User Story: ACS Simple Maze (Week 0 Planning - Mihail Petrov)

As a player, when I enter the Arcade Room on the 2nd floor,

* I want the game to change from the normal text-based interface into a 2D mini-game, where I control my character on a small maze map using arrow keys.
* The mini-game maze should represent a simplified part of the university (e.g. hallways with walls and locked doors).
* I must navigate to special markers (rooms inside the mini-maze) that each ask me for a Python/programming(undecided) quiz challenge.
* Only if I answer the challenges correctly, I receive special items (e.g., “Keycard A” or “Access Code”).
* Collecting all required items unlocks the exit of the mini-maze.
* If I fail challenges, I get sent back to the starting point of the Arcade Room, and I must retry until successful.

Acceptance Criteria:

* Entering the Arcade Room changes the interface into a 2D grid view (mini-game mode).
* The player can move with WASD/arrow keys.
* The mini-maze contains at least 3 challenge markers (based on material learned from the course curriculum).
* Correct answers reward the player with items needed to continue further with the mini-game; wrong answers reset their progress inside the mini-maze.
* Exit only unlocks when all items are collected.

On completion, the player returns to the main game with the new item (Could be represented as a “PASS” for completing the mini-game room, needed to continue with further rooms in the main game) in their inventory.