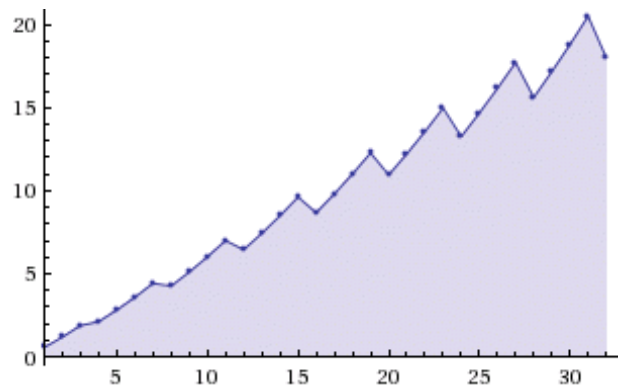
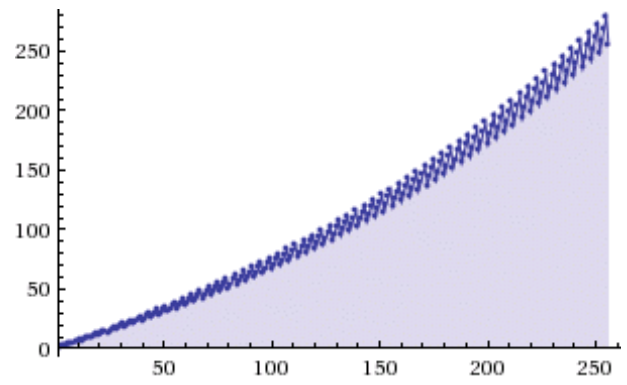


I worked on the formula for the base enemy stats. This I think will work pretty well. 'n' is the level. The variation gets more pronounced the further the player gets. The idea is to have every stat fit in one byte to allow as many enemies in the room as possible.

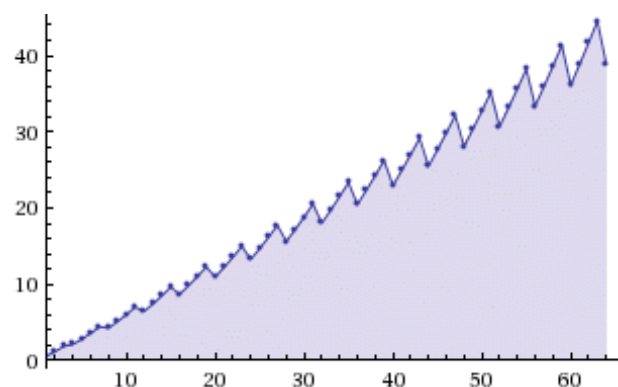
$$((2^{(n/150)}-1)*113)+((n\%4)*n/30)$$



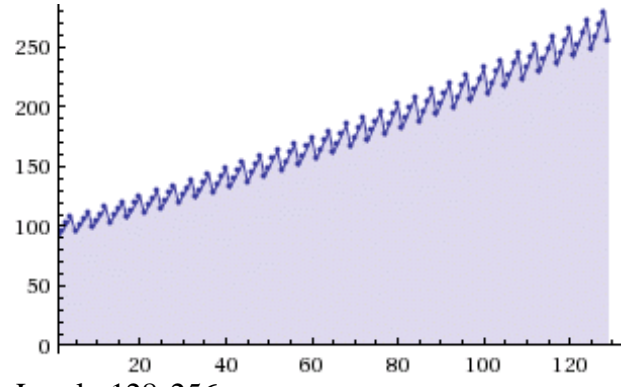
Levels 1-32



Levels 1-256



Levels 1-64



Levels 128-256