Enemy Types

TYPE 1

Name : Cubic Shatter

Context : A fundamental obstacle of unknown origin. Each pulsates with the essence of its element, awaiting the kinetic force of the “Quantum Spheroid” to shatter its crystalline structure. As the shard fractures, it releases a burst of elemental energy.

TYPE 2

Name : Shatter Box

Context : A cunning adversary concealed within an enigmatic cube, infused with elemental energy. Upon its demise, obliterates not only itself but also Quantum Spheroid caught within its explosive radius.

TYPE 3

Name : Cubic Blast

Context : A volatile obstacle waiting to unleash devastation upon its demise. Infused with elemental energy, it detonates upon destruction, unleashing a potent explosion of elemental energy.

TYPE 4

Name : Armored

Context : A formidable obstacle fortified within a cubical framework, each face pulsating with the essence an elemental affinities. Guarded by arcane barriers and imbued with elemental resilience, requiring strategic manipulation of elemental strengths and weaknesses. Before the final strike can be dealt to its core, the player must first breach its formidable defenses by exploiting elemental vulnerabilities and deploying tactical prowess.

TYPE 5

Name : Demolisher

Context : A relentless foe poised to disrupt the flow of kinetic energy. Infused with elemental energy, Demolisher absorbs the momentum of any Quantum Spheroid that dares to challenge its domain.