Catlateral Damage

Game Summary:
You have two minutes to knock over as many of your human's belongings as you can.

Core Mechanics:
- The player plays as a cat with standard first person controls (but a really, really powerful jump).
- Player can jump and swat objects with either paw to knock them over.
- Certain objects contain power-ups, e.g. higher jump or faster run.
- Certain actions, like unspooling toilet paper, unlock bonus areas.

Gameplay:
There is a high shelf, stacked with lots of objects, that the player can see from the top of the refrigerator but can't quite reach. They run to other shelves and eventually knock off an object granting higher jump. They return, climb on the fridge, take a moment to assess the jump (like cats do), and then make the leap.

Music/Sound:
The music will be upbeat, with a medium-fast tempo. Something like the default music in *Adventure Capitalist* would work well. But the sound of objects falling and breaking is just as important.

Art Style: The models will be very low-poly, with imperfect textures for a handmade look. Everything will use a toon/cel shader, probably 7-band, and have a black outline. The color palette and lighting will be bright and cheerful, but somewhat desaturated to make it feel like the interior of a real house.

Image credits: Blendo Games (*Thirty Flights of Loving*), Clover Studio/Capcom (*Okami*)
Original *Catlateral Damage* game concept: Manekoware LLC