

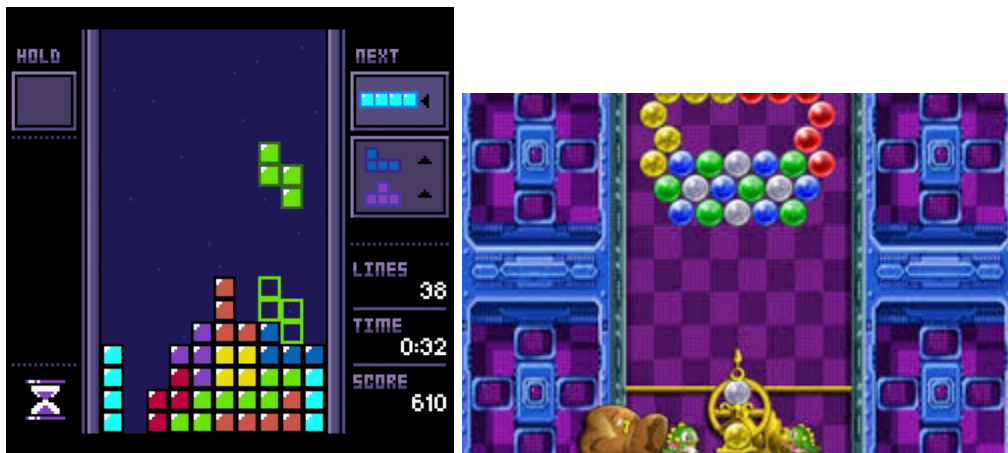
# Kitten Cauldron Design Document

## Overview:

Kitten Cauldron is a casual colorful puzzle game. The goal is something relatively simple, with some strategic depth and good polish.

## Inspo:

## Mechanics:

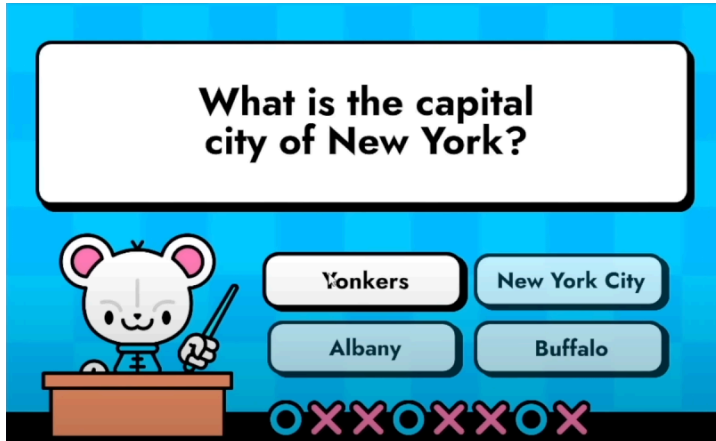


Inspired by high-score chasing games like Tetris and Puzzle Bobble.

## Guide:

- Easy Controls
- Colorful
- Readable
- Quick games
- Simple yet Strategic
- High-Score chasing
- 'Just one more round'

Art:



Examples from [Goodgis](https://www.goodgis.com/).

#### Guide:

- Cute
- Simple
- Vector
- Thick black outlines
- Mostly simple shapes
- Bright Colors

#### Mechanics:

##### Grid:

The game is all set up on a grid, each orb / catalyst fits into one grid space. The full grid is 11x10.

##### Controls:

A and D move the character left and right along the X axis above the cauldron. The player can't move further than the edge of the grid.

Space will swap the held orb for the backup orb / catalyst.

S will drop the held orb / catalyst straight down until it hits the bottom of the cauldron or another orb.

### **Orbs:**

Three different colors. Red, blue and yellow. There are also green, orange, and purple orbs that can be created from catalysts. Additionally all 6 orbs have a unique symbol to further differentiate them and help color blind players. Charged orb groups can score points (more on that below).

### **Catalysts / Combos:**

When a catalyst is dropped it will charge an orb it is directly touching, turning it a new color based on its type. This charge will also chain to any matching color orb touching the original. (BUT NOT DIAGONALLY)

Green Catalyst = (Blue / Yellow Orb) = Green Orb.

Orange Catalyst = (Yellow / Red Orb) = Orange Orb.

Purple Catalyst = (Blue / Red Orb) = Purple Orb.

A group of touching same color charged orbs that is more than 5 will score and be destroyed. The larger the combo, the more points per orb. Once all orbs are scored and destroyed, orbs above them will fall.

### **Difficulty / Loss:**

Every few turns a new full row of orbs will spawn at the bottom of the cauldron, pushing up all orbs. The rate at which this happens will decrease with total turns played. Meaning the difficulty will increase the longer you play.

If an orb is pushed over the water line in the cauldron the player will lose.

## **To Do:**

- (Done) Super basic function
  - (Done) Grid layout
  - (Done) Controls
  - (Done) Orb / catalyst function
  - (Done) Point scoring
- (Done) Refine / smooth out code and improve game core
- (Done) Determine a theme / prototype art style
- (Done) Incorporate 2D assets into game
  - (Done) Character
  - (Done) Colorblind friendly orbs
  - (Done) Background

- (Done) Cauldron
  - (Done) Broom / cloud for cat to be on
- (Done) Refine game rules
  - (Done) Scoring system
  - (Done) End condition
- (Done) Difficulty scaling
  - (Done) New rows more often
- (Done) Gameplay smoothing
  - (Done) Easy to understand controls
  - (Done) Easy to know what is going on.
    - (Done) Orb combos break one at a time so you can track where it is all going
    - (Done) Orb falling is animated
    - (Done) Point numbers, etc.
  - (Done) BG liquid in cauldron, shows loss height, has simple water sim splashes
  - (Done) Something that shows how many turns until a new row is added
- (Done) Proper game end
  - (Done) Restart
  - (Done) End board
  - (Done) SFX
  - (Done) Don't let player keep playing
  - (Done) Show score
  - (Done) highest combo
  - (Done) High score tracking
- (Done) JUICE
  - (Done) Particle effects
  - (Done) Tweeeeeening
  - (Done) Slight player anims
  - (Done) General feedback for player actions
- (Done) Sounds
  - (Done) Audio Controls
  - (Done) Music
  - (Done) Game over
  - (Done) Catalyst zap
  - (Done) Orb / catalyst burst
  - (Done) Orb / catalyst hit
  - (Done) Swap
  - (Done) Water splash
  - (Done) Point bleeps
  - (Done) Incremental combo bubbles
  - (Done) New row
- (Done) Pause Menu
  - (Done) Audio controls
  - (Done) Credits

- (Done) Tutorial
  - (Done) Shows the first time the player plays
  - (Done) Make a different cat for the tutorial
  - (Done) Let players look at the tutorial again in the pause menu

**Stretch:**

- Green, Purple, or Orange orbs rarely appear later on?
- Unique orbs
  - Should add interesting plays to mix up strategies
  - Should create fun combos (planned and unintended)
  - Special orb that turns all colors into white or something