Final Project Idea: Color Maze, Similar to Color Switch

Concept:
Player is a dot of a certain color that has to travel through a maze level made up of multiple colors and they can only pass through maze objects of the same color as them. Every level has multiple playthroughs based on what color the player starts as.

Components:
-Player, that has a color, conditional collider, shape, and movement from an input
-obstacle, that has a color, conditional collider, shape, and may have predetermined movement, triggers the you lose event
-start point, invisible object, where the player is put in the maze before moving anywhere
-boundary, a special obstacle that may or may not have color and unconditional collider
-end goal, checkered object with collider that triggers the you win event
-camera that follows the player
-level, with all of the above
-you win screen that updates that a level has been cleared, with options for next level or main screen
-you lose screen with options to restart or main screen
-player progress that keeps track of what levels are passed and with which colors
-main screen that shows progress and allows you to enter a level or go to title screen
-title screen which goes to the main screen or exits the app
-colors, if I want to be fancy I can add color schemes or make them customizable
-music?