**SushiMi Introduction**

**Story**

SushiMi is a 2D top-down perspective game with a puzzle and strategy genre. Players will be playing as Ba Mi (爸米), a delivery Sushi, who will explore different sushi-themed region maps to collect and delivers different types of ingredients to different region.

The objective of the player is to collect the ingredients, push them into plastic containers and send them into the different restaurants in Maki City. Each sushi region map has different types of ingredients to collect and finally be delivered. The player will engage with different obstacles during their gameplay.

**Controls**

↑ [Move 1 tile up]

← [Move 1 tile to the left]

→ [Move 1 tile to the right]

↓ [Move 1 tile down]

R – Restart level

ESC (while in game) – Brings up pause screen

**How to play**