



- The boss fight will be chess-themed, with the player taking control of a single pawn
- The boss itself will be a simple cube, which slides, rolls or jumps around to move, mimicking the movements of the individual chess pieces
 - The King will roll into an adjacent space. May have to roll twice to get to diagonally adjacent spaces.
 - The Queen will fire lasers along the cardinal and diagonal lines (no boss movement)
 - The Bishop will slide along a diagonal line
 - The Rook will slide along a cardinal line
 - The Knight will jump to a valid space for the knight
 - The Pawn will spawn a smaller, simple enemy (no boss movement). This enemy will chase the player to prevent them from standing in the boss' "blind spots." This move will also involve a radial blast for direct damage and to force the player to keep on their toes.
- The left image contains a loose prototype of the boss' movement selection AI.
- Player Controls:
 - Aim - Mouse
 - Shoot - LMB
 - Move - WASD/Arrow Keys
 - Jump - Space