



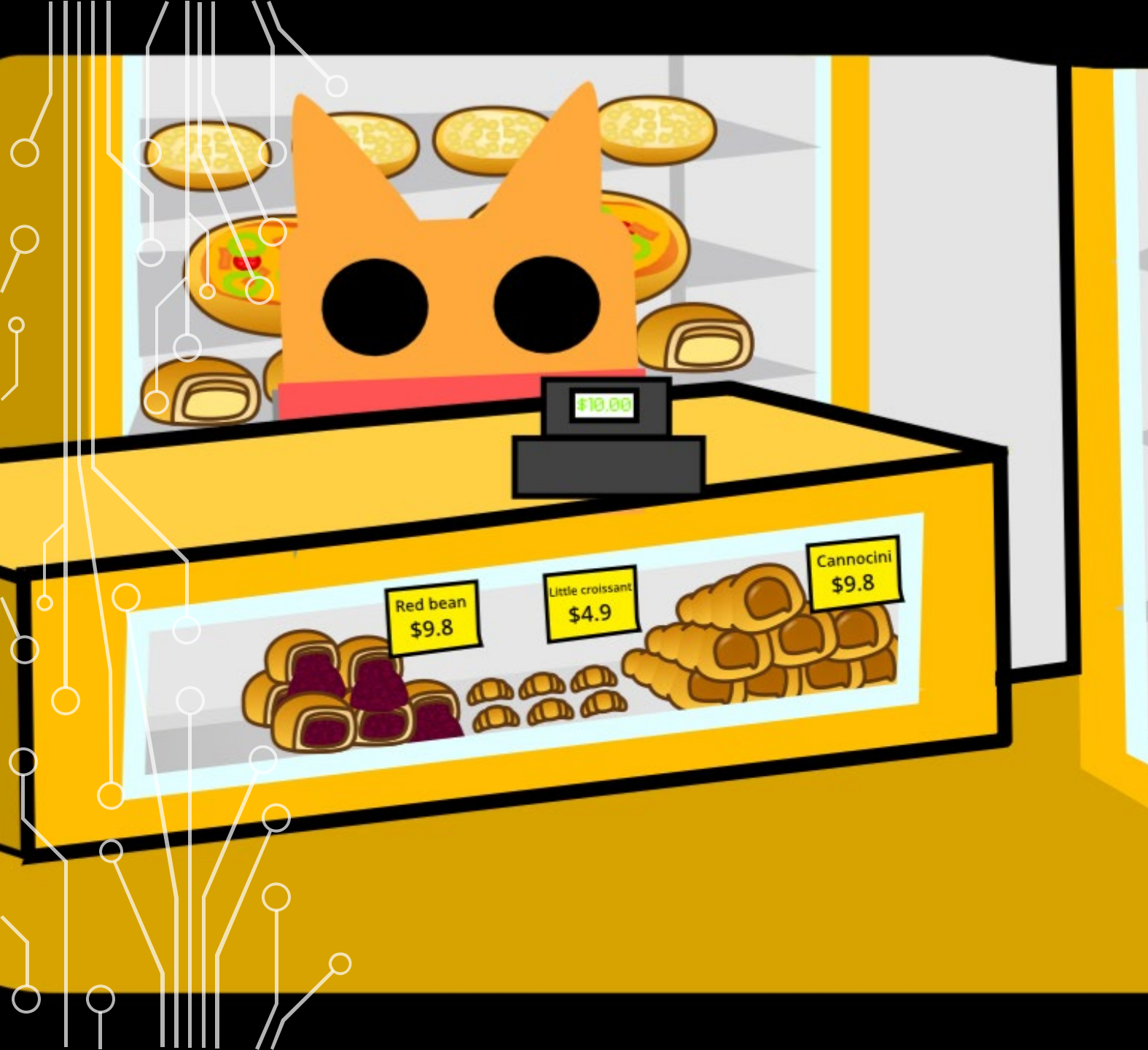
MEOWTASTIC EXPEDITION

PRESENTED BY KIT KATZ

MEOWTASTIC EXPEDITION

The real adventure here is conquering your fears. Meowtastic Expedition is an adventure game about a cat called Jeff a café worker adventuring through the vast snow mountain trying to save his friend and conquering all his fears. On the way Jeff meets a variety of strong enemies.

We chose the name because Meowtastic tells you the character is a cartoonish cat and Expedition is a word for explorers like his dad who left him 😞.



BACKSTORY



PART 1

- Jeff is selling bread while the narrator introduces him.

Bucky's Family

Where is Bucky?

Isn't she at your home?

PART 2

- Jeff receives messages from Buckys family asking where Bucky is.
- Turns out Bucky is MISSING!

SK



PART 3

- KCN reports that a skier reported that a he saw a bunny on the KitKatz Mt.



PART 4

- Jeff goes and save his friend



WHY THIS BACKSTORY?

- We chose this backstory because we wanted to make it more unique like the texting with phones and a news report from KCN (Kit Cat News)

THE THEME OF THE GAME THIS YEAR IS

JOURNEY

The journey in this game is about Jeff starting like a normal scaredy-cat going up a mountain slowly getting braver every level until he conquered all his fears.

MEET OUR TEAM

Kitkatz



nicky20141003

Our main artist, animation man and GGD designer(Game Design Document)

Why: He is good at designing and art



bettyB56

Our main coder

Why: He is good at coding



donut_l0v3r

Our co-artist/art manager and CIM(Central Idea Man)

Why: He is good at art and good at thinking



fischgod1

Our co-coder, co-artist and music maker

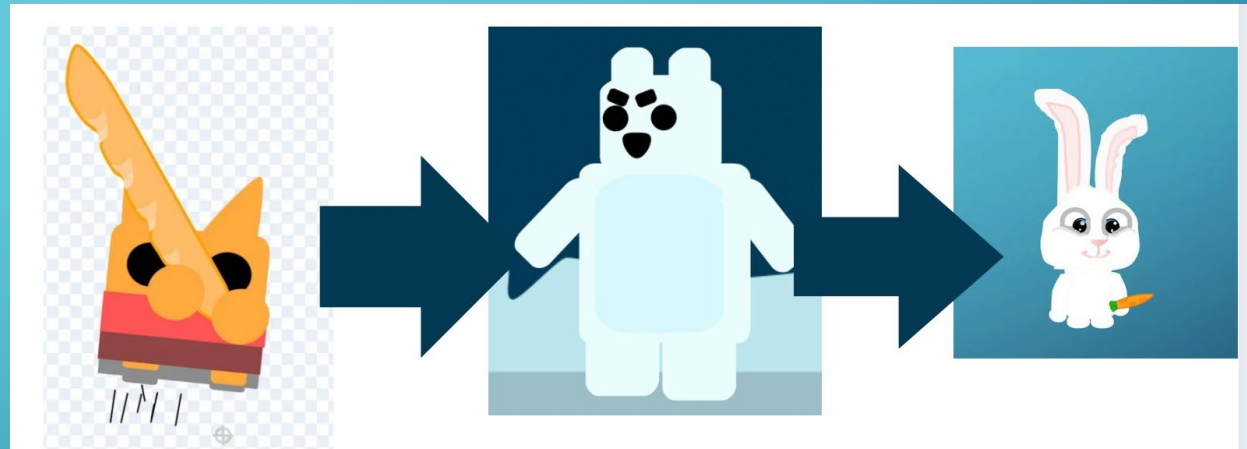
Why: He is good at music



GOAL OF THE GAME

The goal of our game is to conquer all of Jeff's fears and save Bucky from the Yeti on the top of the mountain.

