

Game Summary

- Player selects between the two game modes.
- Maze Escape:
 - Make it to the end of the maze (the “safe zone”) within 500 steps. (**Win condition 1**)
 - Catching a Pokemon increases available steps; amount of steps given is based on the rarity of the Pokemon captured.
 - Items can be picked up to recover from “Fatigue” status, gain more steps, or place a portal that player can teleport back to (in case of dead ends).
 - Running out of Pokeballs just causes player to not be able to get the step bonus said above. (No end occurs in this case)
 - Pokemon can implement “Fatigue” status that either deducts a set amount of steps from the steps available, or causes each step taken to take more than 1.
 - **Overview:** Player spawns at start of the maze. They have to reach the end of the maze before running out of steps. Step bonuses from catching Pokemon and certain item.
- Catch ‘em All:
 - Catch 6 common and 4 uncommon Pokemon, once that is completed then try to catch the 1 legendary Pokemon from hidden area. If all are captured then the player wins. (**Win condition 2**)
 - “Fatigue” status curing item and item to gain more steps available here too
 - On capturing the 6 common and 4 uncommon Pokemon, +10 Pokeballs for the Player to try to capture the legendary.
 - Must be done with the 30(+10) Pokeballs and within 500 steps.
 - **Overview:** Player spawns in grassy area of map. They then have the opportunity to explore the other special zones (for example cave/ice/etc.). A hidden area appears when 6 common and 4 uncommon Pokemon are caught, and a legendary Pokemon becomes available to catch here.
- Items:
 - “Fatigue” cure
 - Step Increase
 - Teleporter
 - Misc. collectibles...