

🎯 Introduction

This **Survival Shooting Game** combines **Roguelike elements** with a **post-apocalyptic wasteland** setting. Players must survive against relentless enemies while facing dynamic environmental changes and **random events**. Every **3 minutes** brings a **surprise**, while every **5 minutes** introduces **despair**, ensuring an intense and unpredictable gameplay experience.

🔥 Game Mechanics

👤 Characters & Growth

- Choose from **3 initial characters**, each with unique skills.
- Gain **random rewards** (items, pets) to enhance abilities.
- **Synergy system** creates unique experiences in each playthrough.

🐉 Monster System

- **Enemies spawn randomly** at screen edges and move toward the player.
- **Two enemy types**:
 - **Mobs**: Numerous but weak.
 - **Bosses**: Special abilities & independent HP bars.

🎯 Shooting & Combat

- **Mouse-controlled aiming** for precise shooting.
- **Progressive upgrades**: Gain XP, new items, and ability boosts.
- **Pet drops**: Obtain companions with unique effects.

🌍 Dynamic Challenges

- **Random events**: Weather changes (Intense sunlight, Falling snowflakes, Lightning strikes, Raining) and terrain traps (quicksand, spikes).
- **Unpredictable battles**: Environmental changes force strategic adaptation.

🗺️ Story & Progression

- **Post-apocalyptic world** with a deep storyline.
- Character progression tied to uncovering **the secrets of the wasteland**.
- Unlockable content reveals hidden lore.

⚙️ Development & Technology

- **Agile development** with tools like **use case diagrams, class diagrams, and communication diagrams**.
- **Core mechanics**: Monster spawning, shooting physics, and rewards.
- **GitHub version control** for efficient collaboration.
- **Continuous testing & optimization** to ensure combat balance and fluidity.

💀 **Survive, adapt, and uncover the secrets of the wasteland!**