

Catness

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Gameplay

Main idea

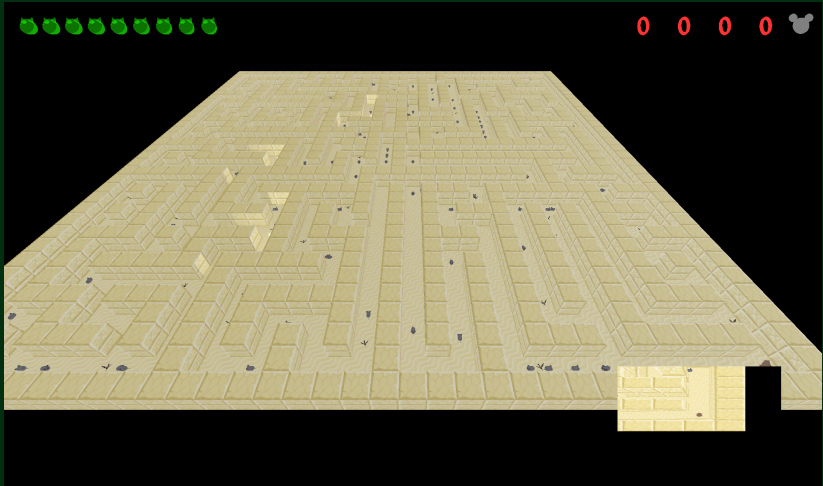
Character: a cat trapped in a randomly generated maze

Goal: Catch as many mice as possible within the time limit!



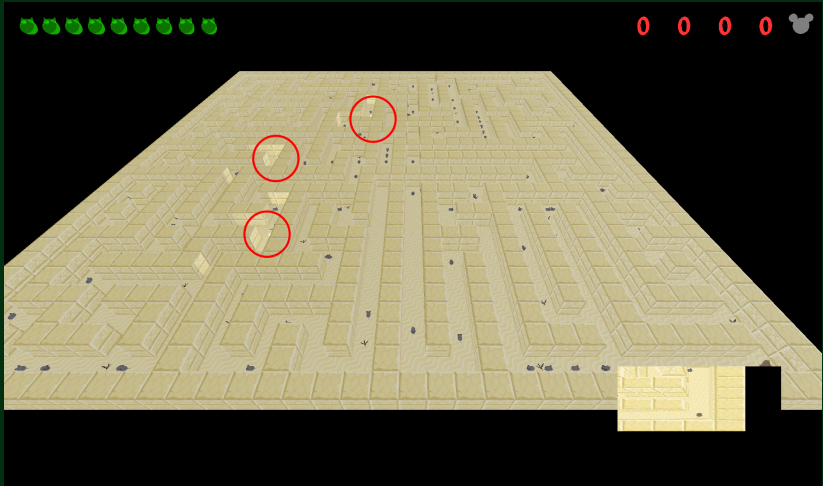
Labyrinth

- randomly generated



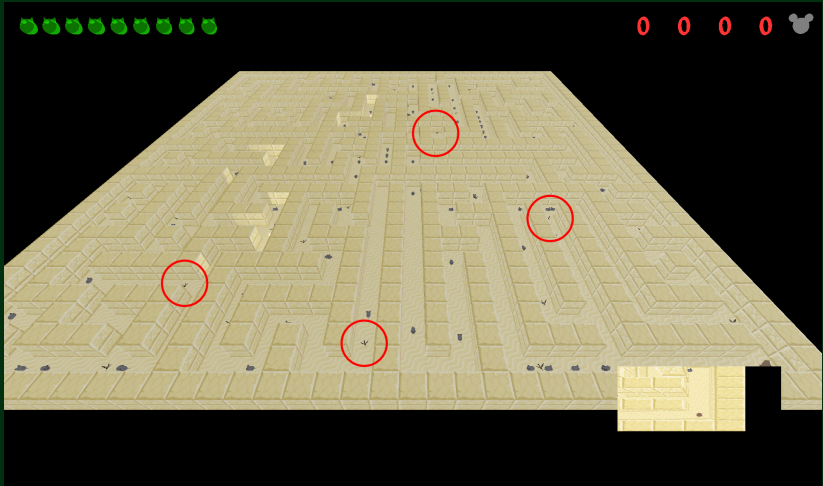
Labyrinth

● random spawn



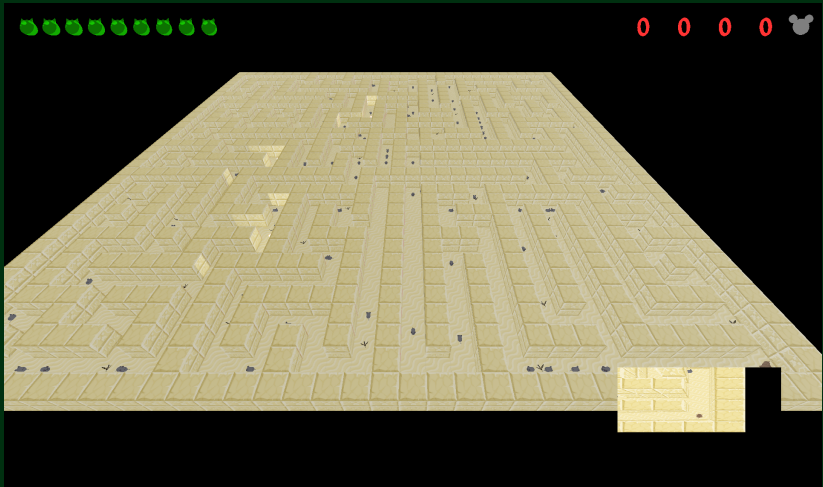
Labyrinth

● random spawn



Mouse AI

- flee from cat, random if cat not close



Collision detection

- collision box against walls, sphere catching mice/powerups



Powerups



Bombs



Interface



Minimap



Shaders

- phong lighting, color filters



Shadows

- 3 shadowmaps per light source



Particles



Particles



Models

- created in blender

