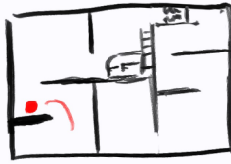




Player spawn on a random spot.



The player can move and jump up onto platforms to navigate.



The player opening a chest.



The player getting a power-up from the chest that let him use 3 range attacks.



Player fire a projectile at the monster.



The defeated monster spawned a coin where it was defeated.



The defeated monster drop a coin and the player pick it up and gain points toward upgrades.



The player move up too slow ,hit the border of the screen and dies. The game end.

ammo

• Player • monster • ammo • chest