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| GAME IDEA |
| * Maze game   + All dark   + Lamp needed     - Fuel = time limit   + Bird eye view   + Follows the mouse, further the distance the faster it goes   + person     - Three frame animation, 2 walking, one stand   + Floor black and white checkered tile   + Assets     - Amianation of walking     - Floor     - Lamp amiamation??   + Music     - sketchy , spoopy       * The Swamp, Psycho OST   + OBJECT:     - Get through the maze, find the key, get more fuel(time), unlock the door to finish the maze |