

# GRAVE KEEPER

## Game Concept:

"Grave Keeper" is a **top-down action-adventure game** where players control either a melee or shooter character. The objective is to survive waves of enemies, such as skeletons, appearing randomly across the map. Players aim to **earn the highest possible XP** within a one-minute gameplay session. At the end of the session, a boss fight determines the ultimate winner. If the player achieves a new high score, it is saved as the new **Highest Score**.

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## Core Gameplay Mechanics:

- **Enemy Waves:** Skeleton enemies spawn randomly, increasing in difficulty as the game progresses.
  - **Progression System:** Both the player and enemies become stronger over time, with increased attack power and movement speed.
  - **Health Recovery:** If the player survives for 30 seconds, their health is fully restored.
  - **Boss Battle:** A challenging boss fight concludes the session, requiring strategy and skill to defeat.
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## Audio and Visual Effects:

- **Background Music:** Unique tracks for gameplay and boss fights.
  - **Sound Effects:** Hit sounds for player attacks and enemy damage.
  - **Particle Effects:** Visual trails appear behind the player while running.
  - **Optional Animations:**
    - Walking animations for the player, enemies, and the boss.
    - Hit animations: Two unique effects for the boss and one for regular enemies.
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## User Interface (UI):

- Displays for:
  - **XP Bar:** Increases as enemies are defeated.
  - **Time Tracker:** Tracks the gameplay session.
- **Menus:**
  - Title screen with the game name, "Grave Keeper."
  - Pause menu, settings menu, and main menu for navigation.
  - End-game screens showing scores and restart options.

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## Additional Features:

- A **pause button** to freeze gameplay and adjust sound levels.
  - **Scene transitions** to navigate between game states.
  - Planned improvements:
    - Minimap for navigation.
    - Unique boss abilities (e.g., special axe attack).
    - Item drops from defeated enemies.
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## Project Sketch:

