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
   3. Cat
      1. Collider
      2. Auto Move Forward same speed as camera
      3. Player Input
         1. Jump
         2. Fast fall
      4. 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
   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