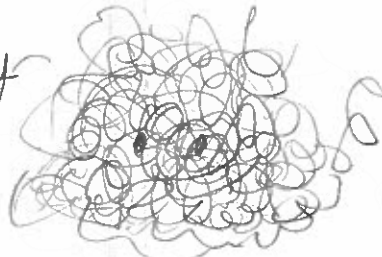


level 1

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



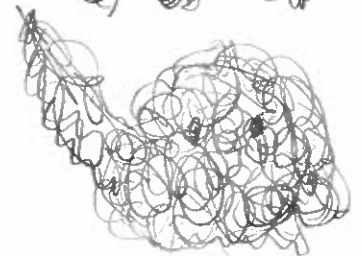
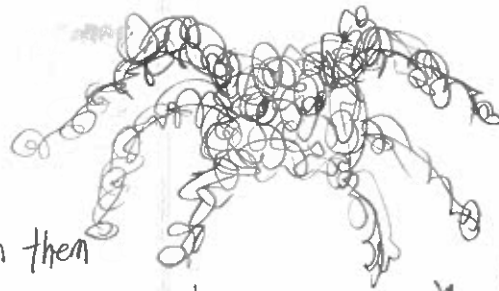
↑
single form



↑
multiple combined
becomes roadblock

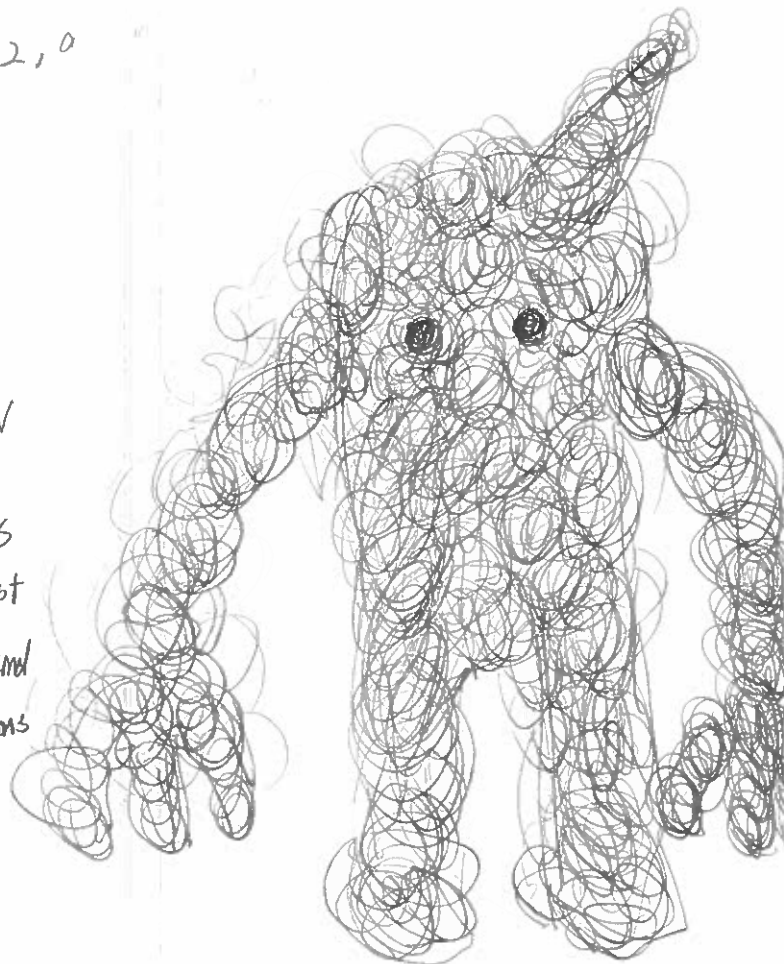
level 2

- 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, 0
- lol
- very org



"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)

