



REGULAR



HALLOWEEN EDITION



CHRISTMAS EDITION

RE-THEME A GAME FOR SPECIAL OCCASIONS / MAKING OF

Theme Swap.

Change the theme of your game for any occasion. Tower of Cats, re-themed for Halloween and for Christmas: every cat, background, button, medal and music loop, laid out exactly like the original so it drops straight back into the game. Made with Claude Code, the Scenario MCP and GPT Image 2.5.

2

THEMES, BOTH PLAYABLE

35

FINISHED GENERATIONS

585

CU, FINAL RESULTS ONLY

2

MODELS

Start from your game.

Tower of Cats has six cats in four poses, a meadow, a stump, islands, a catship, a bird, a moon, a painted UI kit, a logo, two medals and a music loop. Every picture lives in Scenario.



The title screen



Six cats



The world, every piece at once



The UI kit

The brief

Re-theme every character, background, button and medal for Halloween and for Christmas, keep every layout so the new art drops straight back into the game, and ship two playable editions. The rules, the code and the sound effects stay the same.

About 290 CU a theme

Halloween is one character sheet, fifteen edits and one music loop: 17 generations, 285 CU. Christmas adds a night version of the meadow: 18 generations, 300 CU. Two themes, 35 generations and 585 CU in all, final results only.

Redraw the sheet, keep the cats.

GPT Image 2.5 Sunburst redraws the game's character sheet as a Halloween and a Christmas edition: the same cats in the same places, each with one costume piece on the head or neck. That sheet carries the theme's look to every other picture.



Loaf and Tall Tom, regular, Halloween and Christmas: the same bodies, one costume each · 13 CU a sheet

The sheet prompt

“Redraw this exact character sheet as a cozy Halloween edition, keeping exactly the same soft painterly storybook style: gouache and coloured-pencil texture, visible paper grain and gentle speckles, no black outlines (shapes are defined by colour and slightly darker edges of the same hue), cozy and handmade, with the warm muted palette shifted toward pumpkin orange, plum purple, moss green and candlelight gold. Keep ...”

Costumes on the head or neck

A pumpkin hat, a witch hat, a vampire collar, a scarf, bat wings and a jack-o’-lantern; a Santa hat, antlers, an elf hat, a knitted scarf, holly and a star. Nothing changes the body outline, so the stacking hitboxes stay exactly the same.

Pass the original first.

Every regular picture is edited, not redrawn: the regular picture goes in as the first reference, the theme's sheet as the second, on the same canvas size. The prompt lists everything that must stay and changes only the theme. Fifteen edits per theme, 12 to 17 CU each; Christmas then gets one more, its meadow at night.



Regular cats, the first reference



Halloween edit · 15 CU



Christmas edit · 15 CU



Regular catship



Halloween



Christmas



Regular logo



Halloween



Christmas

The prompt, rewritten for the final picture

“Game sprite sheet of the six block-shaped cats from the reference character sheet, standing upright in one row with wide gaps, in the soft painterly storybook style (gouache and coloured-pencil texture, paper grain, no black outlines), as its cozy Halloween edition in the look of the Halloween character sheet (reference), with exactly the same layout, positions, sizes, poses and framing as the ...” (rewritten as a standalone prompt)

What did not work

The first Halloween set was painted from scratch. It looked right, but nothing lined up with the game: every cat sat in a different place and at a different size. Editing each regular picture kept every position, so the slider on the page lines up piece by piece.

Same names, recorded offsets.

A script cuts each themed sheet using the regular sheet's pieces: every painted pixel goes to the nearest regular piece, so a hat stays with its cat. The pieces keep the regular file names, and each one's offset is recorded so the game draws it in exactly the same place.



The Halloween cats sheet, cut along the regular pieces (orange boxes), with each crop's offset in pixels

Nearest piece, not boxes

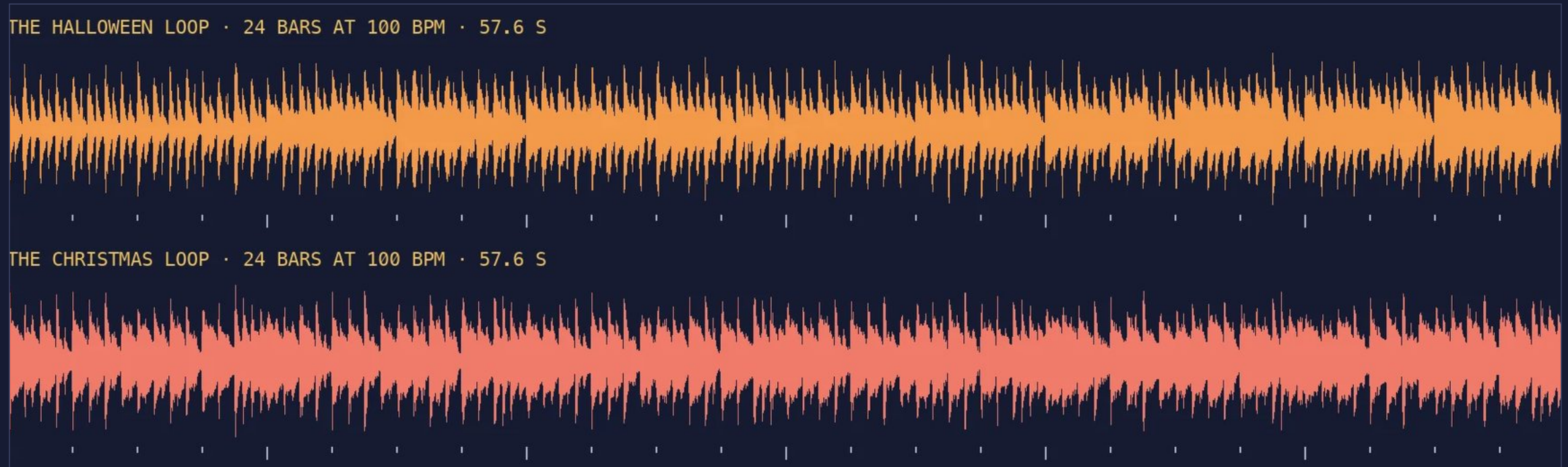
Cutting by boxes merged Tall Tom with Chonk once their costumes touched. Assigning each pixel to the nearest regular piece splits neighbours along the gap between them and keeps a detached star or bat with its owner.