Why conquering fears and saving your friend from certain death: Because we got the fears from the phrase 'Scardey Cat' get it?.... Jeff is a cat. We chose saving his friend because it is more adventurish(we know adventurish isn't a word but now it is!).



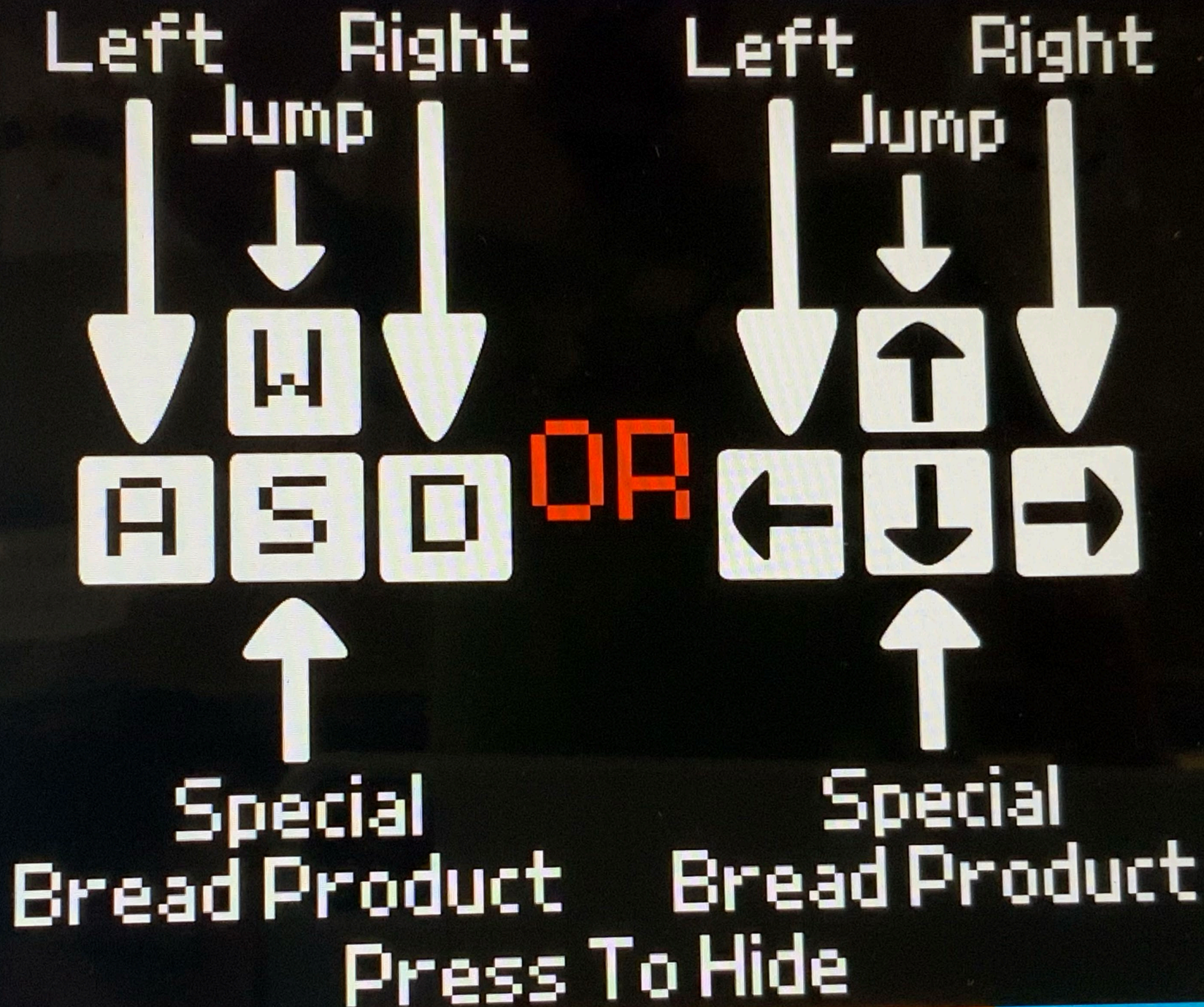


BLACK SCREEN OF DEATH....

- What it does:
- It tells you to press the green flag twice because scratch has a glitch where if you only click green flag once, there will be some bugs
- How to make this work: We simply made this work by making :
- When green flag clicked:
- Change start variable(for e.g.) by 1
- Forever check if start is equal to two if two then set it back to 0

INSTRUCTIONS

- You use WASD or Up Down Left Right to move and attack.
- To finish a level you need to fill up the yellow confidence bar and complete a task every level.



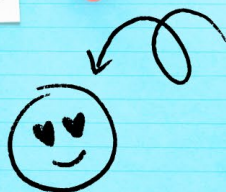


how to play



MEOWTASTIC EXPEDITION

01



Explore

Find out what Jeff's fears are his backstory and explore the mountain.

Fight

Secondly fight some enemies and conquer your fears on the way up the mountain.

02



Save

Finally, save your friend, Bucky, from the yeti and live happily after.

