Shotgun enemy specifications:

Stands moves a little and looks around while trying to detect player. (steal this from basic enemy)

Once player is detected (by a shotgun enemy), they cannot be undetected.

Shotgun enemy will go near to and look at the player’s position.

Once near enough they will simultaneously fire x number of projectiles in a random direction within a cone we need to tune. Each projectile dealing y amount of damage.

Then the enemy will move backwards at x speed in the opposite of the direction he is looking at while firing.

Once this moving backwards is completed the enemy will wait for x seconds before lunging towards the player again

Things that will be tricky:

Managing collisions with walls when chasing and/or recoiling from shot

Variables we need:

Enemy idle speed, enemy chasing speed.

Minimum distance away from player to shoot at player

Number of projectiles, editable cone where projectiles shoot

Projectile damage, projectile speed

Backwards move distance, backwards move speed

Wait till chase again