

Script(s) that results in a dynamic and non-deterministic gameplay

- NPC Enemy chasing the player when it gets close to it in ***Assets/Scripts/Enemy.cs***

An element of randomness so that every play session is a bit different

- Random placing of different Prefabs:
 - Enemy ghosts in ***Assets/Scripts/EnemySpawner.cs***
 - Collectables in ***Assets/Scripts/CollectableSpawner.cs***

One parameter that affects the difficulty of the game

- Ghost speed, damage, difficulty level in ***Assets/Scripts/Enemy.cs***
 - The higher the values, the more difficult is the level
 - Case 0: **Easy**: Damage is reduced by 50%, and speed is reduced by 25%
 - Case 1: **Medium**: Uses base damage and speed
 - Case 2: **Hard**: Damage is increased by 50%, and speed is increased by 25%