Intro

This document will detail the major bosses, for now just sticking with an elementary boss.

Each boss will get progressively more difficult after they take more damage, just like Mario games, but instead of 3 hits, it will be 4 waves with the health bar.

**First Boss**

First Wave (Full Health)

* Boss will move like liked horizontal enemy
* Has speed of 2
* Can shoot 5 missiles, all vertically
* Boss’s vertical limit is y = 200, will not go beyond this line, in this wave

Second Wave (75% Health)

* Increase boss speed to 5
* Missiles can come in multiple directions, missiles move in multiple directions
* Missiles move in 4,5,6,7,8 o’clock directions

Third Wave (50% Health)

* Boss can move in any direction
* Boss can spawn horizontal enemies

Last Wave (25% Health)

* Boss chooses a random direction, every 20 frames
* Boss can now move up to the y = 400 line, no further