What the game reads

assets/halloween/ and assets/christmas/ mirror assets/ name for name. src/themes.js holds, per sprite, the offset and the regular size, plus where the bird's eyes are, so its two wing frames line up. Every draw call adds the offset, so a taller hat simply sticks out above the same body.

A loop that never shows its seam.

One new loop per theme from ElevenLabs Music v2.5, 60 CU each, with a clear melody that repeats. It is cut to exactly 24 bars at 100 BPM, 57.6 seconds, and the end is crossfaded into the start. The sound effects are shared.



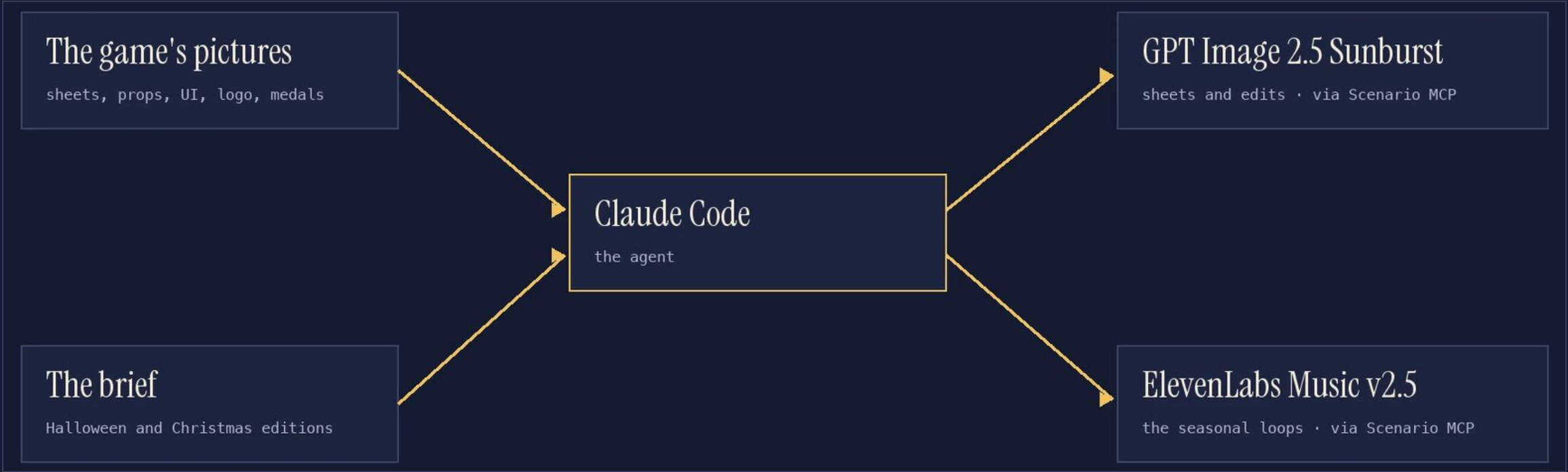
The two loops, with a tick at every bar

The music prompt

“A catchy, cozy Halloween theme for a cute animated cat game, like the playful score of a family animated film. A memorable mischievous melody on a whistling theremin-like synth lead and celesta, answered by a bouncy bassoon and tuba, pizzicato strings tiptoeing underneath, a little harpsichord, ...”

One agent, two models.

Claude Code does the work, connected to the Scenario MCP: it finds each model, reads its schema, prices every run with a dry run, runs it, waits for it and downloads the result. GPT Image 2.5 Sunburst makes the pictures, ElevenLabs Music v2.5 the loops.



The game's pictures and the brief go to the agent; the agent calls the two models through the Scenario MCP

Priced before it runs

Every paid call is priced first with `dry_run=true`, so the cost of a theme is known before anything is generated: about 290 CU a theme here.

The rest is local

Cutting the sheets into sprites, recording the offsets and looping the music are plain Python and ffmpeg on the agent's machine: no extra generations.

Swap it in.

The game loads the theme's folder from its title screen, or with ?theme= in the address, with its own sky colours: a purple dusk for Halloween, a moonlit night with falling snow for Christmas. The rules don't change, so both editions play straight away.



Halloween, in play



Christmas, in play



The Cloud Medal, Halloween



The Cloud Medal, Christmas

The receipt

		CALLS	HALLOWEEN	CHRISTMAS
The theme's sheet	GPT Image 2.5 Sunburst	2	13 CU	13 CU
Cats: standing, falling, dizzy, running	GPT Image 2.5 Sunburst, edit	8	62 CU	62 CU
World: meadows, stump, sky props, islands, catship	GPT Image 2.5 Sunburst, edit	15	96 CU	111 CU
UI kit, logo and the two medals	GPT Image 2.5 Sunburst, edit	8	54 CU	54 CU
The music loop	ElevenLabs Music v2.5	2	60 CU	60 CU
Total, 35 finished Scenario calls, 585 CU		35	285 CU	300 CU

From this production's Scenario job records, the two themes only. Final results only: redos, the first from-scratch Halloween set, and the narration and music of the how-to video are not counted.