

## Archer Tail - Feature #54

### Levels

09/12/2018 02:30 PM - Aaron Dosser

<b>Status:</b>	New	<b>Start date:</b>	09/12/2018
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>Levels are where the action happen. Monsters rush you, and you must use your arrows and abilities to defeat them! Level backgrounds will vary based on the current location of the player. Each level will be set in an area (such as a forest-type area, desert-type area, etc) and have its own goal (usually just to clear out the monsters).</p> <p>Levels should feature a progress bar as well as stats relevant to the action.</p>			