## Love/Loyalty/trust -> blind

Boss has 2? giant eyes, for each eye hit attacks increase in velocity and damage but decrease in accuracy.

Each open eye lowers the amount of damage taken by 50% = While having 2 eyes open the boss is invulnerable

If all eyes are closed then the boss enters *rampage mode*

**Eye open/closed:**

Any open eye hit will make the eye close and damage the boss mildly.

A closed eye will remain closed for a certain amount of time, then reopen.

**Eye beam attack:**

Boss uses one of their open eyes to lock unto the player’s position, shortly after they make a quick sound and fire a beam that deals heavy damage to the target area for a prolonged time.

After a half second this attack follows the player at a speed slightly faster than the player’s

This attack can be interrupted by shooting at this eye with an arrow.

*Rampage mode: eye simultaneously shoots many lasers from 360 degrees (crack in eye?) but instead of tracking the player it spins and swings violently*

**Pink eye:**

A closed eye explodes itself and their parts are spread into the air. The ground marks the areas where the parts will fall. If the player is inside of any of these circles, they take damage.

*Rampage mode: eye shoots more projectiles multiple times that fall faster than before. (requires usage of dash to evade consistently)*

**Cryfest:**

Eye “steals” playstyle of shotgunner droid until (but with tears instead of bullets) until shot at.

**Spawn eye:**

Boss may spawn open eyes if they’re lacking any.

**Second half of battle:**

After half of the healthbar has been depleted, the boss either gains or loses an eye (I can’t picture which one makes the fight harder)

Boss may also willingly destroy all eyes in order to trigger rampage mode (this would be reserved mostly for players who haven’t yet blinded boss)

**Visual options:** heart eyes, “trust is like a mirror, you can fix it if it breaks, but you’ll still see the crack in the reflection”