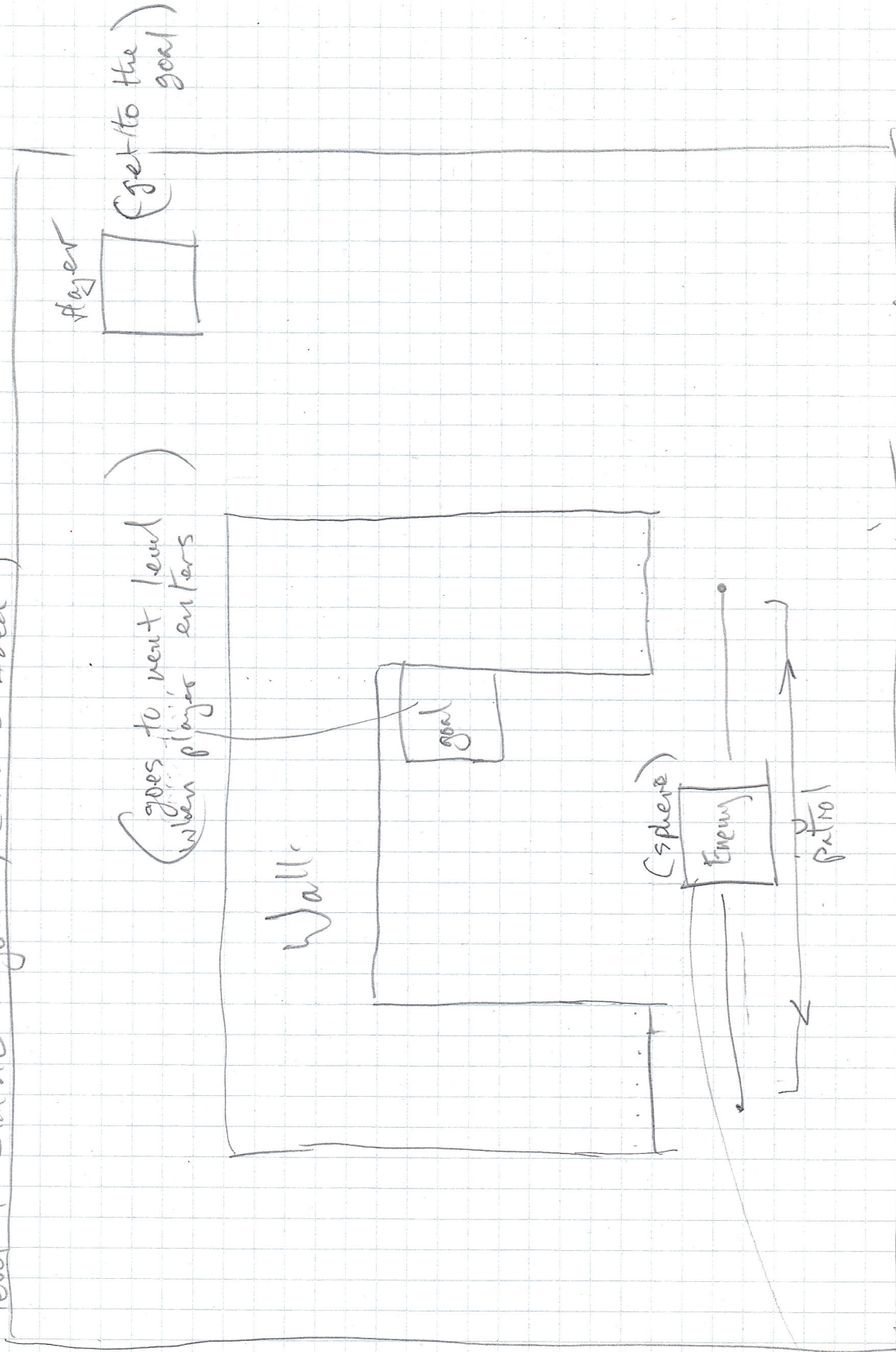


level 1 (Basic layout) (Basic Idea)



(if player collides with enemy)
(respawn)