03



Our first design:
Heath Bar



Our design we
went with:
Confidence Meter



HEALTH BAR

- What it does:
- 1. Grants you health.
- If you take damage your health decreases
- 1 min silence for deleted health bar 😞

CONFIDENCE METER

- What it does:
- 1. Let's you use bread products
- 2. Let's you fight higher ranking enemies
- Let's you finish a level
- We chose this because you have to show how confident you are
- How we made it: We made it a shield because to show confidence



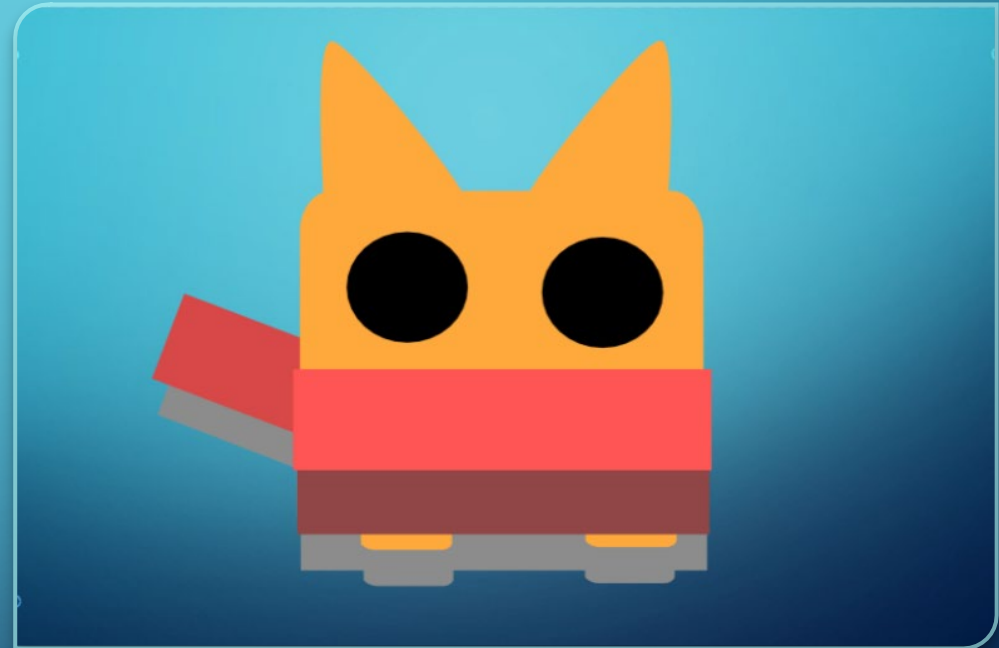
CHARACTERS

MORE CHARACTERS MORE ENGAGEMENT

Flour Bag

OUR MAIN CHARACTER (JEFF)

- Jeff is a cat
- He has a red scarf
- He scratches people when he gets annoyed or angry
- He likes BREAD
- He is on an ultimate journey to save his friend Bucky the Bunny from the mythical Yeti



Why cat though?

Because cats are easy to draw and cats are better than dogs 😊

JEFFS FRIEND (BUCKY)

- Bucky is a snow rabbit
- She can jump very high
- She is white
- She likes carrots (especially orange carrot)
- She got captured by the mythical Yeti



Why bunny though?

Because bunny's were the first thing that came to our mind and are easy to draw

The background is a blue gradient with white circuit-like lines. A brown box on the left contains a loaf of bread. A blue box on the right contains a yellow cat with black eyes peeking over the top. A large black rectangle with rounded corners is in the center, containing the title and subtitle. Below the black rectangle is a yellow flour bag on a blue surface.

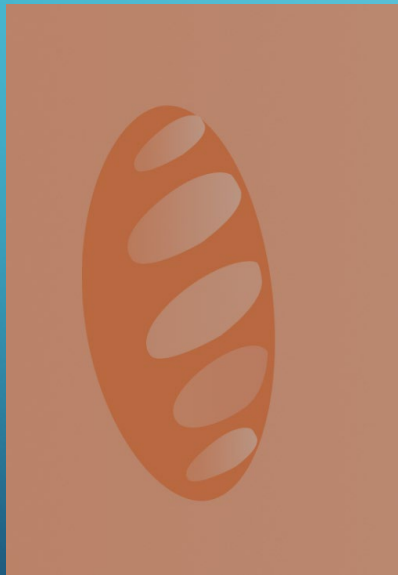
WEAPONS

DIFFERENT WEAPONS = DIFFERENT POWERS

Flour Bag

SOUR DOUGH... SHIELD

SOUR DOUGH SHIELDS ARE USED TO
BLOCK ATTACKS AND CAN BE
UNLOCKED AT LEVEL 2



WHEN JEFF IS HOLDING THE SHIELD



We chose sour dough shield because
it is very hard so you can block stuff
with it

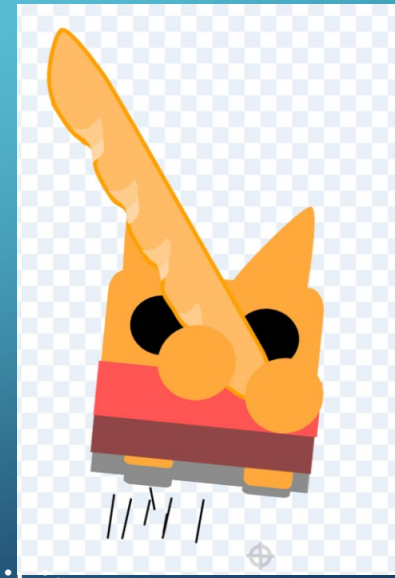
BAGUETTE



JEFF HOLDS THE BAGUETTE LIKE A SWORD. UNLOCKS AT LEVEL 3, 30 CONFIDENCE



WHEN JEFF ATTACKS, HE JUMPS HIGH INTO THE AIR AND SMACK THE ENEMIES.



We chose baguette because it is suitable for a sword and it's fun saying it in the wrong I meannnnnn right way, bagwete(totally right 👍).

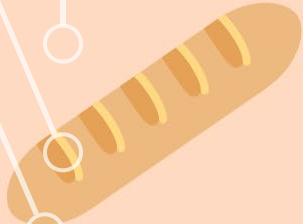
PITA BREAD PARACHUTE

JEFF HOLDS THE BAGUETTE LIKE A SWORD. UNLOCKS AT LAST PART OF LEVEL 5.



We chose pita bread because it can be used as a parachute because of how flat it is.

BAGUETTE



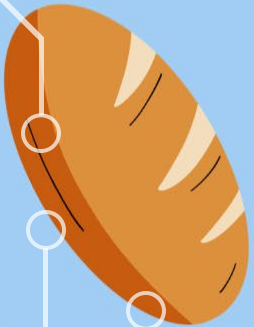
The main weapon in our game. Don't underestimate the baguette because it can cause massive amounts of damage.

DONUTS



Donuts are used as food.. But this time, it's used as a FLOATY!!! This bread is so good it can make you live for 10 years in the middle of the sea.

SOUR DOUGH SHIELD



This sour dough shield is a legendary bread said to be so hard it once broke through 1billion layers of titanium in 1 second.

