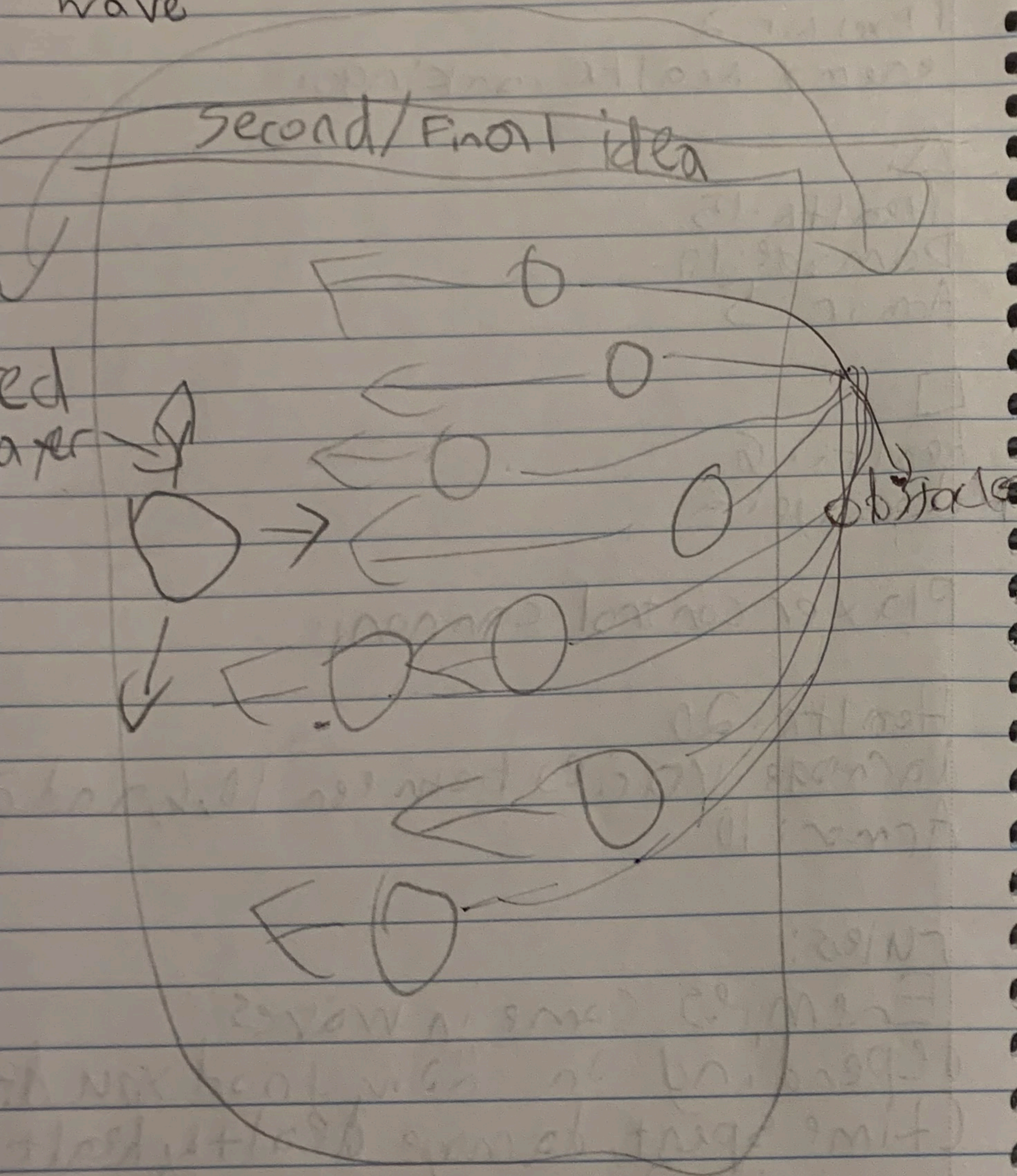


Enemies move towards you and every hit deals 5 more damage each wave

Second/End idea



Once it reaches left side, it teleports to the right side again in a loop.

You lose a life by contact with an obstacle