Kitty in the Rain Course of Action

1. Collect Assets
2. Complete Animations
3. Add Logic to assets
   1. Add Background Music
   2. Platforms
      1. Colliders
      2. Spawn Infinite Ground Tiles
      3. Spawn Initial Ground Tiles
      4. Delete Ground Tiles as the camera leaves its area
      5. Spawn Ground Tiles with random varying gaps
      6. Spawn platforms as the camera enters its area
         1. Create Platform Rule Tile
         2. Spawn platforms in random places
   3. Cat
      1. Collider
         1. Add frictionless material
      2. Auto Move Forward same speed as camera
         1. (BUG\_FIX) Camera follows cat even when colliding
      3. Player Input
         1. Jump
         2. Fast fall
      4. Add Animations
         1. Running
         2. Jumping
         3. Falling
      5. Add Appropriate sound effects to the cat when
         1. Jumping
         2. Landing
         3. Falling into pit
         4. Collecting fish
   4. Camera
      1. Auto Scroll same speed as cat
   5. Fish Collectables
      1. Triggered Collider
      2. Add random placement
   6. UI
      1. HUD
         1. Score
            1. Add when cat collects fish
         2. Time
            1. Display time
      2. Main Menu
         1. Play Button
         2. Quit Button
      3. Pause Menu
         1. Resume Button
         2. How to Play Button
         3. Quit Button (Return to Main Menu)
4. Level Design
   1. Place Assets