PITA BREAD



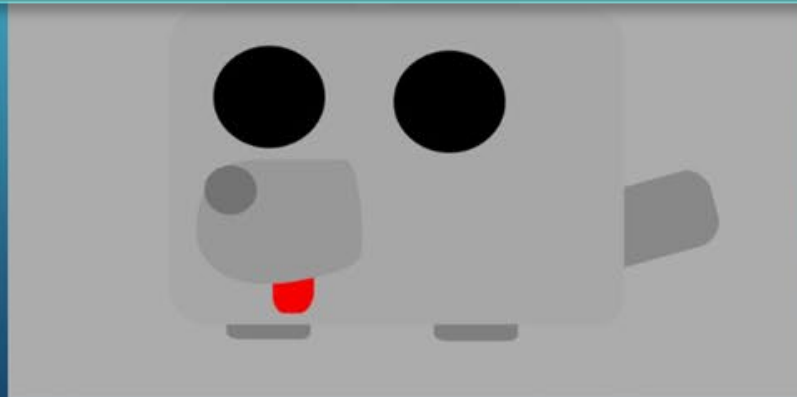
Pita breads are used to make wraps right....
WRONG this pita bread can be used as a parachute and once said could glide the globe in 3 hours.

MORE ABOUT THE WEAPONS



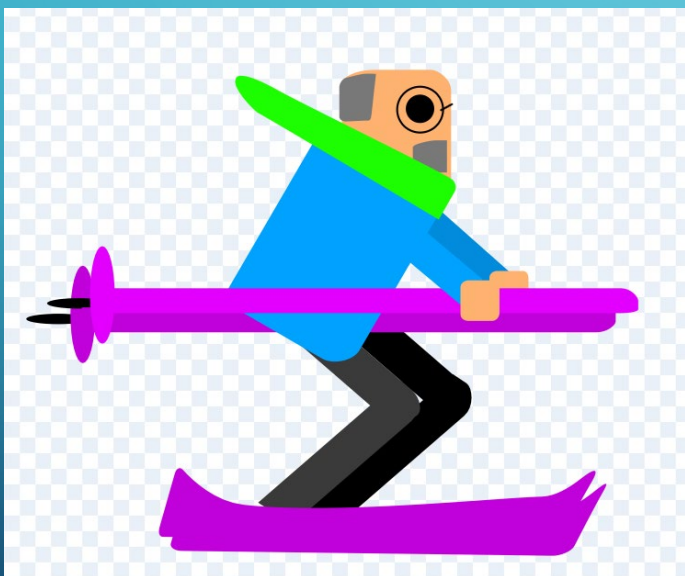
ENEMIES AND THREATS

LOTS OF ENEMIES AND THREATS TRYING TO STOP YOU



SKIERS

SKIERS



How we drew them:

We took inspiration from Mr. David(our mentor)

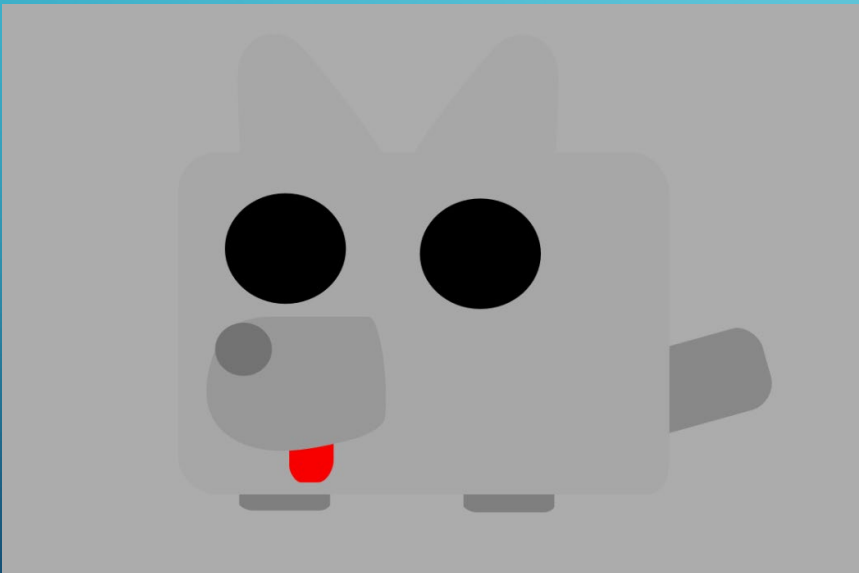
We chose skiers because mountains are good for skiing

WOLVES

Description:

Wolves live in packs, and packs need a leader. So after you beat up all the wolves you will have to face a challenging mini boss, the Alpha Wolf

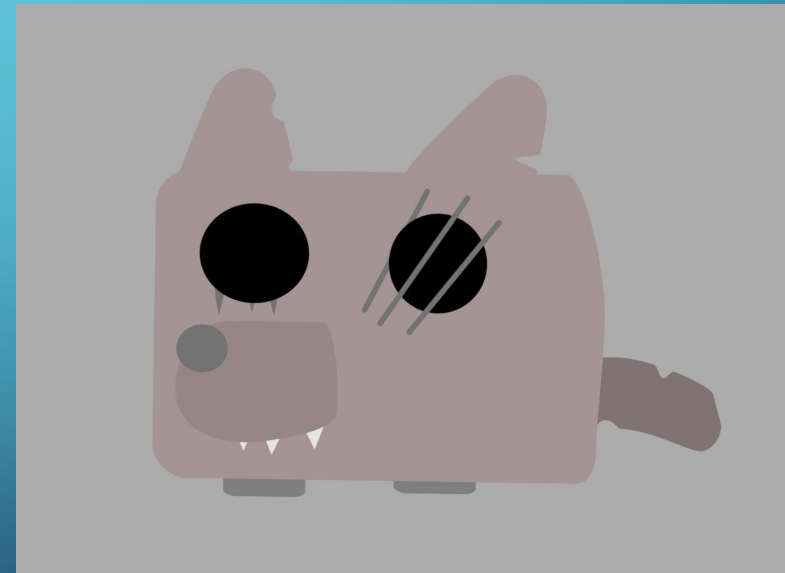
NORMAL WOLVES



How we drew them:

We made them look more like dogs because wolves are really hard to copy. For alpha wolf we just made it look more ferocious

ALPHA WOLF



We chose wolves because they live near mountains. Second reason: wolves are dogs and in school we are having a war to judge if cats or dogs are better(cats are better).

YETI

TO FIGHT THE YETI YOU NEED TO
REACH 100 CONFIDENCE

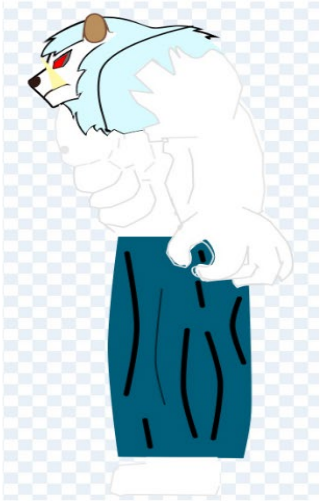
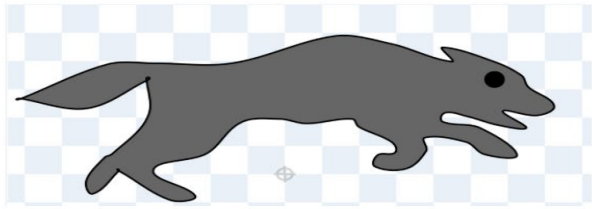


DESCRIPTION

The Yeti is a very strong opponent that is the last obstacle you face in Jeff's amazing journey. Because it's the final boss fight, the Yeti will be challenging to beat (You don't really fight it there will only be an animation of you killing it).

