Game Proposal - Ripping off " The binding of Issac"

Create a 2D Dungeon crawler, of a top down view, where the main character traverses through procedurally generated rooms. Each room randomly spawns monsters. The purpose of my app 3 is to recreate many aspects seen in this game:
https://store.steampowered.com/app/250900/The_Binding_of_Isaac_Rebirth/

Main player
- 2D top down view of each room the player is on
- Player shoots tears as bullets to fight enemy
- Player starts the game with 3 health bars, and loses a health bar each time contact is made with the enemy.
- Game ends when player loses all health bars
- Player can obtain health bars through defeating enemies or picking up randomly generated health items found in tunnels

Enemies
- 3 different enemy types created
- Enemies must have different states
    - Wander - if player is out of the range of enemy
    - Follow - if player is within range of enemy
    - Dead - enemy health is reduced to 0
- A boss fight exists at the end of the game

Dungeon
- Created procedurally by stacking rooms

Special Items
- Increase bullet speed
- Increase bullet size
- Increase player speed
- Gain health

UI
- Player health displayed on screen during game
- Enemy health is displayed on screen during game
- Main Menu
    - Start Game option