

# Game Idea

- run down the hallway (avoid/kill enemy's to advance) to the goal. That will bring your score to +1 get the highest score you can

## Limited life's

- You can get hit a few times before you die

## Stages

Stages stay the same (except for the boss stage) the monsters increase by every stage until they hit the limit of enemy's (10) then the next room will be the boss stage

## Scores

Your score increases by +1 when you reach a goal and go through it.

When you die and your current score is more than your previous high score then your current score will become the new high score.

## Boss stage

After 10 stages the boss stage will appear. You have to defeat the boss to continue your journey. When the boss is defeated you will retrieve +1 heart/life also when the boss is defeated all further enemy's stats will be increased

## **Gameplay**

You will be running through identical rooms facing a number of enemy`s on each floor which will be increasing by how far you get. After the amount of enemy`s reach a number of 10 you will face the boss. Kill it and you will receive a extra heart/life and the door will be unlocked. However after each boss defeated the enemy`s stats will increase making them faster and stronger. How far will you survive?