Game layout

**Plot**

Player starts in town, and the town is a safe haven for citizens. Outside the walls of the town are groups of monsters that feed on the townspeople. Your mission is to destroy the monster encampments around the town, each encampment has stronger creatures. To combat them you're able to level up and buy new equipment to take on new creatures.

**Mechanics**

The game will have simple mechanics and attributes. The player is able to level, gain stats and gather gold. The class will be only a fighter that can use one sword attack animation, one bow attack animation, and can heal himself with a magical spell.