**Maze-Escape?**

Our game is going to be a maze-based game, in an escape form where the player starts in the of the map and needs to find a way out. The maze will have only one exit.

The is a timer that counts how much it takes for the player to find the way out. The timer is also the high score of the player.

Left-right, up-down movement, along the walls of the maze.

The middle of the map might be a room as the start-point.

Create button, with arrows for directions.

Create a character.

Definition of Done:

Complete and test it