



We re-evaluated our enemy lineup and realized that we have a really poor representation of females. We've determined that the BRUTE is best positioned for a re-design that supports a female enemy. Everything else remains the same.

**Some things to consider while working on this challenge:**



This is an interesting curve ball! Make sure when you revise that you're keeping the previous requirements in mind - those bullet points still need to be met.

How much do you actually need to change? If your initial brute design relied on being a stereotypically male human, then you might have some re-work ahead. But if your brute wasn't human in the first place, this update might not impact you too much.

When asked to make changes in a team setting, it's a good idea to change as little as possible. You might be tempted to re-start from scratch, but sometimes other team members are also impacted by updates to your work. Game studios are massively 'parallel' - where tasks are handed back and forth, and worked with simultaneously. It's easy to make a change and accidentally surprise someone.