Enemy Behaviors

Juan C.

**Leaf “*cutter”* ant**

* Deals five points of damage
* Defeated in two hits
* Constantly follows player, stops when next to player
* Attacks when near player
* Moves at a speed of 1

**Rattle snake**

* Deals ten points of damage
* Defeated in five hits
* Moves when attacked
* Pauses for one second while facing player, then launches itself at player
* Moves at a speed of 1.5

**Peccary**

* Deals ten points of damage
* Defeated in eight hits
* Circles around player in a two meter radius
* Pauses for one second, then charges to player’s current position in a straight line. Does not change trajectory to follow player.
* Moves at a speed of 2.5 (Can be adjusted)

**Scorpion**

* Deals five points of damage, +1 damage for five seconds. Effect should not stack.
* Defeated in four hits
* Constantly follows player, stops when next to player
* Attacks near player
* Moves at a speed of 1

**Crocodile**

* Deals fifteen to twenty points of damage
* Defeated in twelve hits
* Constantly follows player at fast pace, slow to rotate
* Attacks when near player
* Moves at a speed of 2, rotates at .5

**Black(Urban) jaguar**

* Deals fifteen point of damage
* Defeated in ten hits
* Slowly circles player in a three meter radius, has 1/4 chance to evade player attack
* Launches itself at player’s current location after three seconds
* When circling it moves at .75, leaps at 2

**Howler monkey**

* Deals ten points of damage
* Defeated in eight hits
* Randomly moves about room
* When attacking H.Monkey will continually follow player until it is hit at least once
* Moves at a speed of 2

**Bat, just a plain bat. Not man**

* Deals five points of damage
* Defeated in two hits
* Randomly moves in the air
* Bat will follow player until it hits player, then resume flight pattern
* Moves at a speed of 3

**Shark**

* Deals twenty points of damage
* Scared away in ten hits
* Jumps out of the water every three seconds
* Shark will travel to player’s current location and will immediately jump.
* Moves at a speed of 2, jumps at a speed of 1

**Majestic flapflaps**

* Deals ten points of damage, ~~+20 meme damage~~
* Defeated in five hits
* Constantly follows player
* Once the Manta-ray has attacked, it will back off to a distance of three meters, then resume normal pattern
* Moves at a speed of 1.5