We chose yeti because people say yetis live in mountains and we needed unique bosses

Our first draft

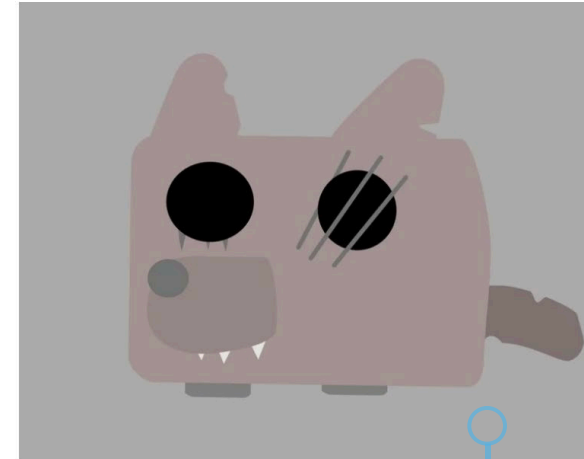
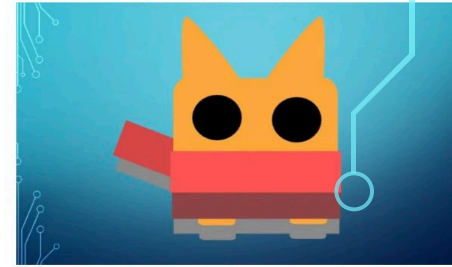
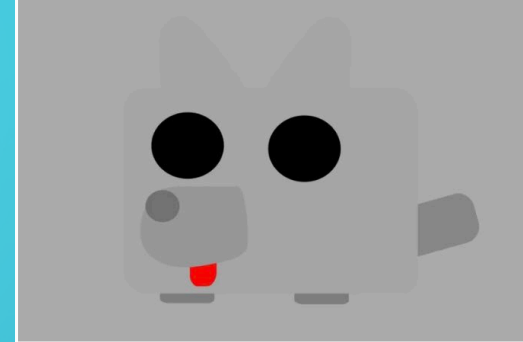


The only reason we didn't use these because they are too hard to replicate them

STYLE OF THE GAME

MEOWTASTIC EXPEDITION'S STYLE OF ART IS CARTOON-ISH USING SQUARES THAT ARE KIND OF ROUNDED ON THE EDGES. WE CHOSE THIS STYLE BECAUSE IT'S MORE EASY AND SIMPLE TO MAKE

Style we used in the game



Donut_I0v3r won the art wars between fishc_god01

The art war is where 2 people makes art and we choose which one is better.



MUSIC

MUSIC ALWAYS MAKE YOU FEEL BETTER



SOUND EFFECTS AND MUSIC

- Baguette-swing
- Sourdough shield-reflect
- Jumping-air
- Wolves dying-oof
- Yeti-scratch smash
- Skiers-skiing
- Donut-equipping
- Pita bread-when you slap a flat thing on the floor

For sound effects I used real house objects e.g.

Jumping – I jumped on the dirt road

Baguette swing – scratch's swoosh

For music I used garage band and recorded on the micro-phone

All lyrics and vocals by me.



1ST SONG

- Creator: fisch_god1
- Why I made it this way:
- Made it a creepy setting using a harmonica reverb technique
- Drums pitched high on the Toms and made the snare a punchy sound, loosened the cymbals to create echoes



2ND SONG

- Creator: fisch_god1
- Why I made it this way:
- Creepy vibes
- Used harmonica for main melody
- Drag notes on snare drum
- Beat drops



3RD SONG

- Creator: fisch_god1
- Why I made it this way:
- Used e – guitar
- The lyrics are connected with the storyline



LEVELS/CHAPTERS

WE HAVE 5 DIFFERENT LEVELS/CHAPTERS AND EACH OF THE
LEVELS MEANS CONQUERING 1 FEAR

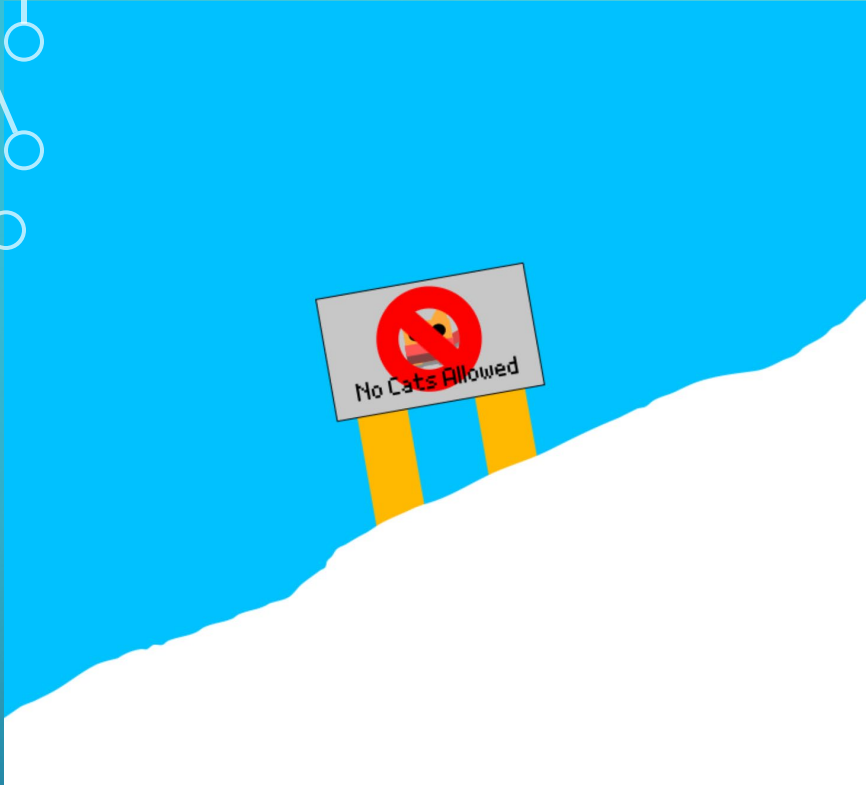
FEARS



- OPEN SPACES(AGORAPHOBIA)/GETTING SQUASHED
- DOGS(CYNOPHOBIA)
- WATER(AQUAPHOBIA)
- HEIGHTS(ACROPHOBIA)
- YETIS(TERAPHOBIA)

