**Introduction:**

My game's protagonist is a cat whose dream is to eat more cat food! However, the cat food is hidden by an evil owner. The kitten needs to embark on an adventure at home, avoiding the robotic vacuum, jumping on cabinets, dragging boxes, and collecting more fish snacks to ultimately get the golden cat food! At the same time, please be careful! Don't break the vase or the owner will hear you.

**Game Plan**: Control the kitten to find the golden cat food through platform jumping and puzzle-solving.

**Rules**: Use WASD to control direction and Space to jump. Collect fish snacks.

**Winning and Losing Conditions**: Touch the golden cat food; collide with a vase or cup more than three times or come into contact with the robotic vacuum and nail boards.

**Gameplay**: This game is a 3D maze, featuring platform jumping and puzzle-solving. The map has height differences and event triggers. Due to perspective limitations, the maze mainly consists of height differences in the z-direction. Therefore, during level design, we have tried to avoid excessive angles and used collectibles to guide the player's line of sight. I also used color variations to label interactive objects and hazard objects.