Level 1 / tutorial level

Phase 1: Tutorial

The player will be instructed in how to play the game, guided on how to shoot, and face off against a few, slow moving non deadly enemies.

* 10 basic enemies over 30 seconds

Phase 2: The basics.

The player will encounter a wave of basic enemies that will fire at the player. The number will be minimal with a minimal threat to the player.

* 20 basic enemies over 30 seconds

Phase 3: Special enemies

The player will face off against a small wave of the tanky enemies, who don’t shoot as fast, but take more punishment, followed by a small wave of the suicide enemies. This will have to be minimal, I suspect an extremely inexperienced player will die here.

* 15 bomber enemies mixed with 10 tank enemies over 30 seconds

Phase 4: The mix

The player will for the first time, encounter a mix of mostly regular enemies, at full strength and a few of the other two types of enemies also mixed. This will be the first part will the player will really be challenged.

* 30 basic enemies, 10 bombers and 15 tank enemies over 30 seconds

Phase 5:

This will really be a challenge. A larger number of the specialty enemies as well as more enemies in general. The player will be pushed to really play hard.

* 45 basic enemies, 20 bomber enemies, 25 tank enemies over 30 seconds

\*\*IF BOSS IS NOT IMPLEMENTED YET END GAME HERE.\*\*

Phase 6: The boss

The boss will be a challenge. Fewer of the smaller enemies, but the boss has a lot more health. See boss features.