SKI WRECK

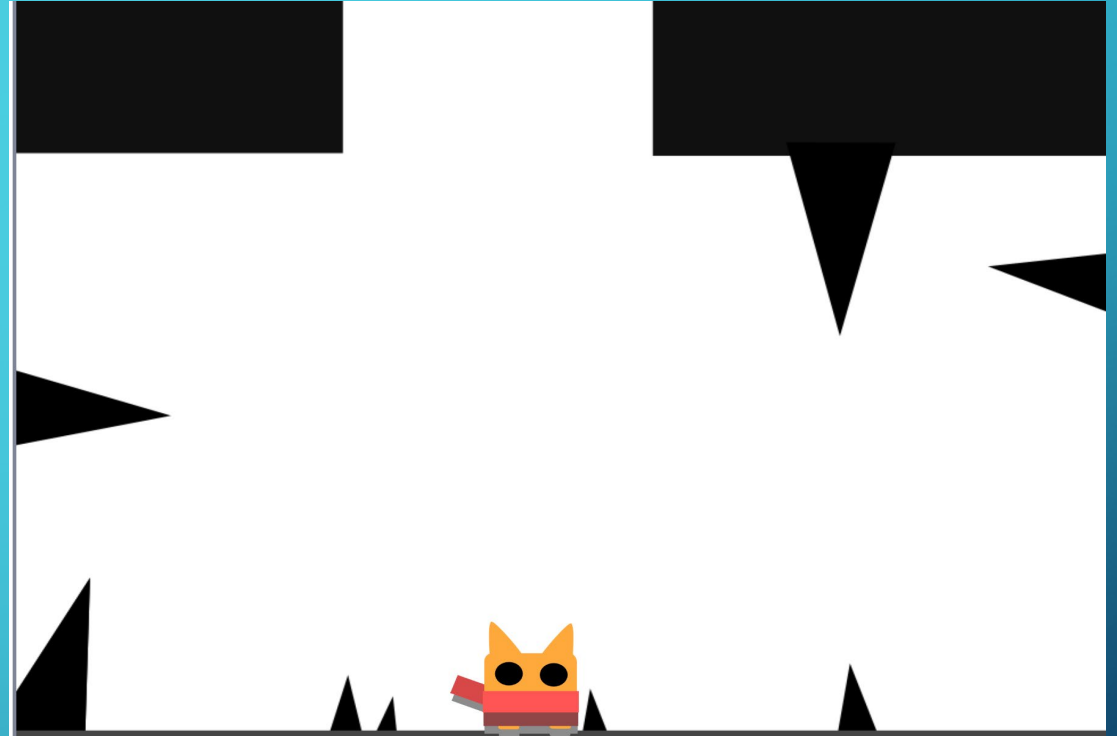
Design we went with



- What its about:
- Try to not get squashed
- Overcoming the fear of open spaces(agoraphobia)

ABYSSAL DARKNESS

Ideas we trashed



- We trashed Abyssal Darkness(replaced by ski wreck) and here are the reasons:
- We couldn't make the code work
- Too complex
- Wasn't planned out too well
- 1 min of silence for this level 😞

The background of the slide is split into two main horizontal sections. The top section is a solid bright blue, while the bottom section is a solid light gray. On the left side, white circuit-like lines with small circles at the ends run vertically across both sections. In the center of the light gray section, there is a large, light gray dome shape, and inside it is a smaller, darker gray dome shape, creating a nested effect.

PREDATORS REACH

- What its about:
- Escaping the wolves territory
- Overcoming the fear of wolves/dogs(cyrophobia)
- We got the idea because wolves live on top of mountains and in packs we got alpha wolf from the leaders from wolf packs



FROZEN ESCAPE

- What its about:
- Try to not sink
- Overcoming the fear of water(aquaphobia)
- We chose water because we have too much land levels

The background of the slide is split. The left half is a light gray color with a white circuit board pattern of lines and circles. A dark gray silhouette of a cliff face is positioned in the center, spanning across the gray and blue areas. The right half of the slide is a solid blue color with a gradient that is lighter at the top and darker at the bottom.

CLIFFHANGER...

- What its about:
- Jumping from cliff to cliff
- Overcoming the fear of height(acrophobia)
- We got the idea from parkour games we play(and mountains have lots of cliffs.)

The background of the slide is a stylized illustration. On the left side, there are white circuit-like lines with circular nodes, resembling a network or data flow, set against a dark blue background. To the right of the circuit lines, there are silhouettes of jagged mountains in shades of blue and green. The bottom of the slide features a light blue horizontal band, and the very bottom is a solid dark blue area.

YETIS DOMAIN

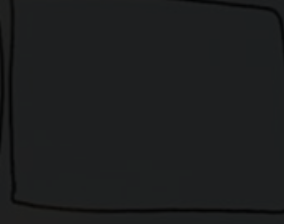
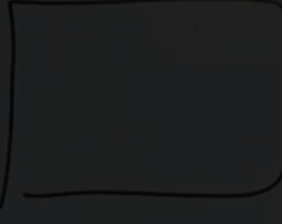
- What its about:
- Saving Bucky from the Yeti
- Overcoming the fear of Yetis(teraphobia)
- Eliminating the Yeti
- Idea:.....caves.....

BRAINSTORMING

- Brainstorming is our most important thing, it helped us changed lots of gameplay in our game, along the lines of making the confidence bar, and conquering fears.

