

Escape From Extinction

- A 2D maze game where you play as a dinosaur that is trying to escape the lab that just successfully cloned it.
- 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
- Player Mechanics
 - Health Points
 - This is the amount of life points the player has.
 - If this reaches zero, the game ends.
 - Stamina Points
 - The player can consume these points to sprint for a brief period.
- Levels
 - There will be multiple levels and subsequent levels will be more difficult than the previous.
 - Difficulty will vary due to the complexity of the maze, the number of enemies, and the number of eggs and keycards to collect.
- Enemies
 - Animate
 - Scientists
 - Scientist will originally 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 game ends
 - Inanimate
 - Spike Trap
 - Take away health when the player walks over the tile and when player health reaches zero, the game ends.
 - Spike traps disappear once the player triggers has triggered it
 - Animate enemies do not trigger the traps
- Power-Ups
 - Potions
 - Invisibility potions that temporarily disables enemy detection
 - Potions that increase the player's default speed
 - ex: 1.5x and 2x speed increases
 - Food
 - Increase the player's stamina.
 - Power ups don't expire off the map.
 - Power ups are scattered around the map and are instantly consumed once the player collects them.