Description

In the game, the player is taking the role of an adventurer and tries to free her twin sister that got kidnapped. During the adventure, players are expected to collect money and a key that's spread around the map. The final goal is to gather all of the coins and have a key in order to open the gate and free the twin sister. If the character has no money left, then it's a game over and the player loses the game.

Overall

Main Character.
> One of the twin sisters is the player-controlled character whose target is collecting money and a key while avoiding getting caught by others. Player will control the character through keyboard's up, down, left, and right keys.

Enemies:
Moving Enemy.
> Some thief will walk towards the main character trying to rob the character's money. If the main character bumps into the thief, they will take away all coins from the character's wallet and never return it.

Punishment.
> If the main character steps on a trap, it will cause the character to accidentally drop $10 from its wallet and lose it.

Rewards:
Regular Reward.
> There will be coins layed all around the map, and the player's goal is to collect all of the coins. For each coin the player collects, the character will gain $20 and add it into the wallet.

Bonus Reward.
> There will be diamonds on the map that can receive extra scores.

Barriers.
> The map of the game will be surrounded by four walls that the characters are only allowed to move within the area.

Board.
- The region with the four barriers will have fences at random positions to create a maze-like map.
- In the corner of the game board, there will be a scoreboard that shows the amount of money in the character's wallet, which is the score of the game.