~~Iteration 1 19.09.2017~~

~~Enemy Mechanics:~~

~~Enemy 1~~

* ~~Patrols~~
  + ~~If player is in range = follows player~~

~~If enemy catches player = dead~~

~~Enemy 2~~

* ~~Patrols~~
* ~~Fly’s~~
  + ~~If player in range = follow player~~

~~If enemy catches player = sticks to players head // forces player to move (option)~~

~~Disorientates player (invert movement) for set amount of time~~

~~Player can kill enemy by walking under something, where he barely fits through~~

~~Enemy 3~~

* ~~Patrols~~
* ~~Fly’s~~
  + ~~If player in range = follow player~~
  + ~~If enemy catches player = fly’s over the players head and alerts other enemy~~
  + ~~Other enemy’s in a set range come to player~~

~~Enemy 4~~

* ~~Patrols~~
  + ~~If player in range = jumps to player~~
  + ~~If enemy catches player = sticks to players head~~
  + ~~Player gets slower over time when player completely stops walking = dead~~
  + ~~Player can kill enemy by walking under something, where he barely fits through~~

~~Enemy 5~~

* ~~Doesn’t move~~
  + ~~Sticks to ceiling, if player is underneath = let’s himself fall on players head~~
  + ~~Then behaves like Enemy 4~~