

My game will be a 2d infinitely scrolling game, where the player tries to slay enemies and survive as long as they can.

The player will collect coins that will be used to upgrade the weapon used to slay the enemies. The more enemies you kill, the more coins you get. As you survive longer, the game will get harder and more intense.

This game is inspired by games like Google's Dinosaur Game, and Idle Slayer.

