Working title: Red Corridor

You're a captured pilot aboard an enemy cruiser after a sabotage mission gone wrong. Your only hope of escape lies in recovering the scattered fragments of your encrypted access key, broken apart and hidden throughout the ship's decks. Stay alert for traps left by the enemy, and move quickly. Once you've reassembled the key, you can unlock the hangar bay and make a run for your ship, if the security drones don't catch you first.

Core Mechanics

- Movement: Player moves 1 cell per tick on a grid. Walls and blast doors block movement, and open doors flicker with red alarm lights
- Rewards:
    - Key Fragments: 6–8 fragments scattered through the ship. Collect all to win
    - Medkits: Refill health when picked up
- Punishments:
    - Security Lasers: Inflict damage on the player
    - Radiation Leaks: temporarily slow player movement
- Enemies:
    - Patrol Drones: Move toward the player's last known position every tick, and contact causes damage to the player
    - Alarm Nodes: When the player steps on one, it activates an additional drone from an inactive state, triggered only by the player, not by drones
- Win Condition: Collect all key fragments and reach the Escape Hatch
- Lose Condition: health < 0 due to damage, or time expires
- HUD: Displays collected fragments, health, time, and message/action prompts. Includes shortcut hints for the menu, interaction, and movement keys

Target Platform & Tech

- Language: Java
- Build Tool: Maven
- Library: JavaFX
- Map: 10×10 visible area around the player. Fog of war conceals outside the 10x10 zone, which moves with the player. Total map size scales with difficulty, higher difficulty expands the playable area.
- Assets: Simple glowing tiles for open doors, dark tiles for closed doors, and distinct icons for radiation vents, drones, fragments, and medkits

Stretch Goals

- Randomized fragment placement in each run
- Temporary cloaking device or EMP stun power up to stun security drones
- A dynamic alarm level that increases enemy speed over time.
- Mystery item with a chance to yield a positive or negative outcome.
- Leaderboard tracking fastest escape times.