Basic: Player must move from point A to point B through different levels avoiding guards and cameras to remain undetected.

3 levels:

3x each played

Each time you play the level there will be more guards and cameras

Top-down view

Walking through a maze

Movable walls:

* Different colors: different weights and drag
* Player moves walls when they collide

Enemies:

* cameras
* Enemy guards
  + Set path

Creating different levels

Creating ai:

http://www.html5gamedevs.com/topic/34540-basic-enemy-ai-pathfinder-chase-system/

Feelings of Exhaust:

Ideas on making a paper prototype:

Board

New Ideas Thurs May 3

Music

Sound effects

Fading effect : http://www.html5gamedevs.com/topic/8754-screen-fade-to-black/

If player is detected continuously draw a ray ( take the slope and replace the guards chase angle )

Camera zoom in when caught