Reach an objective marker

Design brief and tech spec

# Intention

* Give the player a goal to reach
* Force the player to traverse the level
* Add obstacles to limit traversal
* Add pickup that “unlocks” the exit
* Giving the player a visual indicator to move towards

# Technical Spec: Key

* Visually represented
  + Diamond shape
  + Glowing
  + Floating above the ground
  + Rotating slowly
  + Bobbing up and down slightly
* Notice when you reach it
* After reaching it, it disappears
* Notify exit that it has been reached

# Technical Spec: Exit

* Visually represented
  + Dome Shaped
  + Red initially, green when key is collected
  + Mounted to the ground
* Notice when you approach it