Design Decisions:

1. Mortar should be a short cylinder
   a. For simplicity reasons
   b. Small enough to jump on the "head" or top of the cylinder"
2. Mortar should shoot "crystal rocks" that shatter on the ground but do not explode until stepped on
   a. This will confuse the player in finding the actual objectives
3. Custom enemy: Wolf-like character runs after a certain amount of time has passed, and uses interpolation to smooth turns and always constantly face the character, while using its built-in animation. The smooth turning utilizes interpolation.
4. Design decision: Create two different collision objects to differentiate between head and body
5. Note: I turned off the cannon partially during the demo to make the game easier
6. Make enemies look grid-like to make enemies easier to recognize
7. Sprinkle collectibles and enemies everywhere, to give it more of a rogue-like feel
8. Presents are easily to recognize as a collectible / net good for the player, so that was a design decision
9. Blank floor to avoid sensory overload
10. Add different explosions to differentiate between enemy dying and explosion going off