

CMPT 276 Class Project: Phase 01_Plan & Game Description

Team: 06

Game title: Maze Runner

Goal: Collect all regular artifacts, then reach the exit. Don't get caught, and don't let your score drop below zero.

How it plays:

- The world is a grid of squares.
- Each tick you move one square up, down, left, or right.
- If you try to move into a wall or blocked square, you stay where you are.
- Enemies also move one square each tick and try to get closer to you.

What is on the map:

- Start and Exit cells
- Regular rewards you must collect
- Bonus rewards that appear for a short time and give extra points
- Punishments that lower your score and disappear after you step on them
- Walls and small barriers that block movement
- Enemies with random starting spots each time you start a new game (never on walls, Start, Exit, or on top of rewards/punishments)

What is on the screen:

- Left HUD showing:
 - a. Time
 - b. Regular Rewards Left
 - c. Controls ($\uparrow \downarrow \leftarrow \rightarrow$)
 - d. Pause (Esc)
- The map on the right

Win and Lose:

- Win: collect all regular rewards and reach the exit
- Lose: an enemy reaches your square or your score goes below zero

Rules we will follow:

- Only one moving character can be on a square at a time
- The player and enemies cannot move through walls or barriers
- Rewards and punishments are removed after you step on them
- Bonus rewards appear on empty squares and vanish after a few ticks

Look and feel:

Clean tiles, clear icons, readable text, simple keyboard controls (arrows). The HUD stays fixed on the left, so the map area doesn't shift.