**Enemies**

Last Updated

# High Level Player Experience

Save the enemies by converting them to friends.

**Feature Priority: Core Feature**

A major feature that could be listed on the back of the box. It interconnects with multiple core features and is a major part of the player experience.

# Design Details

**Goals:**

* To provide a variety of gameplay strategies and visual interest
* To use Kodu assets in a way perhaps users haven’t seen before
* To provide depth through staggered release of availability.

**Design Details:**

**Breakdown**:

* Enemies Overview
* Types
  + Grunt – Flying Fish
  + Tough grunt – Turtle
  + Tank – NEW (TBC)
  + Racer – Fish
  + Oduk – Larger, Red, Kodu.

**Enemies Overview**

* The Enemies are hypnotized friends of Kodu, sent to steal the starfish from the coral. The player must ‘attack’ the enemies in order to stun them out of their deluded state and back to friendly.
* Enemies are colored red colors. Friendly units and characters are white.
* Each type of enemy has a profile that defines what tower to best use against them.
* Enemies are released according to a preset schedule and not randomly unleashed.
* Enemies will attempt to take the shortest path between where they are and the core.
* Enemies do not attack the towers, nor each other.
* Once the enemies reach the core they grab a starfish core and return the way they came; The player must destroy the enemy holding the starfish.

**Enemy Types**

**Grunt**

Character/Model: Flying fish

Speed: medium

Hit points: low

Other: the basic unit of the attacking force. Easy to take out with any tower, however when released at the same time as a tougher enemy, they act as ablative armor.

**Tough grunt**

Character/Model: Turtle

Speed: medium

Hit points: medium

Other: Tougher version of the basic grunt, the turtles shell working well to the fiction of being tougher. Travels at the same speed as basic.

**Tank**

Character/Model: **NEW – Visual appearance TBD**

Speed: slow

Hit points: high

Other: Often used with other enemies as backup/bullet sponge. The Missile tower is ideal against this enemy.

**Racer:**

Model: fish

Speed: fast

Hit points: low

Other: often moves in a school of many of the same. The rapid fire tower is a must to defeat a school of these.

**Oduk**

Character/Model: Kodu (colored red, larger than Kodu)

Speed: Slow

Hit points: High

Other: Kodu’s evil counterpart. Evil beard sold separately. Regenerates health slowly. Has ability to re-hypnotize friends into enemies again if they come into contact with him.