

Neighbourhood Pet Wars One Pager

Essence Statement

Dog popularity is at an all-time high. The neighbourhood pet owners are choosing dogs over cats, but that ends now. The cats are banding together to retake the neighbourhood in a way that cats know how to: a newspaper roll to the face.

Game Overview

Neighbourhood Pet Wars is a tactical turn-based strategy game. It is a single player campaign that has cats warring against dogs over the neighbourhood's pet preference. The game has a cartoon theme which pets fighting in slapstick humour, and the battle will take place in an everyday town neighbourhood, so the pets will be using whatever they can find in neighborhood homes as weapons. The tactical gameplay is based on square grids and single turn action for each unit. It has cat units completing objectives like defeating all of the enemies, taking over a base, or rescue missions, and the story missions will be completed in a linear progression.

The strategies in Neighbourhood Pet Wars consist of pairing two class types into a unit and cat characters with weapons. A unit will consist of an attacker and a defender which will allow the unit be used differently when attacking or being attacked. A swordcat will be a strong attacker, but the swordcat will do a "battle rawr" as a defender in order to power up its partner with various abilities like raising defensive stats or allowing the ability to counterattack. There will be a number of class types like swordcats, shieldcats, bowcats, spellcatsters, and helicats. Each class type can be equipped with various weapons that are found in the neighbourhood. A swordsman could be equipped with a newspaper roll, a fish bone sword, or a hardened salami bat, and each of the weapon can do different effects on the enemies like lowering defense status or stunning them.

The player controls a hero cat, and under the guidance of the four mighty cat leaders, the player will direct the neighbourhood cats in order to stop the dogs' evil plan of ousting the cat population from pet owners' home. The player will use different combination of class types to strategically win against the dogs, and the dogs' overconfidence in their field advantage and superior abilities will be their downfall. The cat hero will use cunning strategy and tactics to show the dogs what cats are made of, but the cats need to watch out. There are other pets that want control.

Key Features

- Cats are not alone: Class types being paired into a unit creates interesting strategies when deploying and fighting.
- Cat in the trash: Characters can be equipped with various weapons that give different effects for offense and defense.
- Funny cat situations: Pets using everyday household items to battle each other in a cartoony way is always fun.

