**Game Title: "Star Catcher"**

**Overview:**

"Star Catcher" is a simple and unique 2D game developed using HTML, JavaScript, and Canvas. The game's primary objective is to collect falling stars while avoiding obstacles. It's easy to pick up and play, providing a fun experience for players of all ages.

**Gameplay:**

* The player controls a small, customizable character (like a spaceship, a creature, or a robot) that moves left and right at the bottom of the screen using arrow keys or touch controls.
* Stars will fall from the top of the screen at random intervals and positions, and the player must position their character to catch the stars before they disappear off-screen.
* Occasionally, obstacles (such as asteroids or flying enemies) will also fall from the top of the screen. Players must dodge these obstacles or risk losing a life. The player starts with three lives, and the game ends when all lives are lost.
* As the player progresses, the game's difficulty increases by speeding up the falling stars and obstacles and introducing new types of challenges.
* The player earns points for each star collected. Catching multiple stars in quick succession activates a combo bonus, increasing the point value of each consecutive star.

**Features:**

* ~~Customizable character: Players can choose from various designs or even draw their unique character using the built-in character editor.~~
* Power-ups: Special stars occasionally appear, granting the player temporary abilities such as increased speed, invincibility, or magnetism to attract nearby stars.
* ~~Leaderboard: The game includes an online leaderboard where players can submit their high scores and compete with others worldwide.~~
* Adaptive difficulty: The game's difficulty adapts to the player's skill level, providing a balanced challenge for both beginners and experienced players.
* Responsive design: The game adjusts its layout and controls to fit various screen sizes and devices, ensuring a smooth playing experience on desktop, tablet, or mobile.

With its simple yet engaging gameplay and the charming premise of catching falling stars, "Star Catcher" offers a unique and enjoyable experience that can be quickly developed using HTML, JavaScript, and Canvas.