

**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.

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**1. 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.

**2. 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).

**3. What is on the screen:**

- Left/Top HUD showing:
  - a. Time
  - b. Regular Rewards Left
  - c. Controls (↑ ↓ ← →)
  - d. Pause (Esc)
- The map on the right

**4. Win and Lose:**

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

**5. 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.

**6. 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.