**Overall Plan**

This is a 2D maze game with a [theme topic] theme, featuring the main character [character name] and the enemy [enemy name]. The objective of the game is to collect all [rewards name] and reach the exit door while avoiding [enemy name] and traps. The maze includes walls and barriers that neither [character name] nor [enemy name] can pass through.

[Character name] movement is controlled by the player using keyboard buttons, while [enemy name] movement is generated by the program itself, with the goal of getting closer to [character name]. Several [rewards name] will be randomly placed and will appear one by one as [character name] collects them. Additionally, special [rewards name] will appear briefly and disappear if not collected. These special rewards grant the player the ability to double points for a limited time. If [character name] and [enemy name] collide, the player loses. Traps will also be randomly generated and remain throughout the game, deducting points if [character name] passes by. If points go into the negative, [character name] loses automatically.

Overall, stay away from [enemy name] and traps while collecting all the [rewards name]. A timer will keep track of the time it takes for [character name] to win the game.