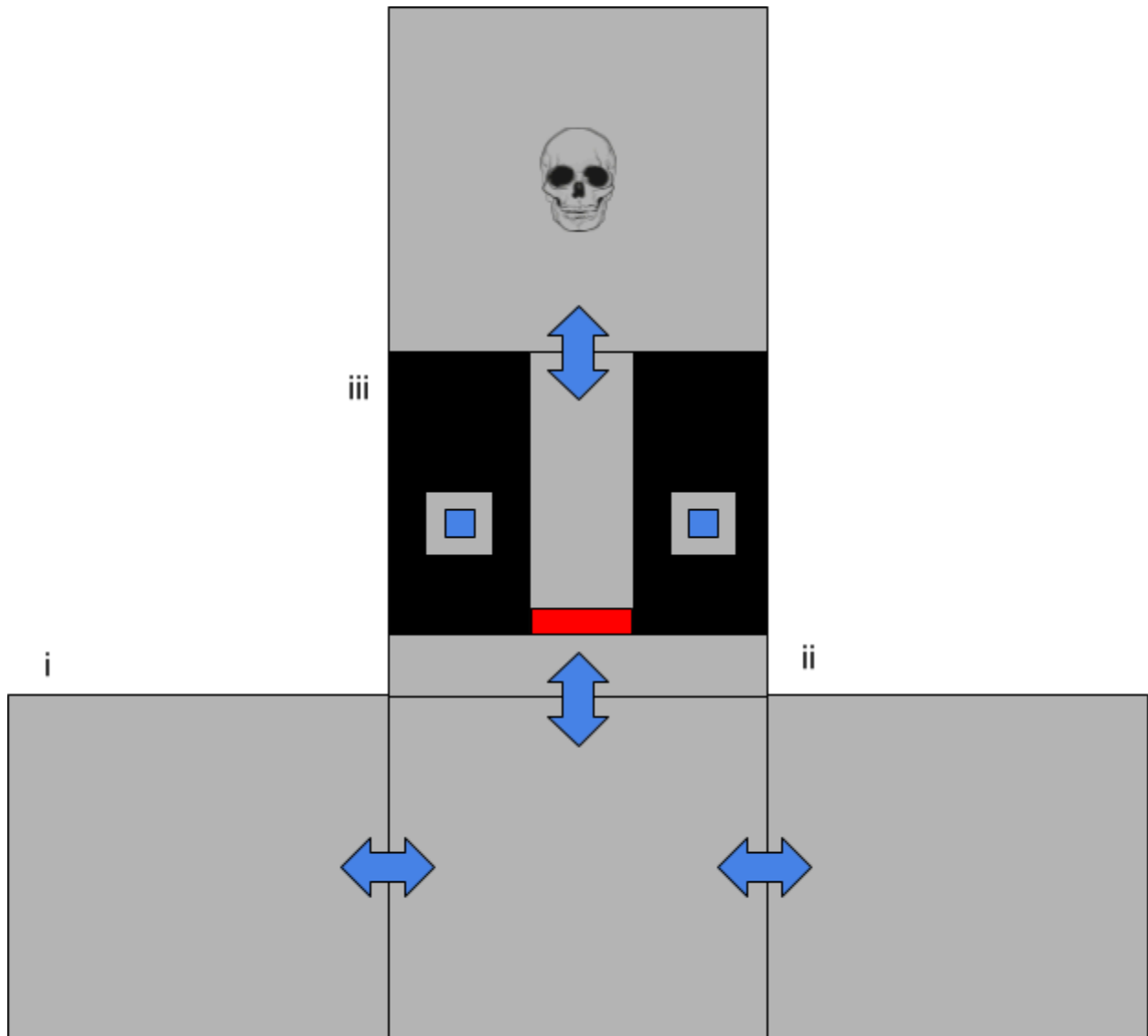**Zelda Style Guardian Game:**

- **Goal:** Protect and escort the princess to the other side of the dungeon.
- **Summary:** small Zelda-style level. You solve a few puzzles, avoid traps, and fight a boss at the end (using bullets not a sword). All the while you have to make sure the princess you're escorting doesn't get hurt by the traps (she'll be a child object that works like frontofplayer only situated at the back of the player).
  - **Final boss:** it's a rod with 3 circle sprite nodes (one invisible one in the middle for functionality) basically like this: O-O-O what it does is it rotates 90 degrees and teleports to adjacent walls each time it shoots out one shot from each visible node which the player has to avoid. The goal is to shoot each node 3 times.
  - **Enemies:** Just some basic blobs (if I have time I'll try to write the random movement AI otherwise I can just have them be stationary or move with a set animation like in the maze tutorial vide)
  - **puzzles:**

i.   You have to defeat all the enemies in the room while avoiding arrows coming out of the walls. (get a key)

ii.   You have to pick up a few blocks and place them in the right spots by color while avoiding fire blocks. (get a key)

iii.   You have to shoot 2 crystals across a gap. (use a key to get to this puzzle and another to open the path after the gap is filled)