Welcome to the Void Zone

A picture containing indoor, dark, yellow, light

Description automatically generated

PROBLEM STATEMENT:

Create a game were the player battles various enemies with different abilities. Players will gain enough strength and upgrade their abilities to defeat the last boss to win the game. The player will use buttons to start the game, check their stats, enter the over world, go to the shop, use abilities, and enter the battle arena to fight. When the player clicks the start, button prompt the player their name and store their name alongside the amount of health and strength in their profile section. The player will gain currency upon entering the world which will unlock the shop to buy abilities. Once a player has an ability unlock the battle arena. Pick your opponent and battle buy using your ability/abilities. When the player kills a opponent they gain currency and strength to get stronger and buy better abilities.

NOUNS:

Player, Buttons, PlayerName, Health, Strength, Profile, Currency, OverWorld, Shop, Ability, BattleArena, Opponents.

VERBS:

UseButtons, Check, EnterOverworld, EnterShop, EnterBattleArena, Prompt, Buy, GainHealth, GainStrength, Kill, Pick, Unlock.