**Game Story Outline: The Great Escape of Whiskers**

**Background:** A pedigreed indoor cat, living in a luxurious apartment, dreams of freedom beyond its home. Determined to escape at night, he plans a daring adventure through the perilous facade of his owner's towering residence.

**Objective:** A simple 3-minute escape game. The cat must navigate from the ground-level windows to the rooftop within a strict 3-minute time limit. Failure means capture by his owner, resetting the game.

**Gameplay Mechanics:**

* **Environment:** exterior stairs of the building, at night, sounds of city streets below, the cat's paws on the window ledges, wind
* **Escape Route:** The cat climbs the exterior stairs of the building, avoiding obstacles and seeking time-boosting rewards.
* **Time Challenges:** Encounters with the owner, neighboring cats, abandoned toys, and spoiled cans of food could deduct 5 seconds from the timer.
* **Time Rewards:** Discovering fresh red cans of cat food and collecting stars can add 15 seconds to the timer.

**(If needed)Progression:** As Whiskers ascends, the challenges intensify, requiring quick reflexes and strategic planning to reach the rooftop sanctuary and achieve freedom.

**Outcome:** Success is achieved if Whiskers escapes within the allotted time. Failure results in his return to captivity, prompting a fresh attempt to plot the perfect getaway.

