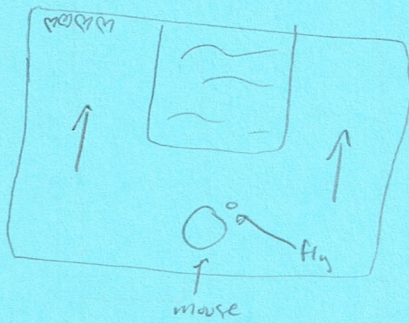
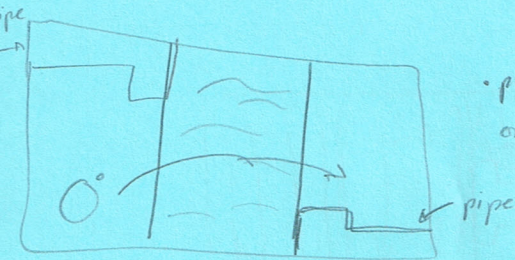


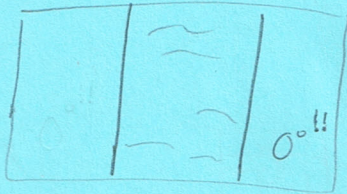
FIRST LEVEL



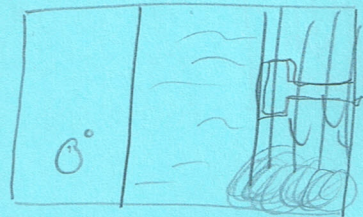
- player moves upwards
- 4 lives, cannot get hit by running water or else player will die



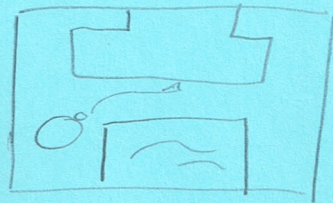
- player can jump from one side to another



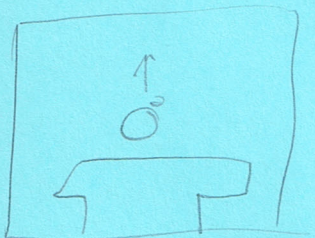
- fly becomes aware something bad is coming (warning to player, before water falls)



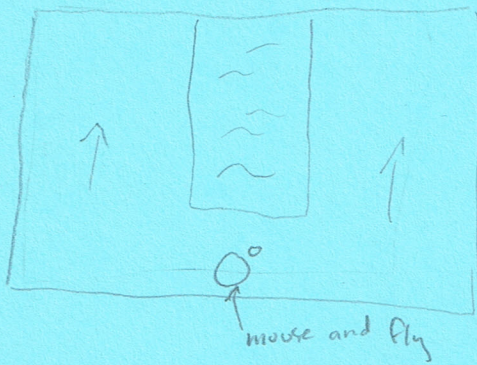
- running water moves downwards on one side of the lane
- running water will flow down regardless. Here's a pipe there or not



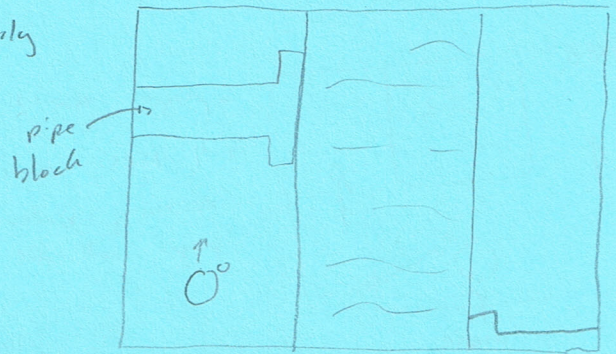
- player goes into pipe to go to next level



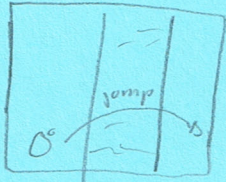
- second level begins



- Runner-type only
NO maze

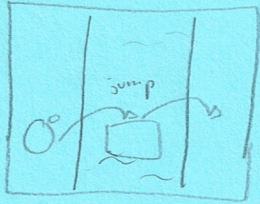


pipe
block



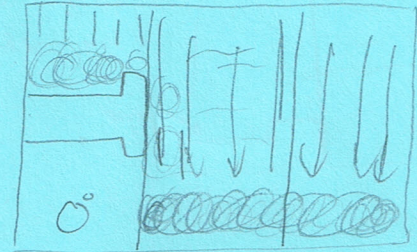
- easier to implement

OR

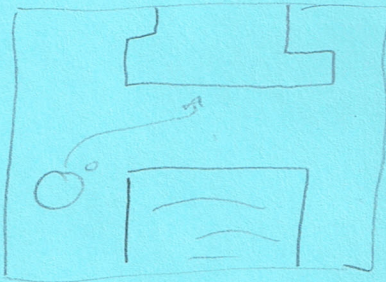
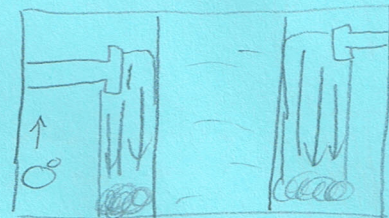


- this seems more difficult

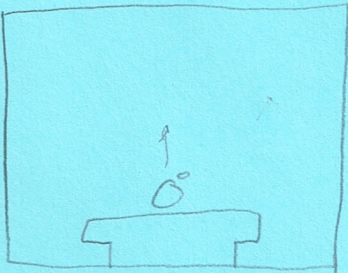
water
running
down



OR



1st level to 2nd level

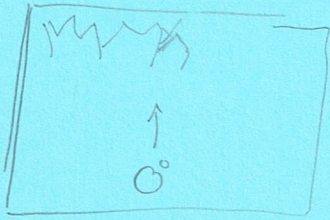


2nd level: Yard instead of
Living Room?

- Obstacle can be an outside cat

NO 3rd LEVEL?

SECOND LEVEL

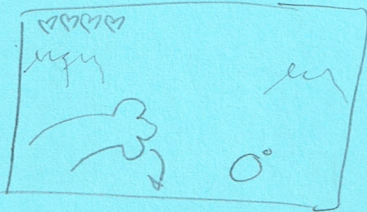


- tall grass can act as a barrier or something else

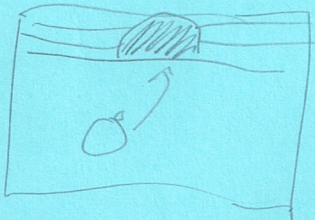
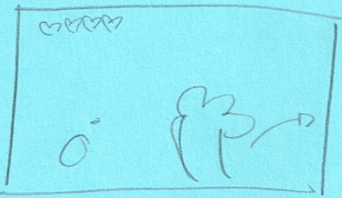


shadow
of cat arm

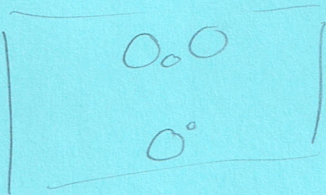
- shadow and fly warning indicates player might lose a life if hit



- cat's paw swipes a portion of the game



- player approaches a house and there's a mouse hole where his family is



- player meets his family and game ends