

Chameleon Assault

Description:

The Chameleon Assault is a hidden enemy attack pattern that dynamically changes based on player behavior. This feature introduces an adaptive AI that observes the player's most used attack strategies and mimics them, providing a challenging and unpredictable combat experience. When the final boss enters the "Chameleon" state, it temporarily adopts the players adapt style making for a more interesting experience.

Changes:

- Enemy.cs: Add a method for setting the current attack pattern dynamically
- AttackManager.cs: Add a loop from the player's actions to the boss' strategy choice
- GameStats.cs: Add a tracking system to make the strategy

New Patterns:

Make the new GameStats class accessible globally via a Singleton for consistent player behavior tracking

Steps to Add the Secret:

1. Add a GameStats class to track player attacks/movements using the singleton pattern
2. Update Enemy.cs to allow dynamic changes to their properties and behaviors
3. Update the AttackManager to accept new attack strategies during the final boss
4. Use the observer pattern to trigger the mode during a phase in the final boss
5. Add the new attack class so that it mimics the player's most common strategies