NIVEAU 1

Game Elements	Weigth / Lethality	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
		\multicolumn Timing / Wave / Scene														
Enemis		# per Wave / Scene														
Enemi 1	1	2	1	3	5	5	5	5	5	5	5	5	5	5	5	5
Enemi 2	3		2	2	3	3	3	5	5	5	5	5	5	5	5	5
Enemi 3	5				2	1	3	5	5	5	5	5	5	5	5	5
Enemi 4	8				2	2	2	1	3	5	5	5	5	5	5	5
Enemi 5	10								2	2	3	3	3	5	5	5
Bonuses		# per Wave / Scene														
Bonus 1	-2	1				1			1			1		1		
Bonus 2	-5		1				1			1			1		1	
Bonus 3	-10							1								
Obstacles		# per Wave / Scene														
Obstacle 1	3	1		3		5			2	3	5		10			
Obstacle 2	5						2		3			2	2	5		
Traps		# per Wave / Scene														
Trap 1	5		2			2		3		3		4	5	5	5	5
Trap 2	8				1			2		2		2	3	3	5	5
Wave / Scene Lethality		# per Wave / Scene														
Enemis		2	7	9	24	35	45	61	73	89	115	115	115	135	135	135
Bonuses		-2	0	-5	0	-2	-5	-10	-2	-5	0	-2	-5	-2	-10	0
Obstacles		3	0	9	0	15	10	0	21	9	25	10	30	25	0	0
Traps		0	10	0	8	10	0	31	0	31	0	36	49	49	65	65
W/S Challenge		**3**	**17**	**13**	**32**	**58**	**50**	**82**	**92**	**124**	**140**	**159**	**189**	**207**	**190**	**200**
Maximum per Wave / Scene		# per Waves														
Enemis	30	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good
Bonuses	2	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good
Obstacles	10	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good
Traps	10	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good
Σ	50	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Pblm	Pblm	Good	Good

(Note: a stray "5" appears at the far right of the Bonus 2 row.)

Flow du Niveau (Challenge per Wave)