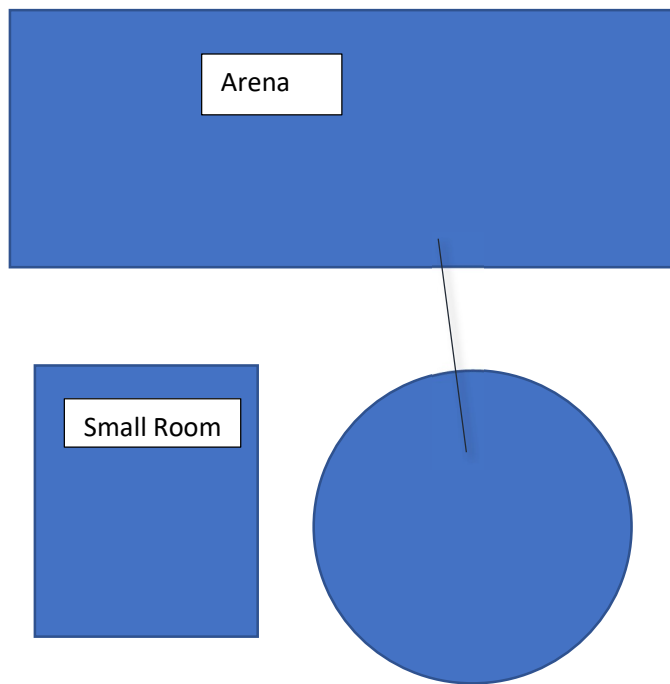


### Level Design Decisions:



The level consists of two parts: a small room consisting of 5 pursuing enemies and 2 mortar enemies, with walls in it blocking the vision of pursuing enemies. The player needs to get the two keys inside the small room, which are both behind one of the mortar enemy.

For the arena, it consists of two parts, each of which has 4 pursuing enemies surrounding an officer enemy. (Originally I planned to have 2 more mortar enemies, but that makes the game too hard).

An officer enemy is kind of like a leader of enemies. When the player approaches the officer, all the pursuer enemies are evoked by the officer, chasing toward the player, until the officer is killed or the player gets out of the range. The range is a lot bigger than that of the pursuer so the player must kite properly to avoid getting killed by the pursuers.

Also I changed the way of attacking. Instead of jumping onto an enemy, the player can use the "F" button to eliminate all enemies within the range of 130(that's very close though). Since the "f" button has a cooldown, the player must avoid getting surrounded by too many enemies, and try to kill them one by one.

