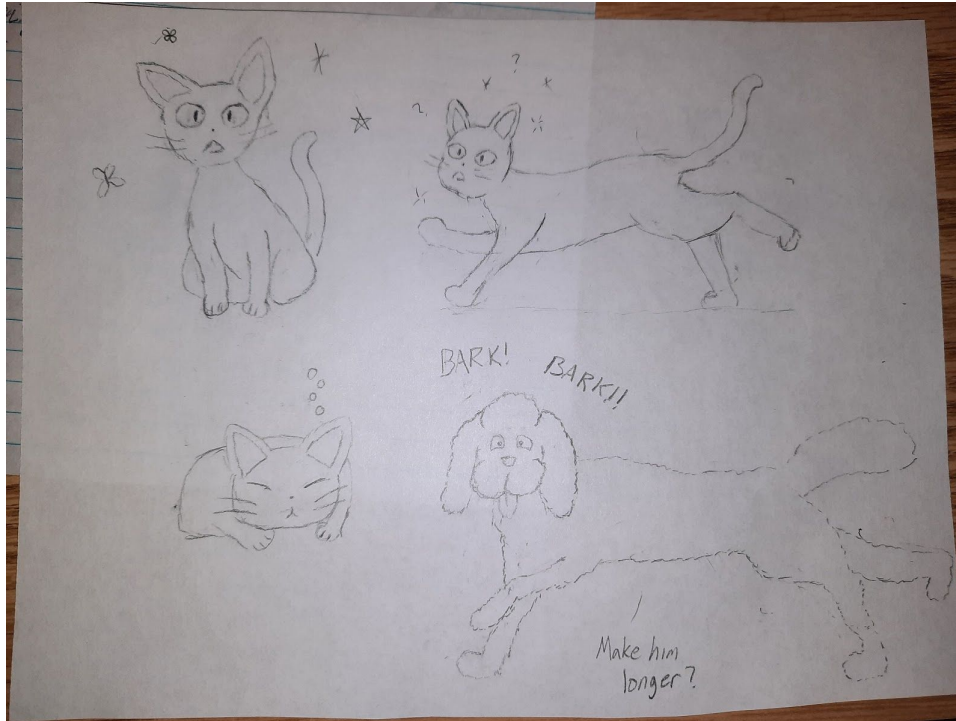


Description of gameplay:

The only real thing the player can do is move, although technically it's everything else that's moving. This means that the player remains in the center and the key presses the player makes moves changes the speed of everything else. As the player, we need to explore a certain area and search for 3 "keys" (the design of the keys can be anything) while avoiding enemies who will chase you if you get too close.



The Essentials:

- Basic movement functions the way that it should
- Enemies when they get within a certain distance begin to move towards the center of the screen
- Both player and enemies have basic movement animations
- A timer that when gets to 0 the player loses
- Food in the map that adds to the timer
- Keys are located somewhere on the map that disappears when you touch them (keeps track of how many you have)

Anticipated:

- Border to map that stops the player if they try to pass it
- Obstacles (walls and pathways) that stop the player if they try to walk into them
- A sound that plays in the background
- A sound that plays when you win and one that plays when you loose
- Make sure enemies cannot pass through walls
- Timer with current high score
- Replace stamina timer with a stamina bar that is slowly decreasing