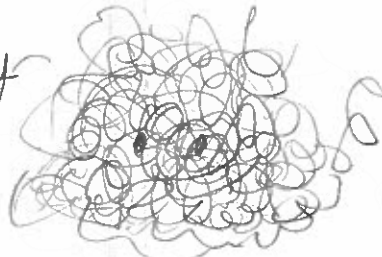


### level 1

- block player in some way
- creates no harm
- moves fast



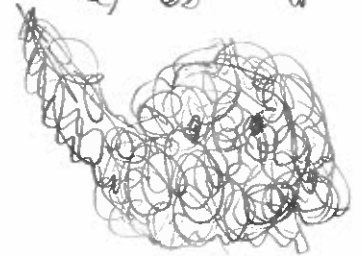
↑  
single form



↑  
multiple combined  
becomes roadblock

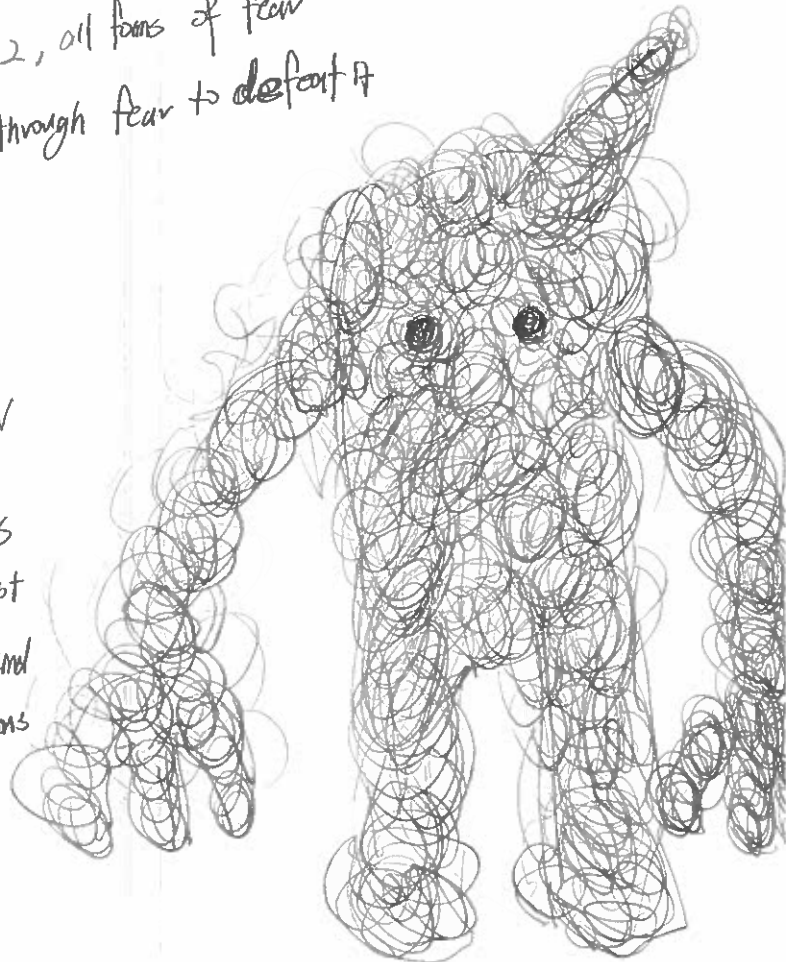
### level 2

- have multiple forms
- generate from fear
- can attack player
- player has to hide from them
- moves slow, because they are too big



### level 3

- final boss
- a combination of level 2, all forms of fear
- players have to progress through fear to defeat it
- very large



### "kind"

- give hints and assist player
- trust system
  - player needs to use items to increase "kind" 's trust (like candy, etc)
  - depending on the trust, "kind" can provide different functions (hints, save point, help remove roadblock, etc)

