**Let’s dive into how the game works:**

* Players click or tap to throw exam sheets at students.
* By using key combinations, players can throw advanced exams for greater impact.
* The main goal is to prevent students from completing the exams
* Be careful: if too many students finish their exams, your health bar will start to drain.

**As you keep distributing exams, you’ll earn EXP. This can be used to unlock and upgrade abilities to enhance the gameplay:**

* Players can unlock faster exam distribution to stay ahead of the students.
* Upgrades allow them to throw multiple exams or longer exams in one go.

**One of the game’s rewarding features is the Progression / Passive income system. Even when players aren’t actively clicking, they’ll still earn rewards:**

* You can upgrade auto-exam throwers, which keep distributing exams even when you're not playing.
* Over time, passive EXP keeps accumulating, ensuring that players can continue progressing in the game, even when they take a break.

**Art – Character:**

**Teacher (Player Character)**:

* A friendly but determined-looking teacher with a dynamic pose, holding a stack of exam sheets like they are powerful weapons.

**Students (Enemies)**:

* Different students with humorous facial expressions, ranging from panic to concentration as they try to finish their exams.

**Health Bar**:

* Use a **teacher's apple** represent the player's health. The more questions the students finish, the more bites appear on the apple.

**Keystroke/Combo Feedback**:

* Create a **combo meter** that looks like a chalkboard. Every successful click or key press could draw animated chalk marks or stars, indicating the streak.

**Art – Color Palette**

**Primary Colors**:

* Bright Yellow: Used for exam sheets to make them stand out as the primary action. This color symbolizes energy, grabbing the player’s attention every time they throw an exam.
* Deep Red: Used for health bar and alerts when students finish their exams. This creates a sense of danger and urgency when players start losing health.
* Neon Blue: Used for special exams or upgraded abilities to indicate powerful actions, like launching a combo.

**Secondary Colors**:

* Light Green: For successful actions or progress, such as throwing a perfect exam or achieving a combo. This is a rewarding color that makes players feel accomplished.
* Soft Orange: Used for combo streaks and feedback, giving a warm, positive feel that boosts engagement.
* Purple: Used for upgrade options or higher-level exams