Kitty in the Rain Course of Action

1. Collect Assets
2. Complete Animations
3. Add Logic to assets
   1. Add Background Music
      1. Rain Background during stage
   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. (BUG\_FIX) Fix colliders on cat getting stuck at side of platforms and ground
      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
         5. Meow when returning home
   4. Camera
      1. Auto Scroll same speed as cat
   5. Fish Collectables
      1. Triggered Collider
      2. Add random placement
      3. Fine tune random placement
      4. (BUG\_FIX) Fix multiple fish spawning in one place
   6. Define start and end of game
      1. Countdown to begin stage
      2. Restart the stage when cat falls
      3. Arrive at house to end the stage
      4. Stop camera auto scroll when house spawns.
   7. UI
      1. HUD
         1. Score
            1. Add when cat collects fish
         2. Time
            1. Display time
            2. (BUG\_FIX) Fixed time elapsed display in HUD to where the start time now references when the level loads and resets at each reload
      2. Main Menu
         1. Play Button
         2. Quit Button
      3. Pause Menu
         1. Resume Button
         2. Restart Button
         3. Quit Button (Return to Main Menu)
      4. Win Menu
         1. Play Again Button
         2. Quit Button
4. Level Design
   1. Place Assets