

Flow of events for the game «Demon Slayer 2D Game»

1. The player starts the game and sees the main menu.
2. The player chooses to start a new game.
3. The game creates a level, generates platforms, enemies and places coins (power-ups) on the level.
4. The player controls the character using the joystick and other buttons.
5. The player moves through the level, overcoming obstacles and fighting enemies.
6. If the player collides with an enemy, the game shows an attack animation and the player's health level decreases.
7. If the player collects a coin, the game increases the number of points received.
8. If the player collects a bonus, the game gives the player temporary superpowers, such as increased speed or invulnerability.
9. The game continues until the player reaches the end of the level or until the player runs out of health.
10. If the player reaches the end of a level, the game shows a congratulations screen and moves on to the next level.
11. If the player runs out of health, the game shows a defeat screen and prompts them to try again.
12. The player can exit the game by clicking the appropriate option in the main menu.