Game Type : 3D Top-down

Game Element : Farming , Rogue-like

Target : Finish the game

The player spawned at home every reborn , workbench , cooking bench , alchemy table allows crafting auxiliary props , exits home to enter the village .

The guidepost shows the way to the dummy , smithy and outside . Dummy is used to introduce skills releasing and allows weapon testing . Farmlands allow planting crops , updated per reborn . Smithy will give the player its first weapon and allow the player to make other weapons .

Level 1 is in the marsh, mobs are slimes(melee)

Level 2 is in the graveyard , mobs are zombies(melee) and skeletons(ranged)

Level 3 is in the castle , mobs are knight puppets(melee) and wizards(ranged)