**Level 2 logic flow**

* MAP\_TOGGLE key to toggle the map, in the corner of the screen, on and off. (This part is optional. We can make it a fixed map that cannot be toggled off and on).
* MOVE\_FORWARD\_BACKWARD\_LEFT\_RIGHT key to navigate player through the map to go to the first location (Ras Mengesha’s position at Senafe).
* SPRINT to make the player move faster.
* FIRE\_KEY to take action on the soldier encountered during the journey.(This action is swinging the sword).
* RAISE\_SHEILD to take cover when the soldier is attacking.
* MOVE\_FORWARD\_BACKWARD\_LEFT\_RIGHT to continue the navigation through the map
* SPRINT to make the player move faster.
* ACTION\_KEY to wake up the target person (Ras Mengesha) to follow the player
* MOVE\_FORWARD\_BACKWARD\_LEFT\_RIGHT to navigate through the map.
* SPRINT to make the player move faster.
* FIRE\_KEY to fight the soldiers encountered on the way to the second location(Ras Welle’s location)
* RAISE\_SHEILD to take cover when the soldier is attacking.
* ACTION\_KEY to take actions such as take weapons from the soldiers after tey are killed and so on…
* MOVE\_FORWARD\_BACKWARD\_LEFT\_RIGHT to continue journey to the Ras Welle’s location.
* SPRINT to make the player move faster.
* ACTION\_KEY to enter Ras welle’s location and move to Ras Welle and Ras Mekonen. (This action key is basically used to exit play mode and enter the animation where Ras Mengesha joins Ras Welle and Ras Mekonen, and conversation will continue).
* ACTION\_KEY to accept the reward, which is a Spear.

**Level Objectives**

* Coding to activate Ras Mengesha and follow the player to the safe location.
* Coding Ras Mengesha to follow the player as close as possible so that he wouldn’t be attacked and will be under the protection of player by soldiers during the fight.
* Coding to make the soldiers come one by one to make it a little easier for the player to get through.

**Checkpoints**

* Player receiving the objective
* After killing the first soldier while going to Senafe (Ras Mengesha’s location)
* After Rescuing Ras Mengesha
* After fighting the soldiers after rescuing Ras Mengesha
* After getting to Ras Welle’s position and completing the mission