Level Sketch and Data

1. The game will feature 10 levels.
2. There will be two boss battles featuring a melee Blobman that spawn his kind and a ranged Blobman that charges forward and steals sanity, The consecutive battles will be held at level 5 and 10 respectively.
3. Robert’s stomp ability will be a necessary tool to stop melee Blobman; This ability can be unlocked by using the key from level 4 to open a room in level 3 (His kid’s room) which gives him this power, This power is needed to destroy the overwhelming amounts of enemies that will spawn with a single go!
4. Robert’s Time-stop ability will be given to him in level 7, he will need this ability to get to level 8; Level 8 will be blocked by a really fast trap(The trap must be hardcoded), Which he will need to overcome by stopping time, Level 8 and 9 shall feature such traps also. He will receive it after touching a photo of his family.
5. His shotgun will be handed to him by his mother, It can restore health and provide a helpful alternative to pills. He will get this after defeating the boss in level 5