**Progress of arena\_a**

1. Player spawns in the corner of the map.
2. Boss spawns in the opposite corner of the map.
3. When barrel explodes next to lava lake then lava has increased damage by 10 for 30s.
4. When barrel explodes next to different barrel it makes that barrel explode and deal additional damage.
5. When all the barrels explode in the top area of map than double damage item appears.
6. When all the barrels explode in the bottom area of map than healing bandage item appears.
7. When both barrles in the middle entrace are destroyed than lava lake is being inactive for time of barrels respawning.
8. When actor enters teleport he is moved to other corner of the room.

**Progress of arena\_b**

1. Both Player and Boss spawn on the lower platform.
2. When Boss is down to 30% he enters enrage mode. Durin enrage mode Boss does increased damage and moves faster.
3. If Player enters Knockback trap than he is thrown out from upper platform and at the floor spawns land mine which deals damage and stuns Player for certain time.
4. When actor enters teleport he is moved to other side of platform.

**Progress of arena\_c**

1. Boss is at the top of the tower.
2. Player spawns in the forest.
3. Player must get a key which is being found at the area, which is in attack radius of boss.
4. Player must avoid patrols.
5. When key is picked up, teleport is being unlocked.
6. Player, after getting key, must go into teleport to get teleported at the top of the tower.