AI Game Idea: Vampire Survivors

# Must Have

* Melee enemies move to player.
* Player will move to enemy for melee attacking.
* Player will look at enemy for ranged attacking.
* Player must evade enemies and projectiles.
* Enemy attacks damage the player.
* Player dies if loses to much health.
* Player wins if they survive x number of minutes.
* Enemies drop crystals.
* Player must move to crystals (distance to crystal pick up depends on magnet value).
* UI
  + Time
  + Number of kills
  + Level
  + Progress bar to next level
  + Items

# Should Have

* Player must prioritise which items/ weapons to choose when levelling up.
* Different weapons = different playstyles (e.g., garlic early on lets the player play aggressively).
* Ranged enemies move away and shoot projectiles to the player.
* Increasingly more difficult enemies over time.

# Could Have

* Grouped enemies (e.g., the bat swarms, ring of plants).
* Enemies which evade projectiles
* Pickups (e.g., flames, magnet, cross).
* Boss enemies
* Chest drops containing items/ xp.

# Won’t Have

* Money
* The following stats: Armor, luck, greed, revival

# Considerations

* May merge weapon and item slots into one slot.