Basic enemy types:

1. Standard Enemy (Moves towards player, uses standard weapon, low health)
2. Elite Enemy (Moves towards player, uses Burst-Fire weapon, average health)
3. Scaredy-Cat Enemy (Moves away from player, uses Rapid-Fire weapon, low health)
4. Tank Enemy (Moves towards player, uses Spread Weapon, high health but slow movement)

Basic weapon types:

1. Standard Weapon (1 projectile per shot, average attack speed, average damage)
2. Spread weapon (Multiple projectiles per shot (3-5?), slow attack speed, average damage)
3. Flamethrower (Constant fire, low damage (sets enemies on fire?))
4. Explosive launcher (1 projectile per shot (explodes), (very?) slow attack speed, high damage to enemies hit directly, lower damage to enemies further away from projectile when it collides with something)
5. Rapid-fire (1 projectile per shot, (very?) fast attack speed, low damage)
6. Burst-Fire (1 projectile per shot, fires 3-5 shots per attack with a cooldown between attacks, average damage)