Pretty World

A Blue Parrot Games Production

Ash-monster Behaviour

Spawning Behaviour

Enemies will spawn at night, to pester the player. They will seek ways to find the player, They are attracted to the player by natural instinct, and will try to look for the player to see if they can find them. The likelihood of the enemies finding the player depends on:

* Light emitted by the player
* Noise emitted by the player
* Any health lost (Scent of blood, the lower the health, the higher the drive)

Pathfinding Behaviour

Enemies will find the shortest path to the player, not the smartest. If there’s a wall in the way, they’ll prefer knocking it down, over looking for a door. When the enemy is \*DIRECTLY\* sighted, they will roar in the direction of the player, to alert their fellow corrupted.

What is the Enemy?

The enemies have been corrupted after death, by **( TO BE DETERMINED ),** their bodies can be expected to be burnt, damaged, discolored, and all other types of deformations.

Mining behaviour

Ore Spawning behaviour

Ores come in different shapes and varieties, different ores spawn at different heights, the cheaper ores such as iron, could spawn at low levels on mountains, whilst others could maybe only be found in dungeons.

Dynamic Dungeons

Enemy Dungeon Spawning behaviour

Whether you can spot your enemies from a mile away, and mentally prepare for the upcoming and inevitable battle with them. All types of enemies can come from everywhere. Skeletons can be revived from piles of their old bones. Ghosts can come flying through a wall out of nowhere, as-if they’re just there to check up on the commotion, a demon could spawn from a ritual site hidden in the darkness somewhere.

Dungeon looting

Loot in dungeons can vary from being hidden behind a statue, that you’ll need to move in order to access the loot, in the statue itself, on your enemies, (That you’ll have to kill in order to get the loot)

There will also periodically be chests available for loot, and loot drops after defeating a boss.