Basic enemy types:

1. Standard Skeleton (Moves towards player, uses standard weapon, low health)
2. Mage (Moves towards player, uses Burst-Fire weapon, average health)
3. Ghost (Moves away from player, uses Rapid-Fire weapon, low health)
4. Staff Ogre (Moves towards player, uses Staff, high health but slow movement)
5. Pyromaniac (Moves towards player quickly, uses Flamethrower, low health and fast movement)
6. Necromancer (Moves away from player slowly, spawns Standard Skeletons and shoots a ring of projectiles around itself occasionally, High health and slow movement)
7. Knight (Moves towards player, uses Sword (does not fire projectiles), High health and average movement

Basic weapon types:

1. Wand (Standard Weapon) (1 projectile per shot, average attack speed, average damage)
2. Staff (Multiple projectiles per shot (3-5?), slow attack speed, average damage)
3. Flamethrower (Constant fire, low damage (sets enemies on fire?))
4. Fireball (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)
7. Sword (Melee weapon, hits enemies directly in front of player, fast attack speed, high damage)