aniket.r@iitgn.ac.in

## **Chase the Cheese**

Draw the path to move the mouse, but look out for cats!

Submitted by <Aniket Rajnish / Makra>

\*Please note you might be asked to adjust Unity and Xcode version through publishing stages



## The Game in a Nutshell

#### **The Basics**

We need to control the rat and help it reach to the cheese. The rat follows the path that we trace by drawing in the space provided. The player also needs to to look out for various traps as well as the chasing cat. The rat needs to reach the destination while avoiding the cat.

#### Sub Genre

Puzzle



#### Mechanic

Drawing mechanic

#### Controls

Touch





## **Difficulty and Progress**

#### How do I progress at this game?

- As we progress, we get to control different types of rats which have different characteristics like speed, agility, weight, damage resistance etc.
- As we progress, difficulty increases by increasing the distance to the destination and the number of traps.
- Power Ups for health, speed, agility etc. are introduced as we progress.

#### **Lose Conditions**

• If the cat catches us before reaching the destination.







## The Video Ad

**() BEWARE OF THE CAT** 

#### What are we going to see in the ad?

 A fail clip where the player draws multiple random path but the rat is not able to follow it and fails the level.
Sometimes it gets eaten by a cat, sometimes it falls in the pit etc. Then a pop up asks if the player can help the rat reach the cheese.



### **References or Art Mockup**

Tether n' Feather

Sonic Dash



Snake Master 3D







# THANK VOU QUESTIONS?

