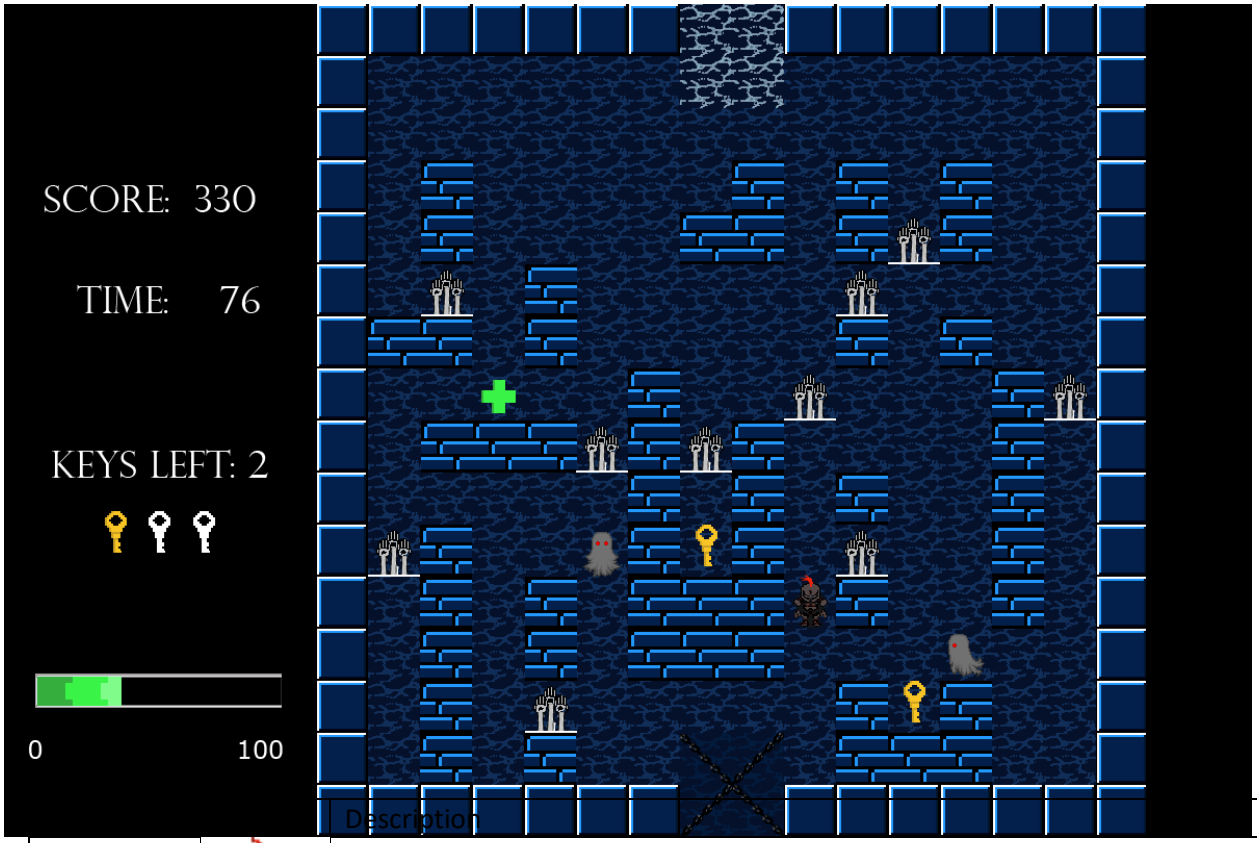
MOCKUP



	Description
Main Character	The main character. His objective is to collect keys in a maze in order to clear unlock the exit door.
Moving Enemy	There are 2 moving enemies who will chase the main character. If caught by the enemies, the main character dies.
Punishment	There are 10 punishment enemies each placed on an individual cell. If the main character interacts with the punishment, the game deducts 100 points. If the score falls below 0, the main character dies.
Regular Reward	There are 7 regular rewards the main character needs to collect. Collecting the regular reward adds 30 points to the total score.

Bonus Reward		The bonus reward appears and disappears at a set time interval. The bonus will be at a cell for the main character to collect for 5 ticks before disappearing. Collecting the bonus reward adds 50 points to the total score.
Barrier		The barrier blocks movement for the main character and the enemies.

Extra

STAGE CLEAR

SCORE: 480

TIME: 142

REPLAY BACK TO MENU

GAME OVER

RETRY BACK TO MENU