

## MAIN AIM

- Defeat the final wave on level 20

To defeat the final wave on level 20, the player must be able to deal with high health monsters in the form of rubbish golems that are able to defeat you in 2 blasts by firing waste projectiles at the plumber. Each wave will contain one of these rubbish golems and require the player to be able to defeat the golems with 5 hits before moving on to the next wave (this will all be fast paced and should not take longer than 30 seconds for each wave as the player in that time will have either beaten the golem or have lost).

## SMALLER GOALS

- Get the highest grade for each level

To get the highest grade for each level, it requires the player to be able, throughout the three waves in the level, to not be hit as well as defeating the enemies throughout each wave. Achieving this goal would get the player a diamond achievement. This is done to get the player to continue playing to be part of a specific minority that have also acquired this achievement.

- Not losing a single time

If the player can pass through each wave and not have to restart the level for all levels, they will be rewarded with a diamond achievement that allows them to be among a select group of people who have also appropriated this achievement. The player will most likely not be able to as soon as they start the game achieve this so they will be allowed to replay levels as much as they like to acquire this achievement.