Ideation

Introduce a Building Mechanic

Players accumulate materials by defeating monsters. Building a tower costs 20 materials, and the tower will automatically attack the nearest monster. This mechanic adds strategic depth and variety to the gameplay, enhancing its richness and engagement.

Implementation Details: Use an ArrayList to manage and store all tower objects for efficient interaction and updates.

Integrate Melee Animations

Players can perform melee attacks by right-clicking, with unique animations for up, down, left, and right directions. This feature introduces flexibility and variety in combat, making gameplay more dynamic.

Implementation Details: Dynamically update the player's sprite or image in real time to simulate animations.

Add a Restart Function

When the player's health reaches zero, a "Failed" message appears. Pressing the spacebar allows the player to restart the game with all states reset, providing a seamless experience without needing to reopen the game.

Implementation Details: Use state variables to track progress, reset game objects, and reinitialize the game environment.

Enhance Gunplay with Sound Effects

Shooting now includes sound effects, offering auditory feedback that improves immersion and makes the shooting experience more satisfying.

Implementation Details: Import sound assets and trigger playback within the shooting function for immediate feedback.