

1 Executive Summary

The cat is a formidable obstacle early in the game. She eagerly patrols the Library floor, waiting for the player, or any other character (especially mice) to venture down to her level. She is dangerous, crafty, and is not limited to the floor alone. She has been known to paw at creatures who wonder too close to her favorite perching spots.

She is a pure white, crafty, slinky cat who is quite adept at hiding and watching. If the player looks closely around the Library, they may be able to spot her sharp green eyes peeking around a corner. Venture to near to the floor and, after hearing a terrifying growl; let's just say the cat won't be hungry for long.

2 Detailed Description

As described in the executive summary, the cat's primary gameplay purpose is to guard access to areas that the player should not be able to access, primarily the floor of the Library. She is an antagonist; both to the player, and the Library's inhabitants. They live in fear of her, and for good reason. Her primary job is to keep the study clear of mice for the Wizard, whom she respects deeply. She keeps her captured mice captive near her mysterious cat den. This reign of terror has infused the inhabitants with a deep fear of her, thus they keep well away from the floor. This is the main reason that there has been little intermingling of the societies.

As for her visual appearance, she is a pure white cat. Her face conveys intelligence and slyness. She is a force to be reckoned with, and the player can see it. She is not often fully visible, preferring instead to hide in the shadows and around corners. If the player looks carefully, they might see her bright green eyes before it is too late. She wears a distinctively colorful, magical collar gifted to her by the Wizard.

The cat fits well with Campbell's archetype of the "Threshold Guardian". She guards the floor of the library, which grants access to the more dangerous and powerful books, until the player can successfully tame her. Once the player has become powerful enough to accomplish this formidable task (late in the game) the cat almost becomes a different character. The cruelty and malice she exudes towards the inhabitants of the Library, especially the mice, is quite an unfortunate misunderstanding.

She feels no remorse for them because she thinks they have no feelings, she hunts mice as we humans might hunt mosquitos. They are pests that need to be squashed. However, once the player's avatar explains to her that this is not the case, she completely turns herself around. She releases the captive mice and becomes a friend to the inhabitants of the library. This turning point is a major point in the story of the game and provides a huge catharsis for the player.

A Character Design Questions

1. The Cat is a pretty nonspecific character. Though she definitely has her own personality. As such, the player does not impose their own personality on this character at all.

2. The Cat is somewhat of an antagonist. She terrorizes the Library's inhabitants, and likewise they have a deep fear of her. Initially, our protagonist feels the same way, as the Cat patrols the floor keeping him from reaching new areas. As he progresses through the game, this attitude changes as he becomes more powerful. Near the end, the player will be able to tame the cat and she will from then on be a powerful ally, granting the player access to new areas.
3. The player will not be able to design the cat in any way. Cats don't like to be designed, they are very independent.
4. Near the end of the game, the player will be able to control the cat indirectly through the avatar. The avatar will be able to hop on the cat's back and tell her where to go. At the beginning of the game, the player has no control over the cat, in fact, the cat has control over the player because she limits their potential for exploration.
5. The cat will appeal to both sexes because it is a cat. Everyone loves cats.
6. This character's design is primarily art-based. The player can tell this cat is trouble just by looking at her
7. Questions for Art-Based characters:
 - (a) Non-humanoid. This character is a cat.
 - (b) This character will initially be portrayed as scary. Big, tough, and scary. Once she is tamed, however, the player will see her softer side.
 - (c) This character will be a very stereotypical cat. Very playful (aggressive to the inhabitants), smart, deceitful, etc.
 - (d) The player should be able to instantly identify that this cat is trouble and to avoid her. Her initial role is to prevent the player from exploring too far, so this behavior should be predictable from her appearance.
 - (e) The cat will have a fancy collar, fit with a fancy magical jewel. This is to clearly identify her as the wizard's cat, and also to show off her fanciful feline qualities.
 - (f) She is never referred to by name. The wizard only refers to her as "that cat" and the inhabitants can not bear to speak her name. This emphasizes her mysterious and dangerous qualities for the player. This also serves to make the taming of the cat a more significant accomplishment, and also offers the player a chance to name the cat himself.
 - (g) She is a white cat. This color emphasizes her sneaky, sly nature. It also contrasts well with the tone of the library.
 - (h) This character does not have a color palette other than her pure white body-color.
8. This character is not the avatar.
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10. Naturally, since the cat is protecting areas the player would like to eventually access, she is the focus of much interest to the player. They must determine a way around this obstacle.
11. Once the cat has been tamed, the player will see for the first time her friendly nature. Before that, only fear.
12. She is a cat, she's believable.
13. The cat fits well with Campbell's archetype of the the "Threshold Guardian". She guards the floor of the library, which grant's access to the more dangerous and powerful books, until the player can successfully tame her.
14. Concept art of the cat's face, expressing her intelligence and craftiness, and her body, expressing her dangerousness, should be included.
15. No model sheets are needed.
16. Traditional cat hunting sounds will be her aural trademark. As the avatar is so small, these should be exaggerated to induce fear in the player.
17. This characters voice traits are not applicable because she cannot speak (she's a cat).

B Character Backgrounder Questions

1. The character's birthplace is unknown, but is assumed to be the Library.
2. She was raised by her mother, as an only child (kitten).
3. She learned to catch mice and the other inhabitants of the Library at an early age.
4. Her job is to keep the Library clear of pests so that the Wizard can work.
5. She hoards any kind of interesting objects she finds on her hunts, such as valuable objects that are important to the various societies in the Library.
6. She loves interesting things, especially string.
7. Her favorite food is mice, then Fancy Feast (only the best for this cat).
8. Her favorite activies are hunting mice, or plotting how to catch mice.
9. Her hobbies are catching mice and taking naps.
10. She is a mischevious cat and does not think of the inhabitants of the library have feelings. After she is tamed, however, this changes and she is realized as a kind soul.
11. She is outgoing, but doesn't have much use for it as she is the only cat in the library.
12. She is quite generous, if she thinks you're worthy of it (not mice, but the player after taming)

13. This cat is fairly devoid of quirks.
14. She is not superstitious.
15. She extremely scared of water (especially in bathtubs).
16. Her first (and only) bath was a very traumatic experience.
17. Her biggest triumph was catching her first mouse for the wizard.
18. There was once a handsome tabby that would look through the upper window of the Library (from a neighboring roof) but neither she nor the tabby was ever able to break that barrier.
19. Her only current romance consists of occasionally locking eyes with the tabby.
20. She treats friends with loyalty, Bosses with the utmost respect, Inferiors with ignorance.
21. She believes that anything the Wizard says is completely correct.
22. Her respect for the Wizard borders on religious.
23. Her magical collar is her most prized possession. She also takes great pride in her cat-bed.
24. She has a pet dust bunny that she sleeps with every night.
25. She can walk on her front legs.
26. She could escape through the window and finally go on a date with that tabby!
27. The Wizard could reprimand her for not catching enough mice.
28. She definitely drinks tea. Coffee is for dogs.