Bucky
gone missing

Story
Start



Story
End

set things to go higher

French
Bakery

base
camp

Wolves

snow
leopards

mountain
goats

bear

cave

crevasse

icicles

tents

cold O₂

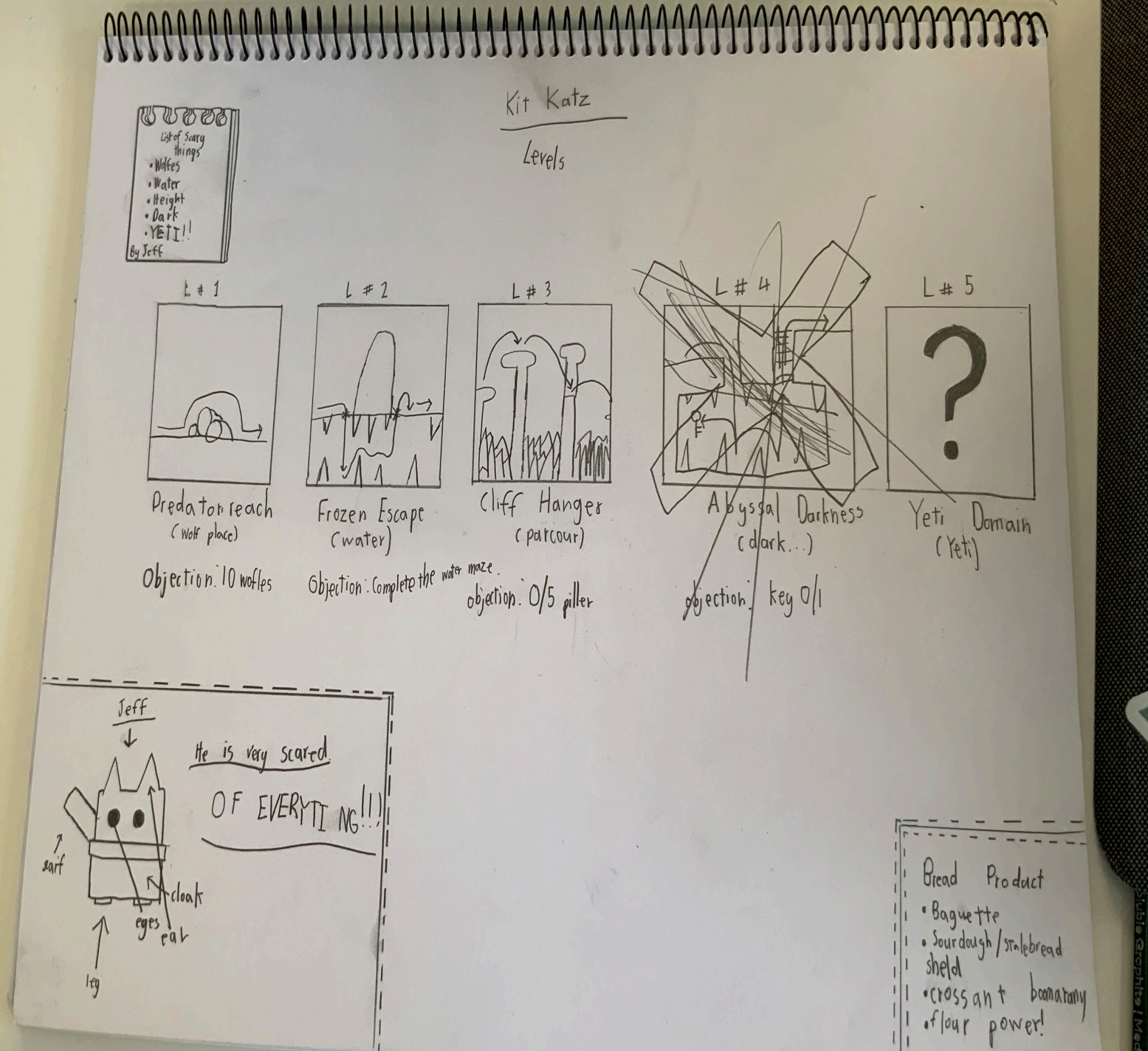
Bucky's
Family

summit

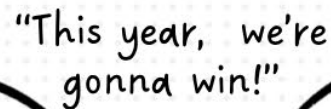
BREAD PRODUCTS

- Bread we used :
- Baguette
- Sourdough shield
- Donut
- Bread we trashed
- Croissant boomerang/banana
- Flour bomb

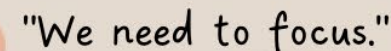
Why we chose bread products:
To make it kid friendly and Jeff is a French baker



Growth

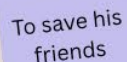


We need



"We need to win!"

What Jeff want



Be brave

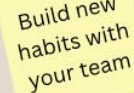
"Do everything to save."

Be brave

Kit Katz Idea Board

"This year, we will win!"

Team work



Listen to your team

Dont fight each other

"Teamwork makes the dreamwork."



Animating

12.2%

OVER THINKING

Bug fixing

6.1%

Brainstorming

40.8%

Music

10.2%

- Overthinking is our main problem, because we got too much ideas but we were just brainstorming but not making the game.
- Most teams thinks big but makes small this means everyone is thinking a lot but not making any progress, that's what happened to us so we had to make it more simple, and sometimes they might even restart when there's really less time because of how complicated their game is. Our game was also really complicated at the start so we had to change it to be about the mountain, at the start we wanted to do an ocean adventure.

Art

16.3%

Coding

14.3%



Flour Bag



STRATEGY AND TIPS

HELP YOU BEAT THE GAME



HOW TO BEAT SKI WRECK



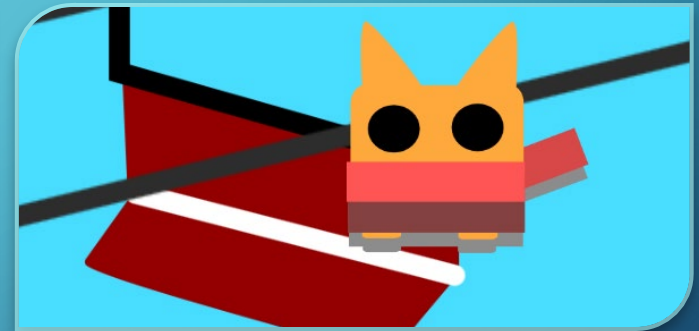
FIRST STEP

Firstly, try to dodge all the skiers or use the sour dough shield to get up to the golden key.



SECOND STEP

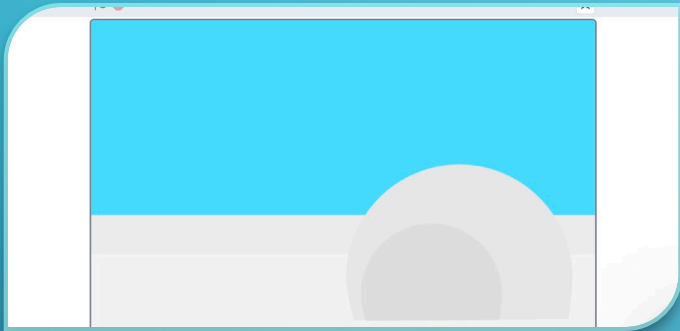
Secondly, a button will show at the bottom.



LAST STEP

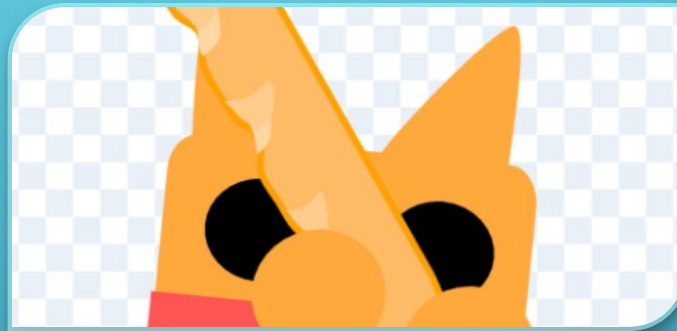
Once the button is pressed, the last step has started. Go back and catch the seat.

