This proposal outlines the development of *Cat, Run, Jump*, a 2D platformer game built using Unity and the C# programming language. Development of this game will focus on creating a fun, engaging experience, and will be aimed at players of all skill levels. The player will take control of a cat and navigate their way through a variety of levels, overcoming obstacles and enemies to reach the end goal.

**Project Scope:**

The game will include a character that the player can control, a menu system, and five levels. It will include a downloadable version as well as a WebGL version that can be played online.

**Project Timeline:**

* January: Creating assets and designing levels
* February-March: Developing code/implementing features
* April: Debugging and polishing/refining

**Budget:**

The game is being developed with the free Unity engine, so there will be no monetary costs associated with this project.

**Conclusion:**

If approved, *Cat, Run, Jump* will deliver a fun and engaging gaming experience to players of all skill levels, offering intuitive, rewarding gameplay. By adhering to the outlined goals and timeline, I am confident that this project can be successfully completed.