

Level Description and Maps

video: <http://youtu.be/HYRzFzi-S1s?hd=1>

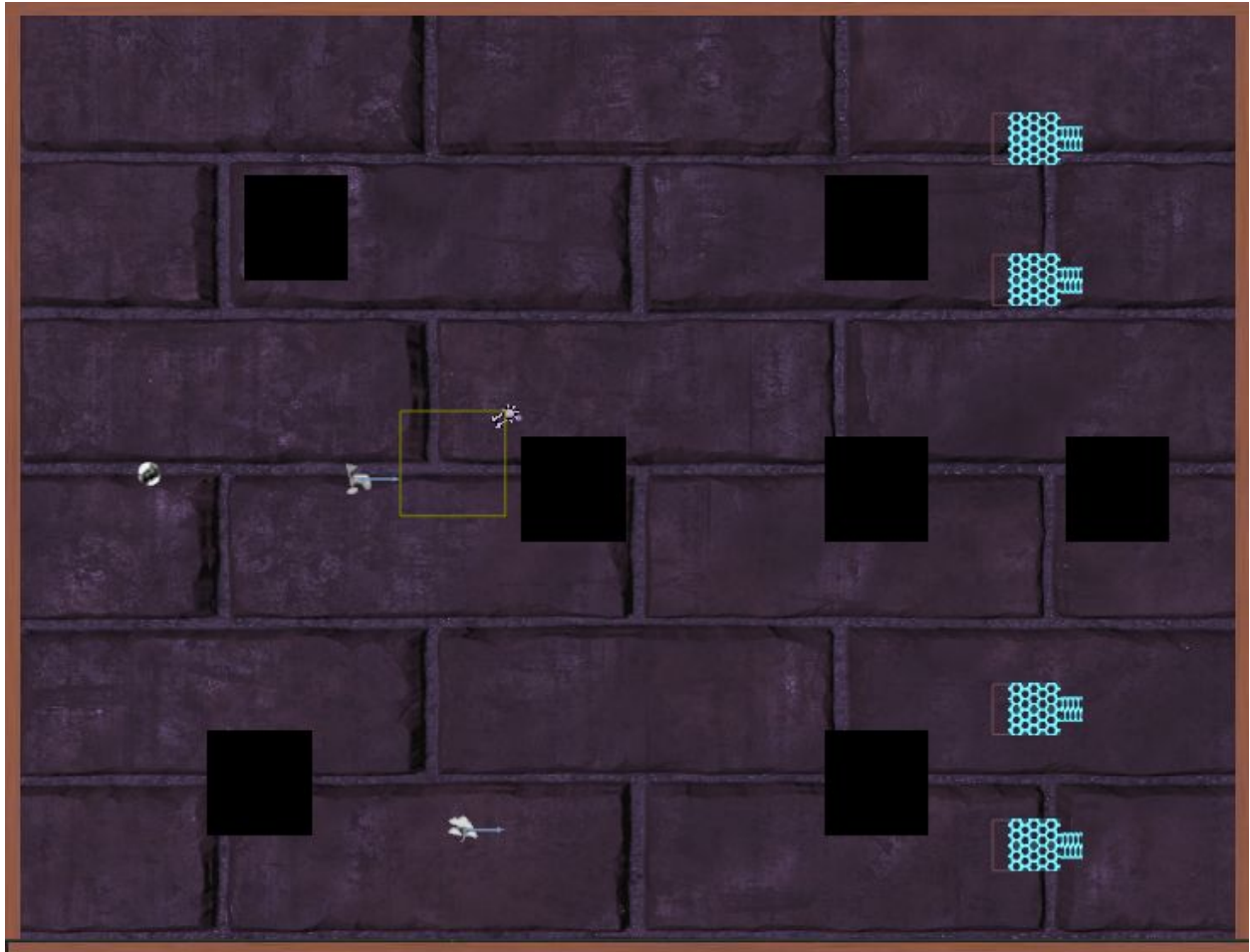
Level 1:

Description - Player spawns and timer starts. Player hides behind 10 walls for cover and dodge ricocheting bullets as they approach. Player shoots at 3 enemy turrets which both can fire every three seconds. Once all enemies are destroyed the player will then have screen pop-up showing that they won and select to either go to level 2 or 3 or replay the level for a better time.



Level 2:

Description - Player spawns with health at max and timer is reset. Player must defeat 4 enemy turrets this level to continue while taking cover behind 7 walls in a very confined space. The enemies are placed much closer in sets of 2.



Level 3:

Description - Player is back to full health and timer is set to zero. There are now 5 enemy turrets and 11 walls to take cover. Enemies are more spread out with the walls surrounding them thus making it harder for the player to find a better vantage point.

