# Junior Programmer Submission

## Concept

* In this game the player will control a humanoid character with a weapon and fight off different kinds of monsters
* The game will have a top down perspective
* If the player right clicks on an area the character will move there
* If the player right clicks on an enemy it will attack the enemy
* If the player left clicks on an enemy different stats like health, name and attack damage will display
* Within a certain range enemies will attack the player
* If the player kills an enemy he will regain a certain amount of his own life points
* A score will be displayed how many points the player has earned including a high score
* Different monsters give different points for the score
* The player can choose between different characters in the start screen
* In the start screen the player has the opportunity to enter a name, choose a character and start the game
* The camera moves with the player, it cannot be directly controlled

## Programming Theory

* Character -> Character 1, Character 2, …
* Creature -> Wolf, Zombie, Skeleton