**I – ENEMIES**

1. **Enemies 1**

|  |  |  |
| --- | --- | --- |
|  |  |  |
| **Animation** | **Move** |  |
| **Jump** |  |
| **Die** |  |
| **Bullet** |  | **NOPE** |

1. **Enemise 2**

|  |  |  |
| --- | --- | --- |
|  |  |  |
| **Animation** | **Move** |  |
| **Attack** |  |
| **Sit Attack** |  |
| **Die** |  |
| **Bullet** |  |  |

1. **Enemies 4**



1. **Enemise 3**

|  |  |  |
| --- | --- | --- |
|  |  |  |
| **Animation** | **Fly** |  |
| **Falling** |  |
| **Bullet** |  |  |

1. **Elevator**

**II – BOSS**

1. **Boss 1**

|  |  |  |
| --- | --- | --- |
|  |  |  |
| **Animation** | **Fly Attack** |  |
| **Hit the bullet** |  |
| **Die** |  |
| **Move** |  |
| **Stand** |  |
| **Stand Attack** |  |
| **Bullet** | **Đạn Ngang** |  |
|  | **Đạn khi bay** |  |

1. **Boss 2**

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  | **Stand** |  |
|  | **Stand Attack 01** |  |
|  | **Stand Attack 02** |  |
|  | **Move** |  |
|  | **Move Attack** |  |
|  | **Die** |  |
|  | **Skin** |  |
| **Bullet** |  |  |
|  |  |