Maze Game Documentation 3/11/2024

Scenarios:
- Traps(falling ceiling,rolling balls)
  - Falling trap ceiling will be solved by answering riddles before timer runs out.
  - Rolling ball trap will be solved by finding an escape before the ball crushes the player.
- Mob encounters (Minotuar, maze thief)
  - Minotaur will carry a key that gives access to the exit
  - Maze thief will be actively moving through the maze, mass moving will be an effective method of deterring the maze thief
  - Maze thief is distracted by dropping items

Items:
- Flashlight (For seeing forward)
- Bombs/pickaxe (for breakable walls and defeating mobs)
- Potion of Vigor
- Can drop Items

Health and Stamina:
- Health can be restored with Potions of Vigor
- Stamina used for mass movement
  - Restores over time at a slow rate

Damage (Assuming 100HP):
- Rolling ball is insta-kill
- Minotaur deals 80%
- Running into walls deals 5%
- Exhaustion from stamina full depletion is 2%
- Mass movement deals x times for how ever many spaces you didn't have
  - Example: take 10% for mass moving 5 spaces when you only have 3 available

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