Game Design

1- Game Overview

A 2D pixel-art game where players defeat enemies by typing correct vocabulary translations. "Vocablante" is an educational action game. The target audience is language learners and casual gamers. Players manage a character who must defeat approaching enemies by correctly translating vocabulary words.

2- Gameplay and Mechanics

Core gameplay loop:

- Enemy appears with a word in a foreign language.
- Players must type the correct translation before enemy reaches them.
- Correct answers defeat enemies.
- Player progresses through increasingly difficult waves.

Game progression:

- Levels with increasing difficulty (more enemies, faster and stronger enemies, harder vocabulary)
- Vocabulary categories unlocked as player advances

Combat mechanics:

- Attacks are triggered by correct answers.
- Extra features like spells will be added later.

3- Game Elements

Player character:

- Our vigilante is an archer.
- Has three hearts (which means he can take only 2 hits before he dies)
- He is stuck where he wakes up and he only have a bow as an equipment.

Enemies:

- 4 types of enemies (classic ,fast, strong, double health bar for two words translation)
- Spawns outside of the screen and running to archer.
- There will be a chance that special enemies might drop a heart for the archer.

Game world:

- 5 phases total. After each phase, the difficulty increases.
- The world is not real. It's just our vigilantes bad dream where he wakes up in the hell. Mostly red will used for the environment.

4- User Interface

Main menu:

- Options (Play, Vocabulary Management, Settings, Quit)

HUD elements:

- Score display
- Health bar (pixel hears)
- Current word/translation prompt
- Text input field

Vocabulary management system:

- Users simply add/edit vocabulary lists
- Categorization system (beginner, intermediate, advanced)

5- Technical Specifications

- Platform : Desktop (macOS, Windows)
- Programming language : Java
- Game engine/framework : LibGDX
- Input methods : keyboard

6- Development Roadmap

- Phase 1 : Core mechanics (text input, enemy spawning, basic combat)
- Phase 2 : Vocabulary management system
- Phase 3 : Level design and progression
- Phase 4 : Polish (animations, sound, effects)