

Research – Enemy Drones in Jedi: Fallen Order

- Called “Probe Droid”
- Roundish shape with what looks like legs in the lower half
- Pretty stationary during combat
 - Try to get a straight angle on player and then hover in air
 - Movement is rather slow, half the speed of the player maybe
 - Ease out motion
 - Look like short dashes
 - Start fast and slow down as they reach their movement target
 - Not too much up and down movement, mostly horizontal movement
 - Down movement is only really used for death (fall down)
- Red light where their projectiles spawn
- Light and whole body animation telegraph attack
- On death, they move towards the player to hit them with their death explosion
- Not very resistant, deflecting 2-3 of their own shots kills them
- Avoid shooting when they’re not in the player’s view
 - Instead move so the player sees them and attack then
- Hitting them (by reflecting their own shots) knocks them back significantly
- Visual effect around their projectile spawn point indicates when they wind up the shot
 - Two parts of a circle expand outwards (look like parts of a gun point/cross hair)
- Blue lights and sparks when they’re about to explode
- Real projectiles, no simple raycast for hit detection
- No special attacks other than their explosion on death
- Can be captured by the player and fight for them later on