Minigame

Goal is to make a stress reliever game for children. Some ideas on how to accomplish:

* movement should be automatic so it goes without full attention all times
* collecting points or blobs, achievment and goal
* fuel or time
* small hazards for risk of losing progress
* or just finding fuel or time extension
* things chasing you and you can pick up items to get rid of them for traps
* leaderboard for longest run and most pickups

Final Design

* player moves, timer for how long
* enemies chase after the player slowly
* trap pickups to defeat enemies, that the player has to walk over
* enemies and traps spawn every couple seconds
* simple but colorful design