Sokoban Extra Coding Suggestions

Once you have basic Sokoban working, you might want to add some extra complexity by adding some other pieces to your harder levels. These are some suggestions.

Icon	Title	Description
	Pick Up	To win, you need to move all of the boxes AND pick up all of the coins/suns/whatever.
	Food	You only have a certain number of moves without eating food. If you go to a space with food, it disappears and lets you move. If your moves go down to zero, you have to start over.
	Ice	If you want to go on the space, you have to answer a random Math question to melt it. Once it is melted, it is gone.
	Poison	You can't cross the poisoned square, until you have found the magical potion. The magical potion might allow only a certain number of uses, or it might be infinite.
	Monster	It moves in a random direction after you move. If it touches you, they have to start over.
	Sleeper	The sleeper wakes up every five moves. Then, if you are on a square next to it, you have to start over.
	Booster	If you have picked up this piece, then the next box you push (or the next goal you cross or whatever you pick) disappears.
	Hatching	This one has to be hit three times before it will move. The first time you hit it, it hatches, then it becomes a chicken, then it moves.