

Indie Games Part 2: Sleepy Mouse

June 27, 2016 by [auburn.geek](#) [Leave a Comment](#)

Here is the second part of our new Indie Game series. This time we introduce an indie company called *Start Get Ready* and their upcoming mobile game *Sleepy Mouse*. Sleepy Mouse© is a 2D, 75-level, physics based puzzle game in final stage development, and it should be playable in August 2016. The owner of Start Get Ready Dan Norris is a French Polisher by day, and solo independent games developer by night! Remember to read the interview after the game introduction, where Dan answers our interesting questions.



Aim of the game:

- Don't let Sleepy Mouse wake up hangry! (hungry/angry) Get him the cheese before he wakes!

Game features:

- Holes in the wall, fridge magnets, alarms and traps will try to steal Sleepy Mouse's cheese
- Make friends with blue cheese if you don't want to leave Sleepy Mouse in a stink!
- Shot complexity maximizes scores
- Incorporates Everyplay so you can record levels and show off scores to friends
- Uses Unity Ads so you can watch ads to skip levels and come back later



Sleepy Mouse uses simple touch screen controls, whilst challenging players to apply physics-based logic to navigate obstacles before they run out of sheep. Each shot uses one sheep – once all the sheep have gone, Sleepy Mouse will wake. If you haven't got the cheese to him before all the sheep go, he'll wake up hangry! What's more, Sleepy Mouse will be **free to play with no in-app purchases and will launch as an iOS app for both iPhone and iPad**. So you don't need money to get to try this game once it's released. Please remember to rate the game if you decide to try it!

Here comes the promised **interview with Dan Norris**. Be sure to read through, he really made the most of answering my questions! Brilliant responses, thank you Dan!

Where did you get the idea for your game, and how did you start?

I've loved playing many of the iOS hits, such as Angry Birds and Cut The Rope. They're really simple concepts but utterly addictive once you start playing. **I wanted to make a fun puzzle game**

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with a cute character, that is easy to pick up and play, even on the go. I tried quite a few ideas before hitting on Sleepy Mouse – the little mouse who likes to sleep, loves his cheese, but hates to wake up hangry! **My original idea was to make a version of the old coins game that kids play at school**, with three coins, where one coin must always pass between the other two with the aim of getting one of the coins in the opponents goal.

It didn't work well on mobile but **there are certainly elements of that game still in Sleepy Mouse**. In the early days of development I built versions of the game using different game engines, such as Cocos 2D and Blender's Game Engine, but settled on Unity 3D. I found Unity 3D really easy to use and unlike other engines where you have to build your own level editors, that functionality is built into Unity 3D – it's literally 'drag and drop' to put your levels together. It also handles graphics and animation unbelievably well! What might have taken days to put together can be minutes of work using Unity 3D. You can also prototype very quickly. I started by developing a few different prototypes to get the mechanics of the game working. Once I'd settled on the best way to play, I could then crack on with building the levels. Sleepy Mouse has 3 different stages – 25 levels per stage. In each stage you meet different obstacles, such as holes in the wall, fridge magnets, alarms and traps which will try to steal Sleepy Mouse's cheese. Once I had identified the 3 stages of the game and the main obstacles, I could map out the level design and start coding.

What are your expectations for the game?

My main desire in creating Sleepy Mouse is that I'll have produced a game that other people enjoy playing. For me there is nothing better than discovering a game that you love and can't put down. **I hope that it'll be a game that is accessible for many different ages and challenges people to better their scores through shot complexity**. If Sleepy Mouse is well received on iOS then I'll convert for Android and introduce new obstacles and levels.

What was the hardest part in making your game? How about the most fun part?

Creating and testing 75 levels is really tough. **Coming up with interesting levels**, that aren't too hard or easy and with enough variation and a reasonable learning curve for the player, is a real challenge. I've got a real respect for puzzle creators now. **One of the biggest challenges when making a puzzle game of this type is trying not to introduce too many new obstacles**. It's easier to add a new obstacle to the game, than to think of inventive and fun ways to use the ones you already have, but too many obstacle types makes the game feel rushed and a bit disjointed, with no real puzzle progression. **I really loved the prototyping stage** because you don't need to care about writing clean, efficient, bug free code, or how the graphics look, it's raw ideas that you can try quickly which is a lot of fun. **I think the real reward though, is toward the end of development, actually having other players play your game**. It's pretty scary at first but a real joy to see someone try your creation.

