Functionality

* Player starts with 0 exp. Player needs to get 10 exp to level up (2x exp in every level). Stats for every level up: +2hp, +1atk, +0.01atksp, + 0.05sp. Additionally, stats for every 5 levels: +3hp, \_0.5atk, +1def.
* Speed and attack speed stats should be in normal range.
* Defense stat should absorb damage.
* Enemies spawn from different locations on the map.
* The first 3 waves only standard enemy will spawn.
* After the 3rd wave, the new units will be spawned.
* Wave starts with 3 units. (+1 every wave)
* Every 3 waves, the boost will spawn in a random location.
* Every 5 waves, the elite unit will spawn.
* Every 10 waves, the boss will spawn.
* Every 5 waves, every non-boss unit will gain (+5hp, +1atk, +1def, +0.1sp).
* Every 10 waves, every boss unit will gain (+50hp, +10atk, +5def, +0.5sp).
* The field cannot contain more than 7 boosts.
* The score will be counted based on the exp points player gets.
* There will be obstacles in the game. All units will not be able to pass through it.
* The window after the player was attacked by an enemy is 2 seconds.

Optional functionality

* Create a pause function for every 5 waves for preparation.
* Create items to buy in the shop.
* Character can hold up to 6 items.
* For every enemy that is killed by the character, a certain amount of money they will receive.
* Instead of having constant stats for each level up, create a window (3 options) where the player will be able to choose the desired stats.

UI

* Player will see hp bar, exp bar, level, score and wave numbers.
* If the player uses the esc button, all stats will be revealed on top of the resume button.
* If the player reaches the border of the map, the camera stops at the point so that player will not be able to see the outside of the map.