

Game starts with a title screen, containing:

1. Play button
 - a. Level menu
2. Tutorial button
3. Exit

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 left corner, including:
 - Current score (Calculate # of stars based on the score)
 - Personal top score (of this session)
- Main character spawns from centre bottom(or random entrance) of the room
- Animated monsters (slimes) are spawned, with a fixed amount of enemies for each level. 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 _____
- 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.

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, they will be prompted back to select levels, with the stars and scores updated at select level screen

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