SFAS Plan

Overall idea: Turn a rudimentary mine-sweeper game into a tactical action shooter in which the combat map is determined by the mine field. Each segment will have unique landscapes that the player must traverse, each with their own enemies. Each time the player moves to a new cell, that cell will be “selected” and the map will update to show the number of dangerous cells around the “selected” cell. The player must navigate the world by referencing the map and moving through the cells, aiming to avoid any cells that contain a mine. If the player steps on a mine, the game is over.

**Player Abilities**

* Teleportation
  + The player has the ability to teleport to a location of the map. If the cell the player teleports to contains a mine, they will have 10 seconds to leave the cell before detonation. Has a long cooldown time.
* Sprint
  + The player can boost their speed by a certain amount to assist with traversing the map. Infinite durability.
* Grenade Launcher
  + The player shoots a grenade that causes an AOE damaging effect, small cooldown.

**Enemy Types**

* Standard Enemy
  + Slowly advances towards the player and self-destructs once physical damage has been done to the player. Low hitpoints.