# Game/Level Design

I’ve decided to go in the direction of having 7 enemies each with a different ability and different behavior. Also it makes sense to put certain enemies in certain areas

D1 absorption radius

Q1 laser beam

J1 piercing charge attack

The only criteria I have for enemies is no projectiles. If anything, it is probably better to think of the enemies themselves as projectiles

The main mechanic of this game is maneuvering and as such, the player has the ability to accelerate, decelerate, and rotate respectively.

Now what makes maneuvering imperative?

When engaging enemies in combat, it makes sense to be able out maneuver them, using the available abilities of the player. But