Rapid games prototype 3 2d scroller H021185l

I am planning to create a minimap for the game as well as a player health bar to place above the player that indicates health, there will be a variety of enemies including Steve “the savage Roberts and The wall, the savage will chase the player, and the wall will try to push the player off the map, the wall can die when the player stomps on its head, and the savage can die through swords thrown by the player, the objective is to get home to you foxhole,