Requiremens additional implementation assignment 3

1. In level 3 and higher, some enemies should be able to fire projectiles at the player.
   a. The enemy must shoot a projectile in the direction of the player when the player is in 'fire-range' of the enemy.
   b. The player loses a life (or dies when no lives are left), if the player collides with an enemy-projectile.
2. The enemy should be able to break free from the bubble, when being idle for 10 seconds trapped at the ceiling in a bubble.
3. A broken free enemy is released at the same spot where the bubble was, and should falls from there to the nearest platform underneath.
4. The walking speed of a broken free enemy will be 1,5 times higher than the initial speed for a duration of 10 seconds.
5. A broken free enemy will be vizualized angrily for a duration of 10 seconds.
6. When a level is not cleared within 90 seconds the magiron appears.
7. The magiron is an invincible enemy which will move towards the player.
8. When the magiron and the player collide the player will lose a life (or dies when no lives are left).
9. The magiron must be vizualized by a flying magikarp-Aaron-combination.