

Boss Fight Pitches | Lars

1. Armordillo-400 (Endurance)

Giant robot, armadillo-like shape

Arrow hits create armor around spots, like artificial scales

Boss goes through 3 phases, armor scales react differently to arrow hits depending on the stage

Phase 1 – Mud

Arrows deal less damage

Phase 2 – Copper

Arrows deal no damage

Phase 3 – Steel

Arrows ricochet back to the player

Attacks in first stage focus on curling up and rolling quickly towards the player

Hits deal damage and push the player to the side

In second stage, boss also digs into earth and dashes out at a location close to the player

In third stage, boss curls up and spins around its own axis quickly, releasing projectiles in all directions

Also makes it much harder to aim at parts without scales



2. Lady Robee (Fairness)

Boss flies around, looks like a robotic queen bee

For each hit, boss spawns little minions (bees), the amount of bees depends on the boss phase

Phase 1 – 1 bee per hit

Phase 2 – 3 bees per hit

Phase 3 – 5 bees per hit

Boss does not attack itself, starts with 1 bee already

Bees cannot take damage and surround the queen bee to protect her

Bees fire projectiles at the player

Queen bee performs special attacks by sending bees at the player in different formations

Bees die in the process

Formation and power of the attack depends on the amount of bees available

Fight dynamic is based on fairness and balance: Fight gets harder each time you deal damage, boss does not attack herself but instead the player creates their own enemies by hurting the boss

