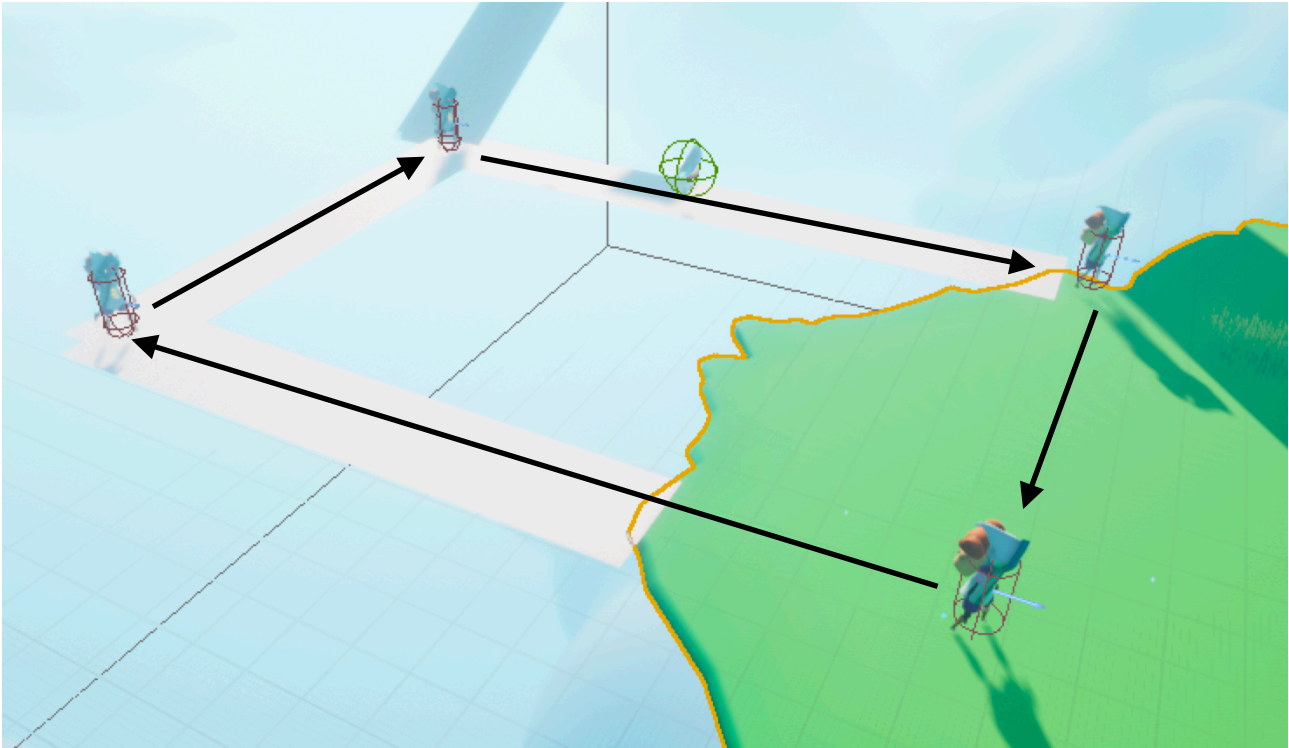


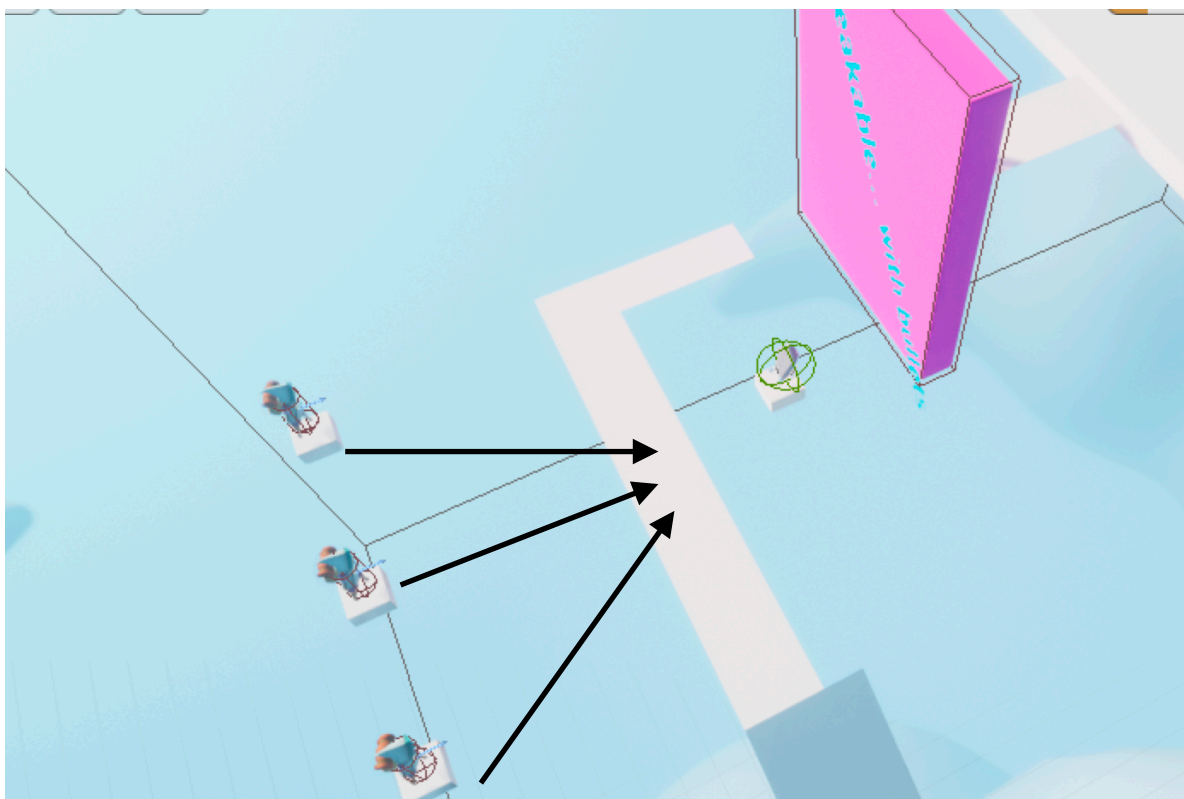
Level 1 circular patrol

This Level is intended to be passed by following a circular movement pattern after the four circular patrolling enemies, the player should maintain speed in specific interval, neither too fast to too slow in order to not to get too close to the pursuer and get to the entrance. The player can also travel for more than one circle for an additional collectable treasure.



Level 2 snipers

Sniper is my designed new enemy. They can shoot small bullets at the player in straight line very fast. In this level, three snipers continue to shoot the player. The player can avoid being hit by the bullets by keeping moving otherwise they will be knocked and fall off the platform. Player is also required to break the destructible wall by utilizing the enemy's bullets.



Level 3 knockdown platform with mortar

This is a platform with a mortar standing in the middle. It continuously shot bombs onto random positions the platform. The player need either to avoid the explosions and get to the exit, or attack the mortar by going upstairs. Either option is risky because player might be knocked off or damaged to zero health.

