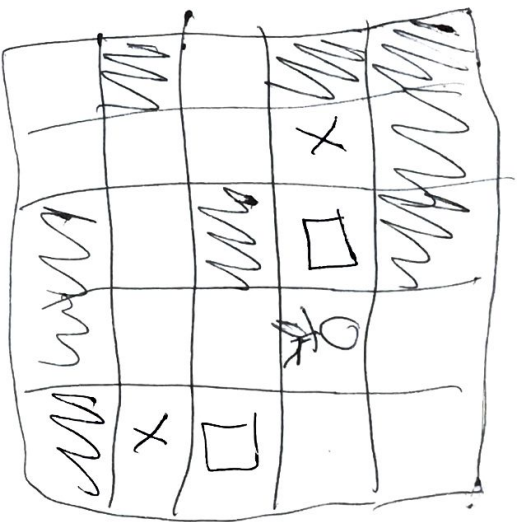
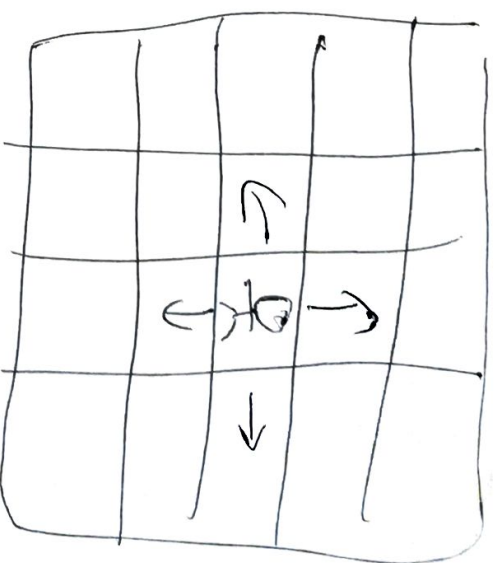


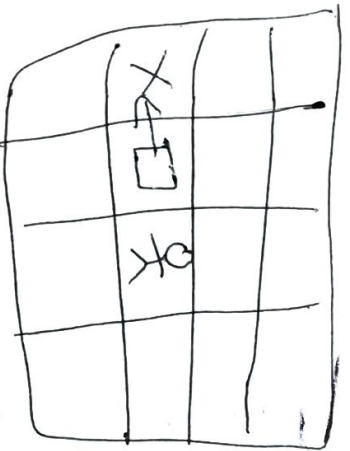
(casual puzzle game, the player can open and play, does not consume large time blocks)



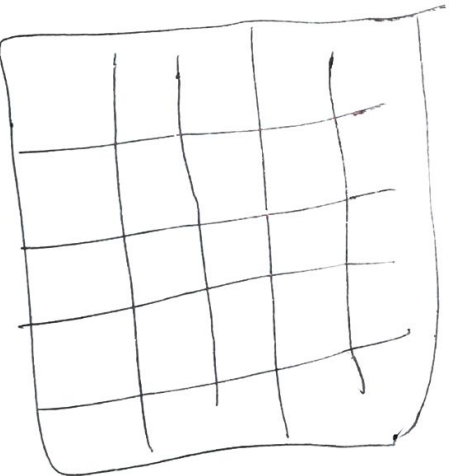
Player can levels are generated randomly and have different difficulties



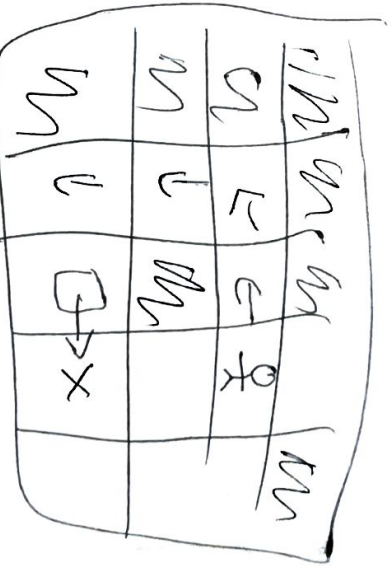
Player can use the arrow keys to move the character, if there is space to move.



Blocks can be pushed if the player walks into it. All boxes on goals means puzzle complete



There will be statistics tracking: number of moves, and maybe number of puzzles completed. Option to restart too



Perhaps there will be a feature to view the solution to the puzzle if the player is unable to solve it.