HOW TO BEAT PREDATORS REACH



FIRST STEP

When you step in Predators reach wolves will be charging at you for invading their territory.



SECOND STEP

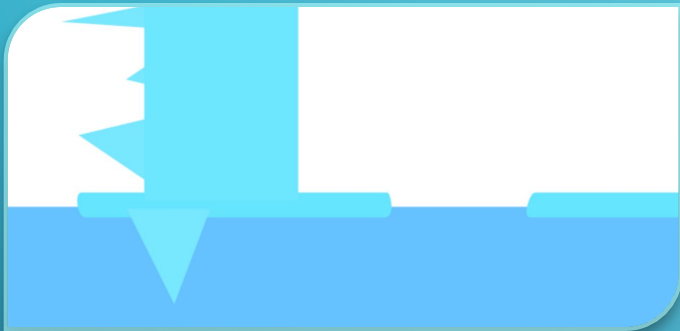
Secondly, use your baguette to beat the wolves.



LAST STEP

Finally, the alpha wolf will try to get revenge for beating his pack.

HOW TO BEAT FROZEN ESCAPE



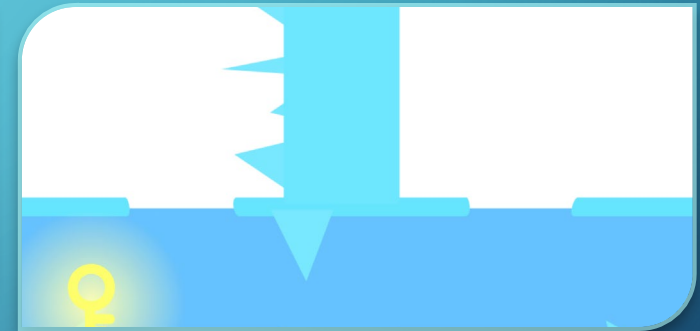
FIRST STEP

Frozen Escape is mostly about swimming through the frozen lake.



SECOND STEP

Donuts play an important role in Frozen Escape. You need to use the donuts as a floaty to get across or you will sink.



LAST STEP

Finally, there's gonna be another part of the level to beat.

HOW TO BEAT CLIFFHANGER...



FIRST STEP

Keep jumping and show off your parkour skills!



SECOND STEP

Finish the other parts.

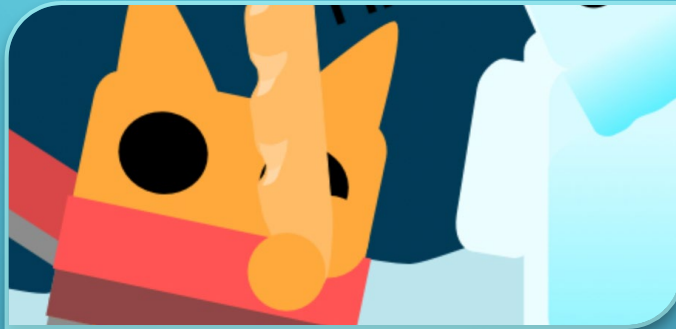


HOW TO BEAT YETIS DOMAIN



FIRST STEP

When you enter the Yeti will be looking at you



SECOND STEP

There will be an animation



WIN

You win

TIPS AND FACTS



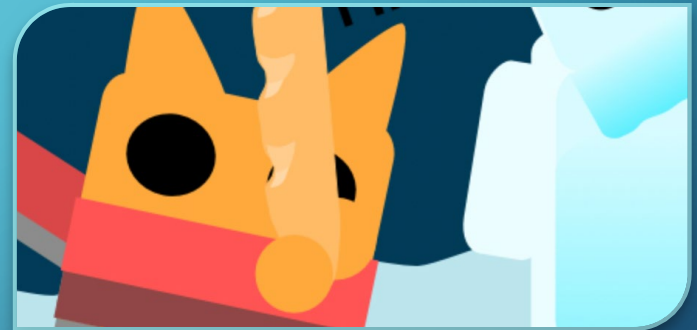
FACT 1

Jeff..... Is a CAT. Wow amazing right?
(Cats are better than dogs)



TIP 1

For Ski Wreck, be more careful when you block or else you might miss the timing and lose confidence.



FACT 2

Nani means what in Japanese



Flour Bag

Link To Our Game 😊

[HTTPS://SCRATCH.MIT.EDU/PROJECTS/1136593331](https://scratch.mit.edu/projects/1136593331)



GAME TESTERS RESPONDING

WHAT THEY SAID

- They said wolf level too hard so we made it easier by getting more confidence.
- Around 20 people tested our game

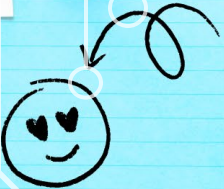


Credits



MEOWTASTIC EXPEDITION

01



Music

Thanks to fisch_god! amazing sense of music, we were able to get the best music possible to put to our game.

Art

Thanks to nicky20141003 the artist and donut_l0v3r the co-artist we were able to create amazing graphics for our game



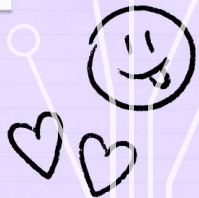
02



Coder

Thanks to bettyB56 we could make the game ACTUALLY make the game work and playable.

03

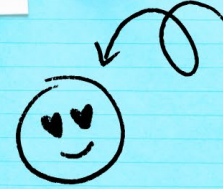


Credits



MEOWTASTIC EXPEDITION

04



Idea Man

Thanks to donut_l0v3r we got lots of ideas for our game

Animation

Thanks to nicky20141003 we were able to get good animations for our game

05



Everyone

Thanks to all the hard work of our team we could build this amazing game.

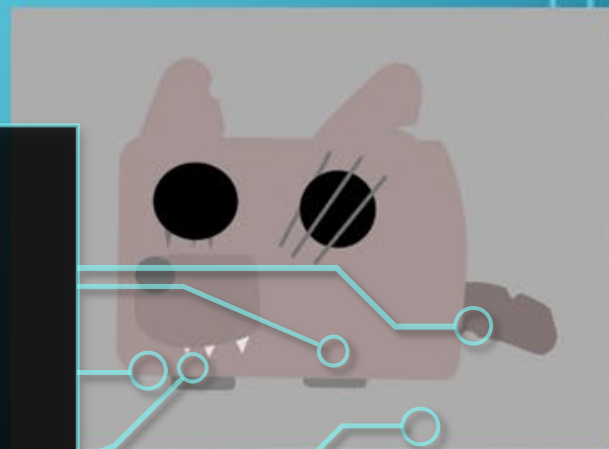
06



Credits



Flour Bag



The end

THANK YOU FOR READING(AND PLAYING OUR ACTUAL GAME)☺

