Issues we came across in part 3

1. We struggled to figure out the correct diameters to use for the methods getTargets() and getDirection().
2. We struggled to find the reasoning behind an out of bounds error that had persisted.
3. We struggled to use the github properly and only figured out how to do so relatively late into the project.
4. We faced an issue where the newly created enemies (the warlock and tyrant) would change into normal grunts whenever they would move

How we resolved these issues

1. We planned out the values or parameters that would be used in accordance with with the layout of the general game map or maze layout. We then made a list of which types of tiles would not be included in the list or array, and then used this as an approach.
2. We realized that the issue was a result of the exit tile on the previous level being out of the bounds of a newly created level. We then fixed this by storing the previous exit tile in a field and ensuring that the index of a new level was not smaller than that of the previous tile.
3. We simply enquired our peers on how to use it effectively as we started facing an issue of our github getting overpopulated with out of date programs

Issues we were unable to resolve

1. (Issue 4) We could not figure out the fix for our enemies switching. Our one potential fix led to the entire level array being null so we decided to just leave it as is to avoid breaking the game as a whole