We plan on making a fantasy dungeon themed game, where each level is a chamber in the dungeon you must escape from. Each chamber will have moving enemies such as bats and skeletons, traps such as spikes, and loot such as keys and health potions. The player will control the main character, a hero or adventurer, with the WASD keys. The goal of the game is to escape the dungeon before the hero's health, which will slowly deplete over time, runs out. The player can also gain points by collecting rewards and lose points by walking over traps. If the player successfully escapes the dungeon, their final score will be calculated based on the amount of health they escaped with and how many points they got. Otherwise, if the player loses all of their health or their points become negative, they lose the game.

The player starts with full health, and the player's health can never exceed this value. Each level has a starting location (an entrance) and an exit location. A fixed number of keys will be randomly placed on the map at the start of each level. The player must collect all of the keys before they can use the exit to proceed to the next level. Collecting a key gives the player some points and removes it from the map. There will also be health potions which randomly spawn on the map and last for a limited amount of time. If the player collides with a health potion, a fixed amount of health is restored, the player gains many points, and the health potion is removed from the map.

There will be two types of moving enemies: one will have a patrolling movement pattern and the other will have a tracking movement pattern. The patrolling enemies will have a fixed path they continually traverse. The tracking enemies will always try to move closer to the player's position. Colliding with an enemy reduces the player's health to 0 and the game is over. Traps will be randomly placed on the map at the start of each level. Colliding with a trap depletes the player's health by a fixed amount, decreases the player's points, and removes the trap from the map.

The game will have a main menu displaying the title of the game. From here you can start the game and choose a difficulty: easy, medium, or hard. Harder difficulties will feature more enemies, and your health will deplete faster.
The in-game UI will feature the player's health, the player's points, the number of keys obtained thus far, the total number of keys needed to proceed to the next level, the time passed since the game started, and a pause button. The player can pause the game to open up the pause menu, from which you can resume the game or return to the main menu.
If the player escapes the dungeon, there will be a win screen which displays the score the player got, the total time taken to escape, and a button to return to the main menu. If the player dies, there will be a game over screen from which the player can return to the main menu.