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?

Key sound, background music. Show key on the side panel.

Show health bar percentage.

Spawning after death – checkpoints? Show a star on the side panel with the set color.

Spawn at stars. Teleport to them after delay, with full health, decreased lives, and same score.

Keep an array of bools and spawnpoints?

Make a function respawn. Separate class? Call the function in healthbarcontroller, and jumping off to death.

Spawning. If no spawnpoint, aka array is null, then reload scene. Otherwise, respawn/teleport.