

Yarnover

Game Concept Document

IM289-1

By *The Jammers*

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-High Concept

Yarnover is a 2D top-down puzzle game in which a cat will strategically unravel a ball of yarn to claim the treats inside.

-Summary

The goal of *Yarnover* is to unravel a ball of yarn as a cat without going over your yarn trail. Each level will offer a different ball to be unrolled, requiring a specific amount of moves that will challenge the player to think around the obstacles in the house without going over previously covered space. As a cat, the player is able to push the ball of yarn in any cardinal direction, just so long as they are located on the opposite side of the direction they are pushing.

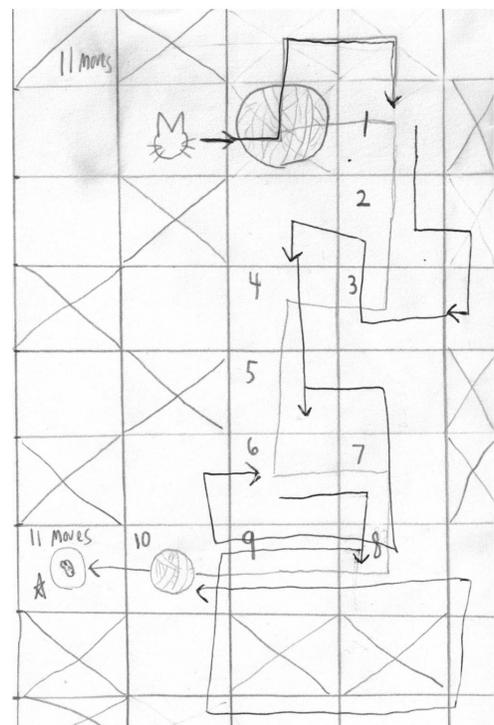
Various obstacles and unique interactions with parts of the house will help and hinder the player in their attempt to fully roll all of their yarn across each level. The task of unrolling the ball will increase in difficulty in each subsequent level, even if the sheer number of moves does not increase to unroll each ball. The levels are calm in nature and promote an atmosphere of relaxed puzzle-solving presented with simplistic visual aesthetics.

There are essentially no narrative elements, and the scope of the game encapsulates the interactions between the cat, the ball of yarn, and the obstacles. Unique obstacles are introduced every few levels as players learn how to completely utilize or circumvent the previous one introduced, eventually building up to levels in which they are all incorporated.

-Game Mechanics

The player begins each level with a rolled ball of yarn, which occupies one tile of space in the level. They control a cat character, which also takes up one tile. The player may move the cat left, down, up, or right (but not diagonally or through obstacles). When the player moves into the space occupied by the yarn, they push the yarn in their direction of movement input, provided the yarn's movement is not obstructed in that direction.

As the yarn ball moves, it becomes smaller and leaves behind a thread. When the yarn is fully unrolled, the player may move on to the next level. *Yarnover* does not contain a lose condition, as players may undo their last move an unlimited number of times by rolling



the yarn ball back up over its trail to find the correct solution. Each level features obstacles that obstruct or change the movement of the player and the yarn, however, and the yarn ball cannot cross over the thread it leaves behind.

-Characters

The main character of *Yarnover* is the Cat. The Cat is the player character as they unravel the ball of yarn. Other than that Mice will also be present in the player's path to serve as obstacles.

-Environment

Yarnover takes place within a living room inside the house the cat lives in. Other levels could potentially be in other locations such as a kitchen, bedroom, or even a basement. These environments will have obstacles like furniture, catnip, and mice in the way of the cat and its yarn as well as different layouts of said obstacles.

-**Furniture** acts a static barrier most of the time, with certain types of obstacles being moveable in a similar manner to the yarn ball (minus the trail). The visual style of the furniture will match up with the specific location the level is in, for example, couches would be found in the living room environment, but not in the kitchen.

-**Catnip** will affect the player's controls for a set number of moves when the player moves over the same tile as the obstacle.

- **Mice** are moving obstacles that can push the yarn ball and require precise timing in order to avoid or scare off, as the mice are unable to push the cat and will reverse their path if they run into the player or another obstacle.

