

Escape From Extinction

- A 2D game where you play as a dinosaur that is trying to escape the lab that just successfully cloned it. Game will have three levels, where you have to pass the easier level before you have access to more difficult levels.
- Goal:
 - Player has to collect all the key cards scattered around the lab to unlock the exit
 - Number of keycards depends on the level
 - Collecting eggs of the other dinosaurs that have yet to hatch will give bonus points
 - Number of eggs depends on the level
- Enemies:
 - Animate:
 - Scientists
 - Scientist will wander the map randomly
 - If the player gets within a certain distance, the scientists become alerted and begin to follow the player
 - Scientists move at the same speed as the player
 - Once the scientist has caught up to the player, the player instantly dies
 - Inanimate:
 - Spike Trap
 - Take away health when the player walks over the tile and when player reaches negative health, the player dies
 - Trap disappears after player triggers it
 - Acid spills
 - Take away health when the player walks over the tile, when player reaches negative health, the player dies
 - Slime spill
 - Player slowed down while traversing the spill
 - Scientists aren't slowed down by the spills
- Power-Ups (Optional):
 - Potions:
 - Blue invisibility potions that temporarily disables enemy detection
 - Green potions that give a temporary speed boost
 - There will be three different types of potions that give different levels of speed buffs
 - Food:
 - To increase speed or regain stamina allowing player to run
 - Medpacks:
 - Increase player health
 - Power ups don't expire of the map
 - Power ups are scattered around the map and disappear when the player collects them