

## Game Overview:

A mining game where players navigate through a maze-like map filled with challenges, rewards, and enemies. The goal is to guide the main character, a lost geologist, through the mine to collect resources while avoiding traps and adversaries.

## Overall Plan

1. **Main Character (Miner):**
  - Moves in cardinal directions, collecting rewards and avoiding obstacles.
  - Collects regular rewards to progress and bonus rewards for additional points.
  - Penalized for encountering punishments or enemies.
  - Game over if caught by a moving enemy or if the score turns negative.
2. **Enemies:**
  - **Moving Enemies:**
    - Move toward the miner's current position.
    - Cannot move through walls or barriers.
    - Losing the game if killed by moving enemies.
  - **Punishments:**
    - Penalties placed on specific cells (eg. spikes on the ground).
    - Triggered when the miner moves to a cell with a punishment, leading to a score deduction.
    - Losing the game if the total score becomes negative due to punishments.
3. **Rewards:**
  - **Regular Rewards: [Coins]**
    - Must be collected to progress and win the game.
    - Made up of 5 diamonds that can combine into a star shape
  - **Bonus Rewards:**
    - Randomly appear during gameplay, offering higher point values.
    - Disappear after a few ticks.
    - Optional for game completion but adds the final score.
4. **Barriers:**
  - Additional barriers create a maze-like structure, adding complexity to the map.
  - Individual barriers block movement for both the miner and enemies.
5. **Board:**
  - Loaded with an initial map displaying walls, barriers, rewards, punishments, and initial entity positions.
  - Miner must reach the end point after collecting all regular rewards to win.
  - screen shows the current score and the time that has passed since the start of the game. The final score and time are shown for a winning player