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| D+ to D- | |
| The start Game Button is hidden when clicking. |  |
| * The player cannot move until the start button has been clicked. |  |
| Maze wall collision with the player |  |
| * Multiple points of collision for the maze walls (top left and top right for the up direction) |  |
| Point element collision with the player. |  |
| * Points are hidden from the maze. |  |
| The score p tag is updated for every point the player collects. |  |
| A game-over message appears after collecting all the points in the maze. |  |
| Once the game has ended, the player can no longer move. |  |
| The game is over when the player collides with an enemy character. |  |
| * Display the death animation upon enemy collision (dead CSS class) |  |
| C+ to C- | |
| Randomise the position of enemies at the start of the game. |  |
| Prevent the enemies from being created outside of the maze. |  |
| * Prevent enemies from being created where there are walls. |  |
| Enemies randomly move around in the maze. |  |
| * Enemy movement has wall collision (cannot move through walls) |  |
| * The enemy does not stop upon collision with the wall instead it moves in a new direction. |  |
| Enemies stop moving when the game-over state has been reached. |  |
| Reset button instead of game over (resets game state) |  |
| Implement the arrow buttons. The player will continue moving in that direction when an arrow button is clicked. |  |
| * The Arrow GUI button movement does not impact the arrow key movement. |  |
| B+ to B- | |
| At the end of the game, ask the player to enter their name. |  |
| * Save the name and score using local storage. |  |
| Display the scores of all the players on the leaderboard. |  |
| The leaderboard should be organised in order from the highest score to the lowest score. |  |
| Add the lives through JavaScript (not the HTML) at the start of the game. |  |
| Remove a life instead of the Game Over/restart button when the player collides with an enemy. |  |
| * Add the hit class and prevent the player from moving for 1.5 seconds while the animation plays. |  |
| Display the game over/restart button when all three lives are lost. |  |
| A+ to A- | |
| Once all the points are collected, reconfigure the maze and create a new layout for each level. |  |
| * Implement increasing difficulty. As the game goes on, it should get more challenging. |  |
| Create an infinite number of levels (not premade mazes but randomly created) |  |
| * Prevent an impossible-to-solve maze. |  |
| Add two unique features to the game. The better the feature, the more marks |  |
| * Feature One (replace with the feature) |  |
| * Feature Two (replace with the feature) |  |

Two unique features

Extra powerups e.g. extra life speed boost , worse ones like slow you down count as a point invisible for a couple of seconds