

D+ to D-	
The start Game Button is hidden when clicking.	<input checked="" type="checkbox"/>
• The player cannot move until the start button has been clicked.	<input type="checkbox"/>
Maze wall collision with the player	<input type="checkbox"/>
• Multiple points of collision for the maze walls (top left and top right for the up direction)	<input type="checkbox"/>
Point element collision with the player.	<input type="checkbox"/>
• Points are hidden from the maze.	<input type="checkbox"/>
The score p tag is updated for every point the player collects.	<input type="checkbox"/>
A game-over message appears after collecting all the points in the maze.	<input type="checkbox"/>
Once the game has ended, the player can no longer move.	<input type="checkbox"/>
The game is over when the player collides with an enemy character.	<input type="checkbox"/>
• Display the death animation upon enemy collision (dead CSS class)	<input type="checkbox"/>
C+ to C-	
Randomise the position of enemies at the start of the game.	<input type="checkbox"/>
Prevent the enemies from being created outside of the maze.	<input type="checkbox"/>
• Prevent enemies from being created where there are walls.	<input type="checkbox"/>
Enemies randomly move around in the maze.	<input type="checkbox"/>
• Enemy movement has wall collision (cannot move through walls)	<input type="checkbox"/>
• The enemy does not stop upon collision with the wall instead it moves in a new direction.	<input type="checkbox"/>
Enemies stop moving when the game-over state has been reached.	<input type="checkbox"/>
Reset button instead of game over (resets game state)	<input type="checkbox"/>
Implement the arrow buttons. The player will continue moving in that direction when an arrow button is clicked.	<input type="checkbox"/>
• The Arrow GUI button movement does not impact the arrow key movement.	<input type="checkbox"/>
B+ to B-	
At the end of the game, ask the player to enter their name.	<input type="checkbox"/>
• Save the name and score using local storage.	<input type="checkbox"/>
Display the scores of all the players on the leaderboard.	<input type="checkbox"/>
The leaderboard should be organised in order from the highest score to the lowest score.	<input type="checkbox"/>
Add the lives through JavaScript (not the HTML) at the start of the game.	<input type="checkbox"/>