# UI Kata: Arena Game

In this kata, we are going to develop a simple game. You can use any language, framework or environment you like.

User Story 1: As a player, I want to walk around so that there is a game.

* There is a rectangular playing arena consisting of square tiles, the size is configurable.
* At the beginning of the game, a player icon is placed randomly on one of the tiles.
* A press of an arrow key advances the game one turn, the player moves to the next tile in that direction.
* The borders of the arena block movement.

User Story 2: As a player, I want to fight enemies so that there is something to do.

* At the beginning of the game, a configurable number of enemy icons are placed on random tiles in the arena.
* When the player moves onto a tile where there is an enemy, the player stays in his current tile, and the enemy disappears.
* When the last enemy is destroyed, the player wins the game. A message is shown that congratulates the player and shows the number of turns.

User Story 3: As a player, I want the enemies to fight back so that there is a challenge.

* Each turn, after the player moves, all the enemies also move.
* Enemies always move directly towards the player, but if the tile in that direction is already occupied, they don’t move.
* When an enemy moves into the tile where the player is, the player loses the game. A message is shown that insults the player and shows the number of turns.
* When pressing the space bar, the player skips a turn.

User Story 4: As a player, I want walls so that the game is more varied.

* At the beginning of the game, a configurable number of tiles is turned into walls.
* Neither the player nor the enemies can move into a wall.
* For an enemy, if the tile that is the direction of the player is occupied by a wall, the enemy does not move.

User Story 5: invent your own features!

* Come up with things that make the game more interesting.
* Ideas: a health meter for the player, traps, enemies that move differently, teleporters, one-way tiles, enemy spawn points, items to pick up, a level system.