For 1. I'll use pygame.time.clock() and starts when the user hits the monster, continue to add combos when the combo time is still valid, and refresh combo time each time the user hits a monster.

For 2. When every monster is killed, the user has an opportunity(random) of picking up the treasures. The function basically will directly place treasures into user's inventory but may be discarded, and will stop collecting when the inventory is full.

For 3. Building things need to use pygame.mouse.get\_pos, selecting, placing, and setting the bricks into the background. For normal walls, just use as barriers, and is the class from which other walls will inherit from. For "anti-gravity walls", user may place the wall and walk on any side of the wall(must be activated first, at a close distance), and could detach anytime pressing a button. The function will be like " if player.distance < 100: rotate(player.rect), pull(player.rect)" For "protecting walls", when the user gets close enough, a function will be activated, causing the bricks to form a circle around the user, and will not form a complete circle if not enough bricks are used, if more are used, it will form only one circle using all the bricks. For "the Altar", bullet time will result in more "delay" in monsters' movement but not that of the user.

For 4. When user attack, record down the position of attack and calculate where most possible will the player attack again, and dodge it by jumping, or backing off.

For 5. A basic info and inventory menu will show up when a button is pressed. To do this I need to set up a function that'll only be called when the button is pressed.

For 6. Two mode switching, rather easy. No difference in looking but in hunting mode the main-button is for attack, in Ninja mode it's for going into invisible(transparency goes up, will not trigger monsters and any walls besides normal ones.)