Title of the Game: Running Late!

Summary of the Game:
The player is spawned into a 2D grid that has a single exit. The grid is filled with various barriers, enemies, and rewards. The player must collect all the rewards found in this grid to leave through the exit. Sprinkled throughout are optional rewards that the player can also collect (though they only appear for a few seconds). Rewards add points to your final score, and the goal of this game is to leave the grid as fast as you can with the highest score possible.

Theme / Story:
- Grid: A school
- Main Character: A student trying to get to class
- Required Rewards: Due homework (in the form of paper)
- Optional Rewards: Future exam answers (in the form of paper)
- Non-Moving Enemies / Punishments: Teachers
- Moving Enemies: Security guards

More In-Detail Gameplay:
- Game starts up with the main menu screen.
- After pressing 'Start', the initial grid is generated (visible on screen).
- The entrance and exit are randomly chosen on the grid's outer walls.
- Barriers, rewards, punishments, and enemies are randomly spawned onto the grid.
- The main character starts at the entrance with an initial score of zero.
- Timer begins counting up.
- Once per tick, the player is allowed to move the main character to an adjacent tile.
- Once per tick, the enemies move a tile towards the player's location.
- If the player attempts to make an illegal move (i.e., moving into a barrier), the player will not move from their current tile.
- If the player moves onto a tile that contains a reward, they will collect that reward and the game will record it as an integer.
- Regular and optional rewards will be tracked separately to avoid interference.
- If a player moves onto a tile with a stationary enemy (punishment), the player will lose a set number of points.
- If a player collides with a moving enemy, the player instantly loses the game.
- If at any time the player's score becomes negative, the player loses the game.
- After the player loses or beats the game, a screen will appear that shows various statistics (i.e., their score, their time, how many optional rewards they collected, etc.)
- After this, the player can either choose to play again or exit to the menu screen.
- At any time during a game, there is also a pause button the player can always press.
- After pressing the pause button, the player can either resume the game, restart the game, or exit to the menu screen.