**Possible enemy visual style and design guidelines**

* **Biology**
  + An ancient widespread species of sentient coral/fungus entities that seek to turn entire planets into mega entities known as “reefs”. They originally start as a microscopic virus like form known as “Polyps”. When a significant amount of “polyps” crowd together, a “queen” is formed, and the queen begins to create smaller simple creatures to aid in the conversion of the surrounding area into a colony.
  + The queen can seemingly create entities to suit a specific purpose throughout the colony. These creatures can range from simple hunter gatherers to specific adaptations towards handling possible hazardous environments such as toxins, or radiation.
  + Once the colony reaches critical mass and all non-coral entities within the vicinity have been disposed or converted a strange phenomenon known as the “**great settlement**” happens. This great settlement is the seemingly liquification of every coral entity within a given colony. This liquid then begins to quickly coat any exposed surfaces and hardens into a single entity known as a “reef”.
  + The entire process takes years to complete. However, in between that time the creatures produced by the colony pose an incredible threat if sufficiently adapted to handle threats to the colony.
* **Motivations**
  + They are seemingly controlled by some sort of central hive mind and the only objective is to spread and create more **reefs**.
* **Visual Design**
  + The “start” of the process creates specimens that are not fully composed of coral and usually are partially composed of a native species found within the area.
    - This means that the weaker enemies that are found within weaker areas are composed of corpses of the crew.
  + More advanced creatures would be composed completely of various coral types
    - Coral type, density, and size all vary based on given purpose

**Design Ideas**

* **Coral, Fungus, Animal internal structure**
  + Coral colony has different areas acting as parts of a human body
    - Nervous system, digestive system, circulatory, Etc.
  + Coral mixed with fungus
    - Diverse growth patterns and shapes
    - Spores, decomposition, Etc.
    - Fleshier in appearance