

Overall Plan

This is a 2D maze game with an ocean theme, featuring the nemo fish as main character and the shark as the enemy / predator. The objective of the game is to collect all treasures (coins) and reach the exit door while avoiding shark and traps (plastic waste). The maze includes rocks and corals as walls and barriers that neither nemo nor shark can pass through.

Nemo fish movement is controlled by the player using keyboard buttons, while shark movement is generated by the program itself using AI, with the goal of getting closer to nemo. Several coins will be randomly placed and will appear one by one as nemo fish collects them. Additionally, special pearls will appear briefly and disappear if not collected. These special rewards grant the player the ability to double points for a limited time. If nemo fish and shark collide, the player loses. Traps (plastic waste) will also be randomly generated and remain throughout the game, deducting points if nemo fish passes by. If points go into the negative, the player loses the game automatically.

Overall, stay away from shark and traps while collecting all the coins. A timer will keep track of the time it takes for the player to win the game.