Team 4: Alex, Hanna, Haley

User Stories—Cycle 2—Enemies

There are two types of monsters; one chases the hero through tunnels and the other tries to destroy the gold before the hero can collect it.

The monsters should not get stuck in corners.

Each monster can change randomly into the other type of monster.

If the hero touches the monster the hero loses a life. If the hero loses all three the game is over.

The monsters that are killed eventually re-spawn in new places.