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| TASK: enemy design review |
| Task explanation |
| I had to create an enemy for my game design or find an enemy off google which was suitable for the game level I was creating. |
| Problems |
| The only problem I faced was probably looking for an enemy design on google which would suit the game I was doing. I had taken more time on looking for one than rather finishing my game. |
| Solution |
| So, I fixed this problem by doing both tasks at the same time looking for an enemy character and at the same time completing the game so the timing and work would be balanced between both tasks. |