Game starts with a title screen, containing:
1. Start game button
2. Tutorial button
3. Options button
    a. Difficulty options/ Music

Upon game starting:
- The screen loads into a dungeon room
- The player starts with a score of _____
- The room is surrounded by walls on all sides, and an opening at the bottom middle of the screen (starting point) and a randomly-generated end (always at the top of the room)
- Barriers (dungeon walls and cells) are placed
- Statistics are loaded into the top right corner, including:
    ○ Current score
    ○ Time passed since spawn
    ○ Personal top score (of this session)
- Main character spawns from centre bottom(or random entrance) of the room
- Animated monsters (slimes) are spawned, with more enemies for a higher difficulty. These enemies decrease score by ____
- Both regular and bonus rewards throughout the room spawned (random reward). Regular rewards increase score by ____, bonus rewards increase score by _____.
- Punishments are spawned (spikes/traps), walking into them decrease score by _____
    ○ In higher difficulties, spikes and traps may disappear visually after a set time to encourage player memorization of their locations
- Pause button on the game screen
- Traps are revealed at the beginning, then they disappear when game starts so players have to remember where the traps are

As the player progresses:
- The player can lose or gain points depending on them gaining rewards or getting hit by enemies/stepping on punishments.
- The player will encounter moving enemies, and the player can defeat the moving enemies by luring them into a hole(?)

Game ending:
- If the player's score drops to zero, there is a death screen and a button to try again or exit to main menu
- If the player exits the dungeon successfully, there is a victory screen and buttons to restart or exit to main menu

Project timeline
5 stages in total:
Implement cells ➔ Character Design (movement) ➔ Implementation of barrier (for 5 stages) ➔ Adding fixed/random rewards ➔ Creation of punishment/enemies ➔ Connect all the modules together