

Cat Physics



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YouTube

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Competition

- ⊙ Get the Ball from one cat to the other
- ⊙ Obstructions in the environment
- ⊙ Success is indicated by the second cat getting the ball and moving to the next level

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Rules

- ⊙ Player must move the directing arrow(s) to make the ball reach the target cat
- ⊙ The player can use all or none of the arrows on each level
- ⊙ The player is given an infinite number of attempts
- ⊙ The cats are stationary
- ⊙ The speed that you complete a level affects the players score

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Implements

- ◎ The ball
- ◎ The cats work as check-points (a beginning and an end)
- ◎ The directional arrows
- ◎ Certain environmental obstacles can be used to reach your goal

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Territory

- ⊙ Each of the 80 levels is its own territory
- ⊙ Each stage has a different combination of obstacles
- ⊙ Boundaries of each territory are can be closed in or infinite

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Inventory

- ◎ The score based on stage completion time
- ◎ Three star classification
- ◎ Moving to the next level

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Novel and Noteworthy

- ⊙ Physics based game
- ⊙ Very simple mechanics
- ⊙ iPod/iPhone app
- ⊙ Less than a year old
- ⊙ Top 25 free app
- ⊙ Touch screen provides difficulty with navigation of arrows

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Prensky

- ⊙ Game is very low on hard fun (still high on intrinsic motivation)
- ⊙ Three Keys to play
 - ⊙ Involvement
 - ⊙ Offers choice
 - ⊙ Socialization (this dimension lacks)

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Mihaly Csikszentmihalyi

① Flow

- ① Creates motivation to move through level
- ① Balances skill level and challenge level
 - ① Keeps user between arousal and control

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Questions?