Ground level design

As a player I want to be able to explore a world in a 2d, top down exploration. I want to fight off camps of enemies, wandering enemies and wildlife to get to my destination.

General Design Features

* This will be a top down level with 360 degrees of exploration.
* Since it is exploration style, there will be no waves of enemies, instead there will be
  + “camps” of enemies that will attack if you get to close
  + animals that will “hunt you” constantly following you
  + wandering enemies that will take up the rest of the space so there’s no down time
* At no point should the player feel “safe” enemies should always be right on the verge of attack
* There will be a “base” inside the level at a random location that will spawn enemies to attack the player if they get to close.
* The player must destroy said base by hitting it with enough shots.
* These levels should be credit heavy to allow for better upgrades for the players ship

