

Title: Cat Game

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Abstract: “Cat Game” is a puzzle platformer game where the player plays the role of a cat exploring an alien spaceship hoping to rescue its kidnapped owner. As it makes its way through the ship, the cat must use items its owner has left behind in order to attain special abilities and reach the next room. To create this game, we designed and built our own game engine that could support features such as data persistence, fog of war, text box sequences, and complex UI systems. Our engine was programmed in Java and was built upon previous coursework done in CSCI1950N (2D Game Engines).