



JURNALUL PISOIULUI:

Cum să obții atenția stăpânului?

GAME IDEA DEVELOPMENT: THE BEGGINING

LEARNING AND PRACTICING THE PROCESS OF CREATING A GAME...

Synopsys

In one of the blocks of London, in a three-room apartment under number 212, there is a cute kitten named Marseille. The owner is a big fan of the IT field and games, for this reason he spends a lot of time on the computer.

The main hero is a playful and loving kitten who needs a lot of attention. Marseille was all the time ignored by his owner. At some point the kitten had no more patience and decided to take revenge on his owner.

The kitten's task is to attract the owner's attention through various methods. Starting with small innocent problems like scratching the furniture and ending with the total destruction of household goods.

How will the owner react? Will Marseille be able to attract the owner's attention?

NEW GAME
SETTING
ABOUT
EXIT

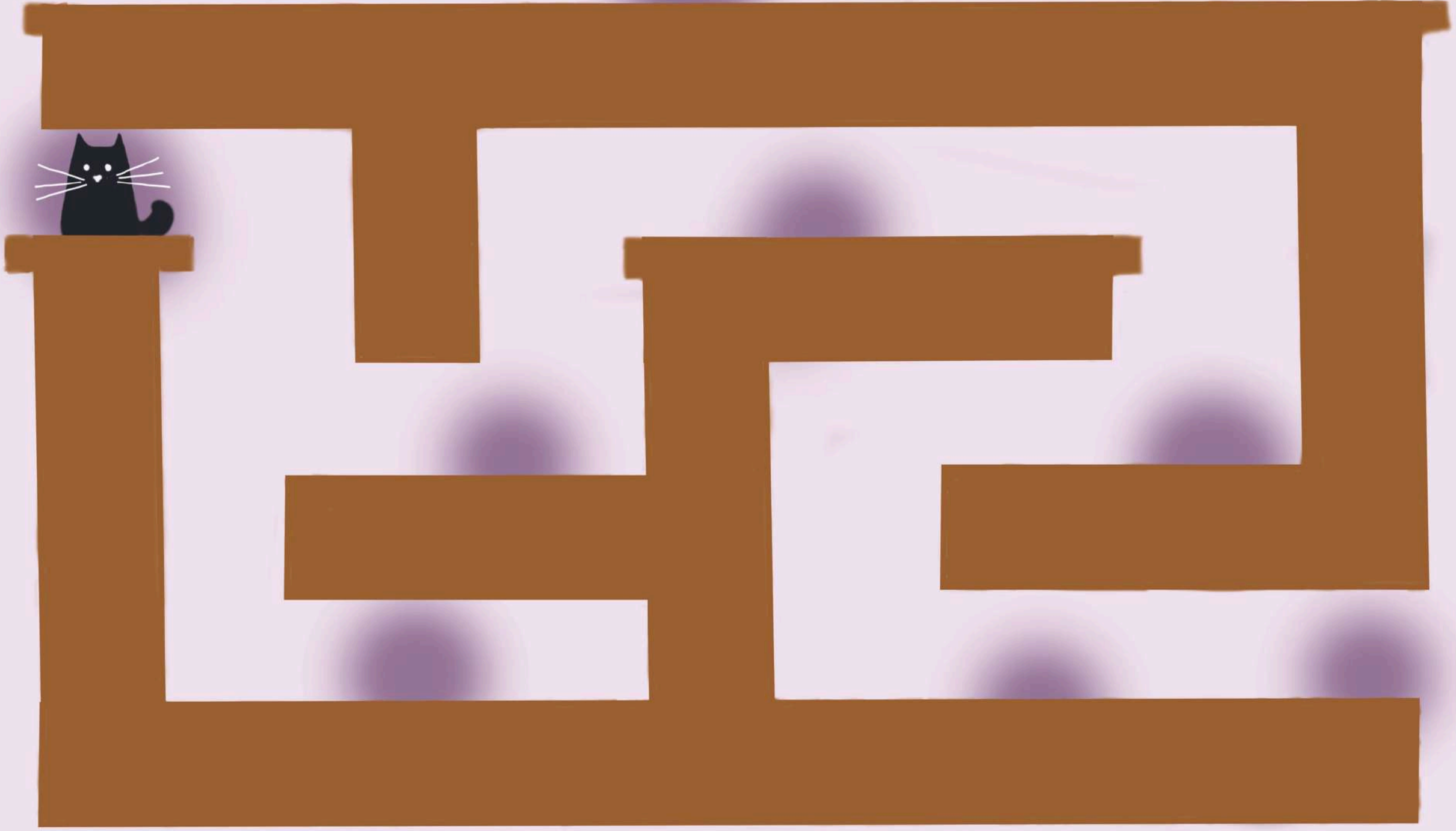




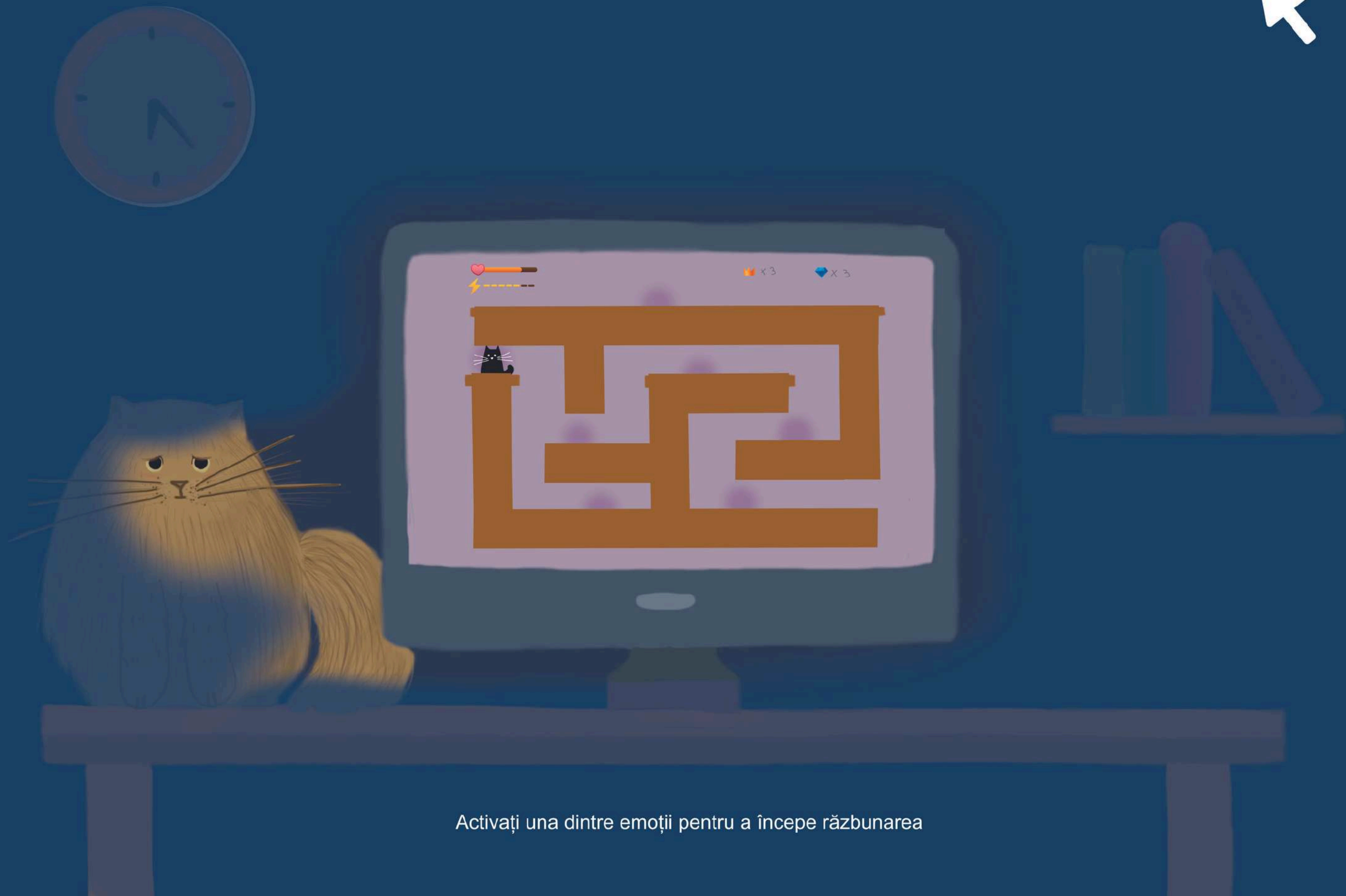


👑 x3

💎 x3







Activați una dintre emoții pentru a începe răzbunarea