has to traverse a labyrinthine level

Est. play time: 15 min.

Color map: greyish blue (steel), red (rust), brown (wood)

Enemies: Crazy Hamster, CyberSpider, CyberHamster

Mechanics: Wall Jump

Hazards: Ventilator, UV-Sterilizer, Laser Trap

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead

Economy: DNA-Fragment

Puzzles: Get to the bottom of the main shaft

Music track: TBD

Level: Abandoned Lab 3
Name: Abandoned Lab – Back home?

Story: Pituicat finds its old now mostly empty home and looks for his owner, but someone seems to have claimed the lab in the meantime

Progression: Player crosses the lab and fights through hordes of enemies

Est. play time: 15 min.

Color map: grey-white (walls), brown (wood, furniture)

Enemies: Crazy Hamster, CyberSpider, CyberHamster, PsyHamster

Mechanics: Wall Jump

Hazards: Robotic Limbs, Acid Puddle, Laser Trap, Explosive Bottles

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead

Economy: None

Puzzles: Deactivate shields guarding the new master of the lab

Music track: TBD

Level: Abandoned Lab 4
Name: Abandoned Lab – The Experiment

Story: Pituicat fights the claimer of the lab.

Progression: Player faces and fights “CyberPsy”

Est. play time: 5 min.

Color map: grey-white (walls), brown (wood, furniture)

Enemies: “CyberPsy”

Mechanics: Wall Jump

Hazards: None

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead

Economy: DNA-Fragment

Puzzles: None

Music track: TBD

4 The Highway

Level: The Highway 1

Name: The Highway – On the Road

Story: After defeating “CyberPsy” Pituicat makes his way to the Highway

Progression: Player is introduced to new stage and powerup

Est. play time: 15 min.

Color map: grey (concrete), black (asphalt), yellowish brown (sand), light blue (sky)

Enemies: Small Yellow Lizard, Small green Lizard

Mechanics: Wall Jump

Hazards: Hot Asphalt

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote

Economy: None

Puzzles: Avoid Lizard Traps

Music track: TBD

Level: The Highway 2

Name: The Highway – Searing Sun

Story: Pituicat is on the Road to the Military-Industrial Complex

Progression: Player crosses a rather long level with scarce resources

Est. play time: 15 min.

Color map: grey (concrete), black (asphalt), yellowish brown (sand), light blue (sky), brown (dirt)

Enemies: Small Lizards (green and yellow), Big Lizard (yellow and green), Tarantulas

Mechanics: Wall Jump

Hazards: Hot Asphalt, Poison bait

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote

Economy: DNA-Fragment

Puzzles: Avoid long stretches of hot asphalt

Music track: TBD

Level: The Highway 3

Name: The Highway – Snake Country

Story: Pituicat follows the Highway and enters Rattlesnake infested areas

Progression: Player enters a rattlesnake infested area of the Highway

Est. play time: 15 min.

Color map: grey (concrete), black (asphalt), yellowish brown (sand), light blue (sky), brown (dirt)

Enemies: Big Lizard (yellow and green), Snakeling, Rattlesnake

Mechanics: Wall Jump

Hazards: Hot Asphalt, Poison bait, Snake nest

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote

Economy: None

Puzzles: Avoid long stretches of hot asphalt and snake nests

Music track: TBD

Level: The Highway 4

Name: The Highway – Serpent Dream

Story: Pituicat faces “Mother Snake”

Progression: Player faces “Mother Snake”, the Boss of this Area

Est. play time: 5 min.

Color map: yellowish brown (sand), brown (dirt)

Enemies: “Mother Snake”, Snakeling, Rattlesnake

Mechanics: Wall Jump

Hazards: None

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote

Economy: DNA-Fragment

Puzzles: None

Music track: TBD

5 Military-Industrial Complex

Level: Military-Industrial Complex 1

Name: Military-Industrial Complex – Outer Ring

Story: Pituicat reaches the Military-Industrial Complex and needs to find a way to get past the first security ring.

Progression: Introduction to new stage and powerup

Est. play time: 15 min.

Color map: black (asphalt), dark green (grasy ground), purple (sky), dark gray (concrete, steel)

Enemies: Guard Dog, Taser-Turret, CyberEagle, Double-headed Cobra

Mechanics: Wall Jump

Hazards: Electric Fence, Ground Spikes

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote, Purified Caffeine

Economy: None

Puzzles: Get over electric Fence, Turret Area, Deactivate Ground Spikes

Music track: TBD

Level: Military-Industrial Complex 2

Name: Military-Industrial Complex – Death Zone

Story: Pituicat has to cross the death zone between the outer ring and the entrance to the Base.

Progression: Crossing of a vast, open and dangerous terrain

Est. play time: 15 min.

Color map: black (asphalt), dark green (grasy ground), purple (sky), dark gray (concrete, steel)

Enemies: Guard Dog, CyberDog, LaserTurret, CyberEagle, Doubleheaded Cobra, ManHack

Mechanics: Wall Jump

Hazards: Electric Fence, Electrified Ground Spikes, Mines

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote, Purified Caffeine

Economy: DNA-Fragment

Puzzles: Deactivate electrified Ground spikes

Music track: TBD

Level: Military-Industrial Complex 3

Name: Military-Industrial Complex – At the Gates

Story: Pituicat enters the Military-Industrial Complex and works his way to the base

Progression: Crossing a branched Level with lots of obstacles

Est. play time: 15 min.

Color map: black (asphalt), purple (sky), dark gray (concrete, steel)

Enemies: Guard Dog, CyberDog, LaserTurret, CyberEagle, Doubleheaded Cobra, ManHack, Armed Skimmer

Mechanics: Wall Jump

Hazards: Electric Fence, Electrified Ground Spikes, Mines, Conveyor Belt, Industrial Press

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote, Purified Caffeine

Economy: None

Puzzles: Deactivate the industrial machines to reach the base entrance

Music track: TBD

Level: Military-Industrial Complex 4

Name: Military-Industrial Complex – Nice Kitty?

Story: Pituicat faces “M30w” guarding the base

Progression: Fight the stage boss

Est. play time: 5 min.

Color map: black (asphalt), purple (sky), dark gray (concrete, steel)

Enemies: “M30w”

Mechanics: Wall Jump

Hazards: None

Power-ups: Peptide, Oily Emulsion, Latex, Organic lead, Antidote, Purified Caffeine

Economy: DNA-Fragment

Puzzles: None

Music track: TBD

6 Secret Base

Level: Back Alley 1
Name: Back Alley – Light of day
Story: ???
Progression: ???
Est. play time: ???
Color map: ???
Enemies: ???
Mechanics: ???
Hazards: ???
Power-ups: ???
Economy: ???
Puzzles: ???
Music track: TBD

Level: Back Alley 2
Name: Back Alley – ???
Story: ???
Progression: ???
Est. play time: ???
Color map: ???
Enemies: ???
Mechanics: ???
Hazards: ???
Power-ups: ???
Economy: ???
Puzzles: ???
Music track: TBD

Level: Back Alley 3
Name: Back Alley – ???
Story: ???
Progression: ???
Est. play time: ???
Color map: ???
Enemies: ???
Mechanics: ???
Hazards: ???
Power-ups: ???
Economy: ???
Puzzles: ???
Music track: TBD

Level: Back Alley 4
Name: Back Alley – ???
Story: ???
Progression: ???
Est. play time: ???
Color map: ???
Enemies: ???
Mechanics: ???
Hazards: None
Power-ups: ???
Economy: ???
Puzzles: ???
Music track: TBD