**Enemies**

Shield Skeleton:  
**Medium speed walk** straight towards the player. (Maybe in between the player and ranged enemies synergy\*)

At a certain **range from the player** or if it **gets damaged** it puts its **shield up** and takes greatly reduced damage, in the second case the triggering hit is not reduced but subsequent hits are.

When attacking it winds up by putting its shield up and doing a **very short charge attack** towards the player. The direction is taken when the attack is triggered.

The attack deals damage and ideally either **interrupts the player’s action** or **knocks him back** slightly. (This can be added after)

After attacking, during its attack cooldown the **enemy waits in place** then resumes walking towards the player to attack.

Ranged Skeleton:  
This can be a bow or a simple caster.   
**Slow walk** and tries to **stay away from the player**. (How is to be determined, random raycast away from the player to check for walls? And to get the a\* grid node)

While walking towards the player to get in range to attack, it **checks the distance every few frames** (or in seconds) and **if it has line of sight**.

When attacking its wind up needs to be **excessively clear** in **when the attack is about to be unleashed** and **show its attack direction**.

After its wind down, when the enemy’s attack is still on cooldown it **walks away from the player**. Once its attack is ready it walks back towards the player to attack.

Logic:  
Each stage of the attack has an array of sprites that it cycles through to create that animation. It also has an array of floats designating when events should be played during the stage.

The number of stages could be variable by having an array of stage **classes** that each contain an array of animation sprites, array of event timings (float) and an array of events.  
  
  
On the scriptable object enemy base there is an array of ability classes.  
  
Ability Class -> Everything they do, attacks, guard, spells, etc. except A\* walking and aggro.  
  
 float totalDuration: The total duration of the enemy doing the ability.  
  
 Sprite sprites Array: An array of sprites to play during the specific ability.  
  
 float spriteChange Array: An array of floats denoting when to change to the next sprite.  
  
 UnityEvents/float methods Array: Either actual UnityEvents or just floats and the attack script takes care of calling the right method.  
  
Each enemy has his own “action” script derived from Enemy\_Action for the sake of references. In their own action script there are references to different enemy specific ability scripts as well as generic methods shared by all the enemy action scripts such as Stop, Death, Pause, Checks, etc.   
  
Once an enemy is aggroed, it calls to its a generic method on the action script to start doing checks. Checks that are specific to each enemy, for the ShieldSkeleton this is ShieldBashCheck and ShieldUpCheck which are his two abilities. These checks can be done in their own scripts referenced by the action script, they can then speak and interact with each other.