```html
<!DOCTYPE html>
<html lang="de">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Warriors of Freedom</title>
    <style>
        body { text-align: center; margin: 0; overflow: hidden; background-color: black; }
        canvas { background: #87CEEB; display: block; margin: auto; }
        .button {
            position: absolute; bottom: 20px; right: 20px;
            width: 60px; height: 60px; border-radius: 50%; background: red;
            text-align: center; line-height: 60px; color: white; font-size: 20px;
            user-select: none;
        }
        .joystick { position: absolute; bottom: 20px; left: 20px; width: 100px; height: 100px; background:
rgba(255,255,255,0.3); border-radius: 50%; }
        #startScreen, #settingsScreen {
            position: fixed; top: 0; left: 0; width: 100%; height: 100%;
            background: black; color: white; display: flex;
            flex-direction: column; align-items: center; justify-content: center;
        }
    </style>
</head
<body>

    <!-- Startbildschirm -->
    <div id="startScreen">
        <h1>⚔️ Warriors of Freedom ⚔️</h1>
        <button onclick="startGame()">Start</button>
        <button onclick="toggleSettings()">Einstellungen</button>
    </div>

    <!-- Einstellungen -->
    <div id="settingsScreen" style="display:none;">
        <h2>Einstellungen</h2>
        <button onclick="toggleSound()">Sound: <span id="soundStatus">AN</span></button>
        <button onclick="backToStart()">Zurück</button>
    </div>

    <!-- Spielfeld -->
    <canvas id="gameCanvas" style="display:none;"></canvas>

    <!-- Steuerung -->
    <div id="joystick" class="joystick"></div>
    <div id="attackButton" class="button">⚔️</div>

    <script>
        let gameRunning = false;
        let soundOn = true;

        function startGame() {
            document.getElementById("startScreen").style.display = "none";
            document.getElementById("gameCanvas").style.display = "block";
            gameRunning = true;
            gameLoop();
        }

        function toggleSettings() {
            document.getElementById("startScreen").style.display = "none";
            document.getElementById("settingsScreen").style.display = "flex";
        }

        function backToStart() {
            document.getElementById("settingsScreen").style.display = "none";
            document.getElementById("startScreen").style.display = "flex";
        }

        function toggleSound() {
            soundOn = !soundOn;
            document.getElementById("soundStatus").innerText = soundOn ? "AN" : "AUS";
        }

        const canvas = document.getElementById("gameCanvas");
        const ctx = canvas.getContext("2d");
        canvas.width = window.innerWidth;
        canvas.height = window.innerHeight;

        const player = { x: 200, y: 200, size: 40, speed: 4, attacking: false };
        const monsters = [];

        function spawnMonster() {
            monsters.push({ x: Math.random() * canvas.width, y: Math.random() * canvas.height, size: 30, speed: 2, color: "red" });
        }

        function gameLoop() {
            if (!gameRunning) return;

            ctx.clearRect(0, 0, canvas.width, canvas.height);

            // Spieler zeichnen
            ctx.fillStyle = "blue";
            ctx.fillRect(player.x, player.y, player.size, player.size);

            // Monster zeichnen und KI
            monsters.forEach((monster, i) => {
                monster.x += (player.x - monster.x) * 0.01;
                monster.y += (player.y - monster.y) * 0.01;
                ctx.fillStyle = "red";
                ctx.fillRect(monster.x, monster.y, monster.size, monster.size);

                // Angriff
                if (player.attacking && Math.abs(monster.x - player.x) < 40 && Math.abs(monster.y - player.y) < 40) {
                    monsters.splice(i, 1);
                    if (soundOn) new Audio("attack.mp3").play();
                }
            });
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            requestAnimationFrame(gameLoop);
        }

        setInterval(spawnMonster, 3000);

        document.getElementById("attackButton").addEventListener("click", () => {
            player.attacking = true;
            setTimeout(() => player.attacking = false, 500);
        });

        let joystick = document.getElementById("joystick");
        joystick.addEventListener("touchmove", (e) => {
            let touch = e.touches[0];
            let rect = joystick.getBoundingClientRect();
            let dx = touch.clientX - (rect.left + rect.width / 2);
            let dy = touch.clientY - (rect.top + rect.height / 2);
            let angle = Math.atan2(dy, dx);
            player.x += Math.cos(angle) * player.speed;
            player.y += Math.sin(angle) * player.speed;
        });

    </script>
</body>
</html>
```