

GDD Bevy Survivor

July 16, 2025

Contents

1	Introduction	2
2	Enemies	3
2.1	Walker	3
2.2	Sprinter	3
2.3	Jumper	3
2.4	Shooter	4
2.5	Swarm	4
2.6	Elite/Minibosses	4
2.7	Bosses	4
2.8	Discussion	4
3	Spells	5

1 Introduction

2 Enemies

What are the key features of enemies and how do they differ to each other.

- Movement
- Damage
- Health
- Resistance

The following subsections describe the different types of enemies.

2.1 Walker

The Walker enemy is the typical “filler” enemy:

- Movement: Walks slower than the player in his direction.
- Damage: Deals damage on collision with the player.
- Health: Moderate amount of health. This type should be the cannon fodder.
- Resistance: No specific resistances.

2.2 Sprinter

The Sprinter enemy is a special type of enemy, which is not as common as the walker type.

- Movement: Keeps distance to player and sprints to the player.
- Damage: Deals damage on collision with the player and knocks him back.
- Health: Moderate amount of health
- Resistance: Is “unstoppable” while sprinting.

2.3 Jumper

The Jumper enemy is a special type of enemy, which is not as common as the walker type.

- Movement: Keeps distance to player and jumps to the player.
- Damage: Deals damage on impact and creates a zone with special effect (slow, poison, fire ...).
- Health: Should feel tanky.
- Resistance: No specific resistances.

2.4 Shooter

The Shooter enemy is a special type of enemy, which is not as common as the walker type.

- Movement: Keeps distance to the player.
- Damage: Deals damage if projectile hits player.
- Health: Should feel squishy.
- Resistance: No specific resistances.

2.5 Swarm

The Swarm enemy/enemies are a group of enemies.

- Movement: Moves as group from one end to the other.
- Damage: Deals damage on collision with player.
- Health: Single enemies of the swarm are very squishy.
- Resistance: Very easy to knock back.

Is a very hard copy of Vampiere-Survivor...

2.6 Elite/Minibosses

Special enemies which are rare and drop special loot. Do we want this?

2.7 Bosses

Special enemy which have a mechanic and multiple gimmicks. Do we want this?

2.8 Discussion

Enemies of the same type can still have different states like: Movement speed, Damage, Health and special shots / effects. Each enemy type probably needs its own systems for movement, abilities, take and deal damage, How do we want to spawn enemies, how do we handle different waves etc.?

3 Spells