Game doc for Project 1

Objective: Survive as long as you can while gathering as many Gems as possible.

Game mechanics:

* Radar
  + When the player is in proximity of a Gem, a “!” icon will appear over their head.
  + As the player gets closer to a Gem, the “!” will get bigger; when the icon is green, the player is standing atop of a Gem.
* Gems
  + They spawn randomly on the entire field.
  + As the game goes on, more gems will spawn.
    - A maximum of 10 gems will be on screen, while the game starts out with only 3 gems.
  + Once spawned, the gems will disappear after 7 seconds.
* Movement
  + WASD for movement
  + SPACE to dig
* Vultures
  + They spawn on the edges of the screen and move in one direction forward.
  + As the game progresses, more vultures will spawn along with them getting faster.