
Project Name : 🗡️ Hero Or Zero 🗡️

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Idea :

It's a mission game. A giant monster kidnapped princess of Akhalialand. So the hero with a sword travels through the jungle and face various enemies to rescue the princess from the monster.

Motivation :

This game will be made for entertainment purpose.

It also helps us (developers) to learn the concepts of OOP better.

Basic Features :

- This game has different levels.
 - There are different kind of enemies and obstacles.
 - Hero has certain health level. His health decrease when the enemies hit him. But the health can be increased by consuming energy.
 - When health level of the hero becomes zero then the game will over.
 - If the hero rescue the princess by killing all the enemies and monster then the game will be considered complete.
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