Is making games a hobby, or do you want to earn your living with it?

It's a hobby, but it's more than a hobby...**it's a real love**. Programming is something that I've been doing since I was 9 years old. I wrote my first ever program on an Amsterdam PCW9512 at the age of 9, and was hooked immediately. I loved that I could get the computer to do something I wanted it to do. I got the computer to tell the user their name and favourite colour and thought that was amazing...Thankfully I've come a long way since then! **If Sleepy Mouse makes a bit of money then that's amazing, but I'll continue to build games whatever the outcome**.

Do you have any other game projects at the moment?

If Sleepy Mouse proves popular I'll definitely be releasing new levels that incorporates new obstacles and puzzles. **I've also got a number of different ideas and prototypes for new games** – one involving sharks hunting shoals of fish – completely different to Sleepy Mouse. This would be a 3D turn-based strategy game that you'd play against other networked players – you'd each have 3 sharks, each with different abilities (speed, power, and defense against other sharks). You need to strategize to break up the shoal whilst keeping other players sharks away. It's very early days but something that I'm excited to explore further once Sleepy Mouse is complete.

Anything you'd like to say to people who dream of making games?

If you love it, do it! **See it through, actually finish a project**. It's very easy to get distracted by different ideas and keep changing focus. You need to see a game through to completion to get the

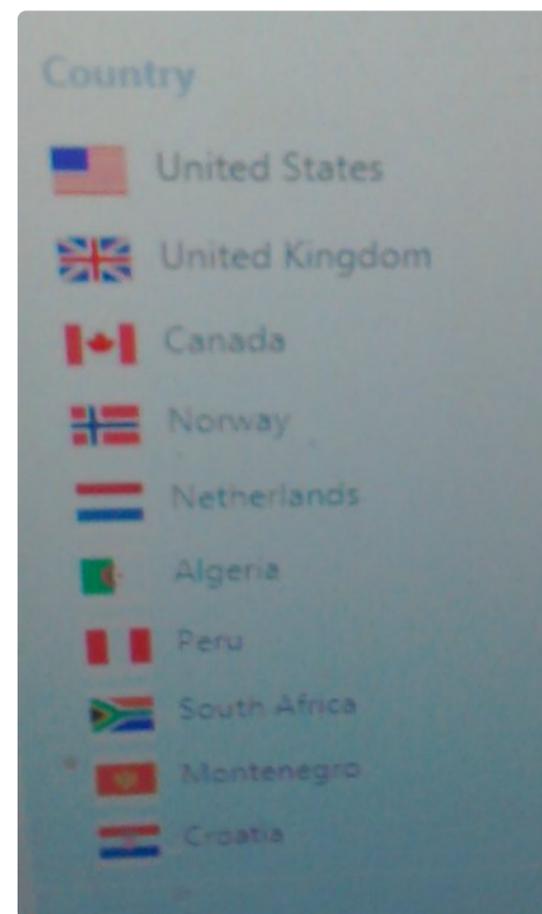
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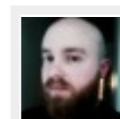


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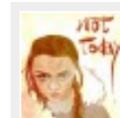
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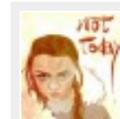
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biggest reward and sense of achievement. A big learning for me as I approach the end stages of developing Sleepy Mouse is how much work is involved in marketing a game. **I've been heads down in developing Sleepy Mouse and hadn't really appreciated how important it is to start communicating ideas for your game to the gaming community from early concept development.** I'd really recommend people start this early – not just because of the time involved but also to generate excitement and anticipation for their game. **Above all, make sure you're having fun. If you're not enjoying developing the game, the game is unlikely to be fun to play!**

Follow @SleepyMouseGame #sleepymousegame on Twitter to stay up to date with the game's development.

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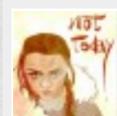
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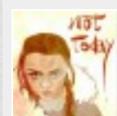
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