

## Enemies guide:



All enemies are killable by jumping on top of them. (Except for enemy2, it is invulnerable before exploding)

### Enemy 1:

- This enemy spawns on flat platforms only. His ability is to shoot golden projectiles at the PC. These projectiles aren't meant to take away PC health, however if hit with a projectile, the PC could be flung back or forward really fast.

### Enemy 2:

- This enemy teleports to the PC every 5 seconds, and after one second, the enemy sets off an explosion. If too close, then the PC will lose 1 health and all power ups. If the PC is farther away but still in the blast radius, he will only lose his power ups.

### Enemy 3:

- This enemy randomly spawns over the PCs head and comes flying down at him. If the PC doesn't move away from this enemy fast enough and gets hit, 1 health is removed.

### Enemy 4:

- This enemy spawns over platforms in mid air, and waits 3.5 seconds before raining down a wall of projectiles (25 projectiles, fire rate = 0.2 seconds). If the PC hits one projectile, then 1 health is removed.

### Enemy 5:

- This enemy may seem like the easiest one of all (all it does is spawn on a platform and slowly patrol it from end to end). However, if this enemy collides with Enemy2's explosion, or other moving entities, then this enemy will spiral out of control into the projected direction, and if it hits the PC, then one health is removed.