Elements for bonus / reduced damage (player and enemy)

"dungeon crawler"

score based on kills

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 enemies element.

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