Text-document MonsterSlay:

This game challenges players to run around a map, defeating monsters to increase their score. The objective is to survive as long as possible and achieve the highest score. As players progress through each wave, the game becomes more difficult. Monsters become faster and stronger, dealing more damage to the player.

Currently, the game is in a basic state. The focus has been on establishing a solid code structure before enhancing the visuals. Future plans include adding new maps for variety and considering the addition of boss battles.

One issue that needs to be addressed is the switching weapon-functionality. This seems a bit buggy, as when you press “w”, the bow or sword will not always be chosen.

Some other things are:

* Adding pictures or animations to the player/monster/power-up
* Create a new weapon that tracks and follows the monsters
* Make changes to the game platform
* Create new maps