

Main character:

- Their primary goal: To collect enough regular rewards to open an exit gate.
- Their secondary goal: to collect as many bonus rewards as possible.
- Interaction with enemies:
 - They get hurt (lose points) by contact with mobile enemies and environmental hazards
 - If they lose all their points, the game is lost
 - They can kill unaware guards
- Interaction with level elements:
 - They can toggle switches which can activate gates and stationary hazards
 - Can punch through glass to walk through it (while creating a hazard)

Enemies:

Moving

- Guard: walks back and forth in a predetermined path until a player is spotted, at which point they will go to the player's position and attack. Can be taken down if the player approaches them without being spotted.
- Elite: enemy locked in a box until a specific switch is activated, at which point it will go to the player's location until the game is over (player wins or caught). Elite enemy can destroy a wall after walking into it for ~5 ticks

Stationary (can be deactivated with switches)

- Laser: if stepped on, will inflict periodic contact damage and alert all enemies
- Shattered Glass: if stepped on, will inflict contact damage, alert nearby enemies, then disappear
- Turret: if stepped in front of, will shoot player

Rewards:

- Regular Reward: Money (green)
- Bonus Reward: Gold bars for bonus **10x** score (yellow).

Barriers

- Walls: cannot be walked through, not see-through
- Glass can be broken by players or enemies, but shattering it will create shattered glass behind it, which will deal contact damage and alert nearby enemies if stepped on. Enemies can spot the player through glass.
- Gates can be opened by stepping on a switch, are not see through and cannot be walked through prior to opening

Levels:

- Made up of barriers, stationary entities, enemies, rewards, and the main character
- Only 1 or 2 elite enemies
- First few levels will be simple to show the player the mechanics

HUD:

- Displays score, level number, health, and time at the top
- Health meter flashes at low health
- At the bottom there is the game menu

