Maze Runner

Objective
- A 2D game where the player's mission is to navigate through the post-apocalyptic streets, after a natural disaster, to find safety while gathering essential supplies.
- Navigate from the spawn point to the end point without getting caught by the moving enemies. There will be certain spots on the board where the player can hide and is safe from enemies — player must outrun enemies to get to these spots
- Collect all regular rewards (food, supplies, shelter) to unlock endpoint
- Points will be calculated based on speed of completion minus punishments plus bonus rewards
- Difficulty Scaling: Number and speed of enemies will increase as levels are cleared, more regular rewards required to be collected and punishment blocks increased.

Main character
- Lives: Player has 3 lives/hearts. Upon losing a life, the player position is reset to the spawn point, but collected rewards remain.
- Failure: Once player loses 3 lives, the level is lost and game state is reset
- Psychological: The player experiences PTSD-induced flashbacks that blur the screen or invert controls temporarily.

Enemies
- Moving Enemies: **Raiders:** Armed gangs who loot and plunder. They actively chase the player, **Scavengers:** They lay traps. While they don't chase the player, their traps can slow down or hurt, **Government/Military forces**: Similar to Raiders. They would chase down the player.
- Non-Moving Enemies (Punishment): Player loses game points, Player gets moved back, Natural disaster (i.e. earthquake, tsunami, etc.), Game board gets disrupted if you run into them

Rewards
- Regular Reward: Food, Supplies, Shelter
- Bonus Reward: Extra life: Add an Extra life to the player status, Vehicle Power-up: protection from one collision with enemy and increased movement speed, Weapon Power-up: Ability to defeat enemies instead of just outrunning them, Extra game points (amount depends on cell block)

Barriers
- **Natural barriers:** blocked cells that are results of natural disasters (i.e. collapsed buildings) **Man-made barriers:** Barricades set up by enemies, landmines, or traps.

Menu/Settings:
- Start Game, Leaderboard (Previous Runs and Records), Settings (Volume / Difficulty), UI (Lives, Pts, Game Timer, Rewards to be Collected, Art (Cartoonish)