Unnecessary steps?

* Limit the player so that they can’t spam click, must complete their journey before clicking again
* Keep track of their steps as they complete their journey
  + For every 2 seconds of walking = 1 step
* Once they complete their journey, if they did not visit a place or collect any gems, they lose points (3?)
* If they complete their journey and collect something, they gain the steps
* Create a game object where player clicks?
  + Maybe make a way point like thing to show where the player is going?
    - Transparent green cylinder with a spinning point light?
  + Game object has a canvas that displays the incrementing steps counter as the player walks towards it
  + If the player doesn’t achieve a collection, turn the colour red
  + If the player does achieve a collection, turn the colour green. Display on the main overlay. Animate it going towards the steps counter. Animate the steps number
  + swelling and increment the step count.