Player should have 100 lives

Enemy Instructions:

-All enemies face in the direction towards the player

- Enemy1 Should be in level one where if enemy collides with player and player loses 2lives.

- Enemy 2 should join enemy 1 in level two where if enemy 2 collides with player than player loses 8lives

- Boss is in final level if boss collides with player than player loses 50 lives

Enemy Specs:

-Enemy 1 has shield No Bullets. Shots to take down shield = 1, Enemy 1 without shield. Shots to destroy enemy = 1

-Enemy 2 has shield No Bullets. Shots to take down shield = 3, Enemy 2 without shield. Shots to destroy enemy = 2

-Boss has shield And Bullets. Shots to take down shield = 30, Boss Without shield. Shots to destroy Boss = 20.

If time permits:

Try to interchange from shield to no shield for enemies. Images included

But mainly the health losses and the bullet for player should be implemented