Game design:

3D Platformer game, where the player (the cat), collects as many items as possible, before reaching the end of each level. On the final level, the cat gets to meet it’s sweetheart.

Health bars 🡪 Mathf.Lerp

Lives

Apply gravity; use raycast?

Scores for collectibles, fix trigger Code.

Fix falling off to death

If key is triggered, key is teleported to beside the door. If has key, destroyed, and door opened. Signboard gone?