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CAT'S EYE VIEW:

The dissonance of playing as a cat enhances the narrative's thematic elements

- 🐾 The world as a cat is foreign to the player
- 🐾 The Cat is in a society of unfamiliar creatures
- 🐾 The Companions are enacting a human system of existence that they don't understand

HIGHLIGHT:

The Ending:

B-12 uses the last of his power to deactivate the city lockdown protocol, dropping him down to the ground lifeless, but the player still gets the closure of seeing sunlight hit the city for the first time in centuries, saving everyone else.

- 🐾 *Sacrifice is the only way forward for the player, but so is teamwork.*
- 🐾 *Positive emotional journey contrasted with a devastating loss.*
- 🐾 *A major accomplishment and visible change to the game world*

"I'm sorry we won't see the Outside together. **I thought I needed to carry on the memories of humanity.** To hold onto the past. **But, I see a future in the Companions. And you."**

– B-12 saying goodbye to the Cat (Ch 12)

LAST TRACE OF HUMANITY:

B-12 is a guide and translator for a non-verbal player character

- 🐾 The player learns about the world alongside B-12, which encourages a deeper observation of the society's systems

INHERITED WORLD:

- 🐾 The choice to use robots—with vibrant yet bizarre human traits—makes the player pay more attention to their habits
- 🐾 The Companions perpetuate an oppressive system for the sake of following in the footsteps of the humans who maintained it.

LESSONS:

- 🐾 Extensive worlds are great for storytelling, but remember that navigational feedback is important to make them work.
- 🐾 Unique character concepts can still elicit empathy from players.
- 🐾 Environmental storytelling is a powerful tool, especially in a deeply artistic world.
- 🐾 Calling back characters at the end of a narrative can be a great tool and important closure for the player.

CLASSISM & CORRUPTION:

"Neco Corporation," an old human trash company—now run by Companions—is the root of city corruption.

- 🐾 *Dumps trash into the Slums and convinces Midtown that it's good*
- 🐾 *Enforces through violent police (i.e. Setinels, Peacemakers bots)*
- 🐾 *Creates the Zurks to eat trash so they can avoid changing their system*

To keep any insurgence, the city's separated into 3 levels with distinct economic classes.

"They were the perfect tool to keep the city under control. Obedient, unquestioning, tireless. Even after the end of humans, they continued to exert their control. **Always on duty, relentless."**

– B-12's memory about the Sentinels in Ch 10

