Elements for bonus / reduced damage (player and enemy)

"dungeon crawler"

score based on kills and combo

continuous combo(continues through games)

player/enemy health

difficulty = more elements (easy 1(100% damage), medium 2(100% or 150% damage), hard 3(50%, 100% or 150% damage)) damage dependent on your element vs the monster’s element.

boss enemies? (10X health, 15X points, 2X damage, rare spawn, unelemental/physical)

lose health and combo on miss, lose combo on close? (combo get halved? Don’t gain combo?)

combos 50+ over shield

health regen on monster kills and combos (depending on difficulty) like 25% on kills, 10% on 25x combos (depending on difficulty 10x combo easy, 5% health hard)

100 base player health

100 base monster health

Bosses 1000 health 2x damage 15x score received

Player damage based on combo 2x every set combo multiplier currently

Player damage modified by accuracy (perfect 1.5, good 1, bad 0.75, close 0.5, miss 0)

Monster damage like 5 or something, maybe 10 depending on difficulty