

Game's Data Sheet

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Genre: Shoot'Em Up

Type: Solo

Targeted audience: 12+ years old

Support: PC

Pitch:

You are controlling a character that will have to survive through waves of monsters.

Killing enemies will make you level up and increase your statistics, making you stronger or faster for example. Winning has no meaning, only your survival matters and you must do everything you can to not die.

Game's components:

A character controlled by the player

Enemies with melee attacks

Enemies with distance attacks

XP

Attractive graphisms

Playability:

Use your mouse's cursor to aim at enemies and shoot with left click, move with ZQSD.

Killing enemies will make you level up and choose a stat to increase between hp, attack speed, speed and damages, free to you to build your character the way you want!

Features:

See the leaderboard at the end of your game

Track the list of enemies fought

Check your player's profile in the html page

Requirements:

Any OS is fine

Prerequisites: .net 8.0, MonoGame, IDE (to launch the main program)