Kittel Watne

- How have you done the spawning of enemies? Why have you chosen this way?

  I did the spawning of enemies in the way we learned from Meisam. This is because the code basically already does it, the only thing that the rain code lacks is the enemies' functions. That means I mostly just have to work on the enemies' movement and killing them.

- What game do you think does the spawning of random enemies best? Define what best means to you

  I think random enemies in a lot of games are done poorly. Doing things randomly is something you do when you do not have enough time to place things manually, as I believe that will usually get you better results. In "Legend of Keepers" the enemies that you will fight are only visible once you have to fight them, meaning that you have to make a strategy capable of defeating many different types of lineups. I like this way of having random enemy spawns, as it is not a surprise for the player, but instead a variable they have to, and can, plan around.