**Splash Screen**

● There is a splash screen when the game starts (requires reopening the project).

● The splash screen contains buttons for: Start Game, Load Game, Tutorial, and Exit.

● Clicking "Start Game" begins a new game session.

● Clicking "Tutorial" takes the player to the tutorial map.

● Clicking "Exit" closes the game.

**UI Display**

● The FPS counter is visible on screen and updates in real-time.

● The current enemy count is displayed and updates correctly.

● The current plant count is displayed and updates correctly.

● The inventory displays the correct seed count.

● The seed count updates when the player gains or uses seeds.

**Map**

● The map layout is logical and playable.

● Different terrain types (farmland, scorched earth, etc.) are clearly distinguishable.

● All map elements render correctly.

**Enemy Variety**

● There are multiple types of enemies with visually distinct appearances.

● Each enemy type has different health values that affect damage resistance.

● Each enemy type moves at a different speed.

● Each enemy type has a different attack pattern or damage value.

● All enemy types animate and behave correctly.

**Game Optimization**

● The game maintains a higher frame rate compared to previous versions.

● Frame rate remains stable during gameplay with multiple enemies.

● Frame rate remains stable with particle effects active.

● No visual artifacts or rendering issues appear due to optimization.

Creative Elements

**Story Elements**

● A background story is displayed when the game starts.

● A cutscene plays when the player's first planted seed matures.

● A cutscene plays when the player reaches their first level up.

● All cutscenes can be exited or skipped.

● Cutscenes do not cause game crashes or freezes.

**Save/Load System**

● Pressing "=" saves the current game state.

● Pressing "-" loads the last saved game state.

● The "Load Game" button on the splash screen works correctly.

● Loading a saved game restores: player position, health, experience, level, seed count, enemy positions, and plant positions.

● The save function is disabled during cutscenes.

● The save function is disabled when the chicken is summoned.

● Save files persist between game sessions.

**Particle System**

● Blood particles appear when the player hits enemies.

● Growth particles appear when seeds mature into plants.

● Level-up particles appear when the player gains a level.

● Particles render at an acceptable frame rate.

● Particles do not cause game crashes or freezes.

● Particle effects work with both custom textures and default shapes.