Infinite Bouncer

Obstacles

**Generic**

” Bullets” that moves from top to bottom (in the -z-direction), about the size of a platform. Forcing the player to steer clear of it. Can be affected by wind gusts that pushes it a little to the side.

**Section-specific**

Wind gusts. Pushes the player and incoming bullets a little to the side when they enter the gusts bounds. (Grass, Sand)