Resterende ideeën voor de game

-Balance for the weapons and the monsters

-Price changes depending on the monster gold recive en items drop

-(BOSS MONSTERS 🡪 Before endings)

-More items for drops + Verity to the game

-Expreince lvl

(Abonded aircraft carrier 🡪 Boss Kraken more monsters)

(Carrier 🡪 Monster enqounter, Potion, Special drops, Flare in the stearhut)

-Big buff depending on potion effect

.Monster buff

.Price buff

.Potion price buff !!!!!!