Our plan for the game project follows a maze-game layout and will be called *Food Truck Frenzy*. The setting will be a maze/grid consisting of city streets on which the player (a food truck) will drive around the city (map). The entrance will be where the food truck begins the game (the main character's house), with the end goal being to reach the exit (which will be the prime food truck business location where the customers are waiting).

The player must avoid obstacles such as potholes, construction zones, cop speed traps (aka punishment cells/zones) while collecting and completing the entire inventory of ingredients laid out along the city in regular reward cells/zones. Punishment zones will have a different level of punishment (points lost) based on the type of zone hit. The player must reach the end zone with a complete inventory in order to win (collect all rewards on the map). Each unique ingredient has a different level of points awarded on collection. Bonus rewards are new recipes that offer a significantly higher amount of points on collection.

Once the game begins, the food truck will move according to what key the player presses. If the player moves onto a punishment zone, the player will take damage that will add up every time this happens. At the end of the game the damage will be subtracted from the total points for the final calculation of score. If the player has a collision with an enemy (other drivers on the road who are following them in a zombie style) the game is lost.

The player is confined to the city streets, with buildings and other structures acting as barriers and separating the roads that may be traveled. Once the player has collected all ingredients, they are able to finish the game by reaching the end zone (where the customers are waiting to buy some food). Bonus rewards are not necessary in order to complete the game but will supply a significant boost in points. After reaching the end zone with all ingredients collected, the player's total points, damage, final score, and time will be displayed.