

Overall Plan and Description

The game is a 2d maze runner style game in a fantasy setting. The objective of the game is to collect all the rewards in the map and head for the exit while avoiding or fighting enemies and traps.

The game will produce a randomly generated map with random amounts and positions of enemies, traps and barriers. Randomly generated items such as weapons and rewards, both regular and special will be generated. The enemies will be able to move around and attack the player when the player is in a certain range. They will also have health, allowing the player to attack back with a weapon that can be picked up from a tile it is generated in. Traps will not be able to move from the randomly generated tile it spawns in and will activate and damage the player if the player character goes to the tile of the trap. There are two types of rewards, regular and special. Regular rewards are randomly generated and will stay put. The player can collect them by going to the tile the reward is on and gain points by doing so. Special rewards are also randomly generated but are on a time limit, where it would disappear after a certain amount of time. These are a bonus for the players to collect more points but are not mandatory for the player to collect in order to win.

The objective of the player is to stay alive long enough to collect all the points and head to a randomly generated exit. The player can walk around any tile except for one with a barrier. The player will also have an inventory to pick up weapons on the ground. These weapons will allow players to do more damage to the enemies on the map.