



# FRAGGY (ENEMY)

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# Why is it a good enemy?

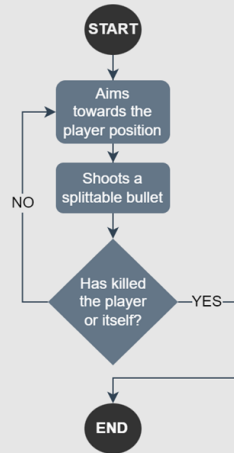
- Fraggy's bullets split in three at the first ricochet, having each of them a slight variation in angle.
- Its special bullets were designed especially for open areas, where Fraggy's bullets make possible to cover a bigger area of the map.
- Its mechanic also forces the player to move more, the extra bullets are great for making the expose himself more in order to avoid them.

# Mockup



# Flowchart

## FRAGGY



## SPLITTABLE BULLET

