

Overview

Grunt Beetles

Elite Beetles (Scarab Beetle)

Purpose in Gameplay

- Incentivize player movement abilities in combat through the use of its charge attack

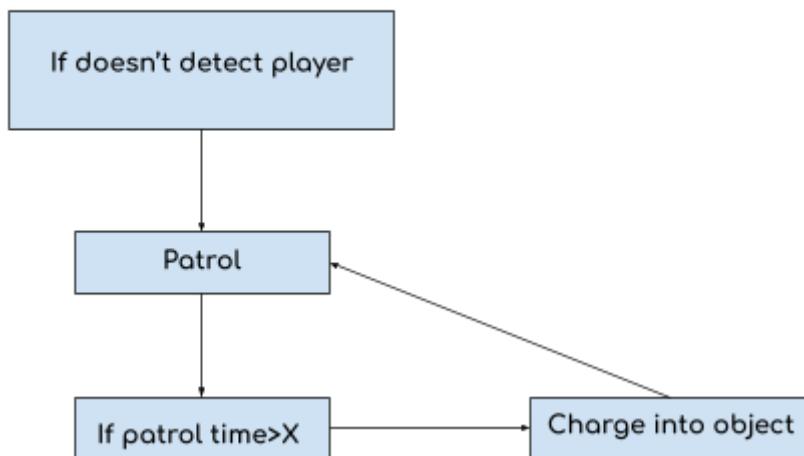
Features

- Any time a bullet hits the front of a beetle, the bullet is nullified, **beetles can only take damage from behind them. This should be obvious to the player somehow.**
- Beetle models should be larger than the ant models

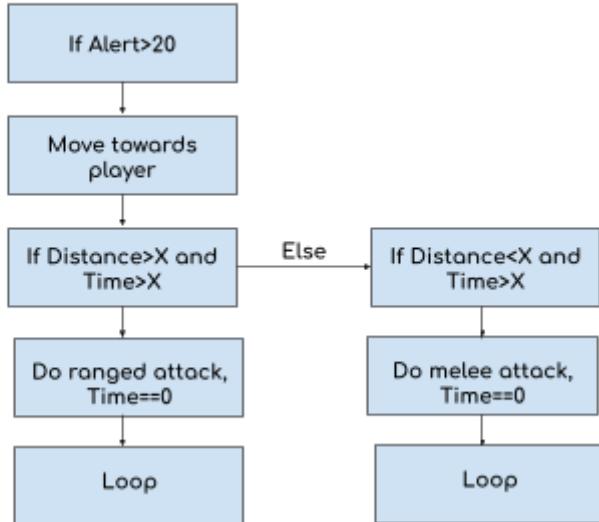
Movement and behavior:

- Exactly like ant movement but a different speed
- Ideally more 'aggressive' than an ant

Patrol/Idle



Combat

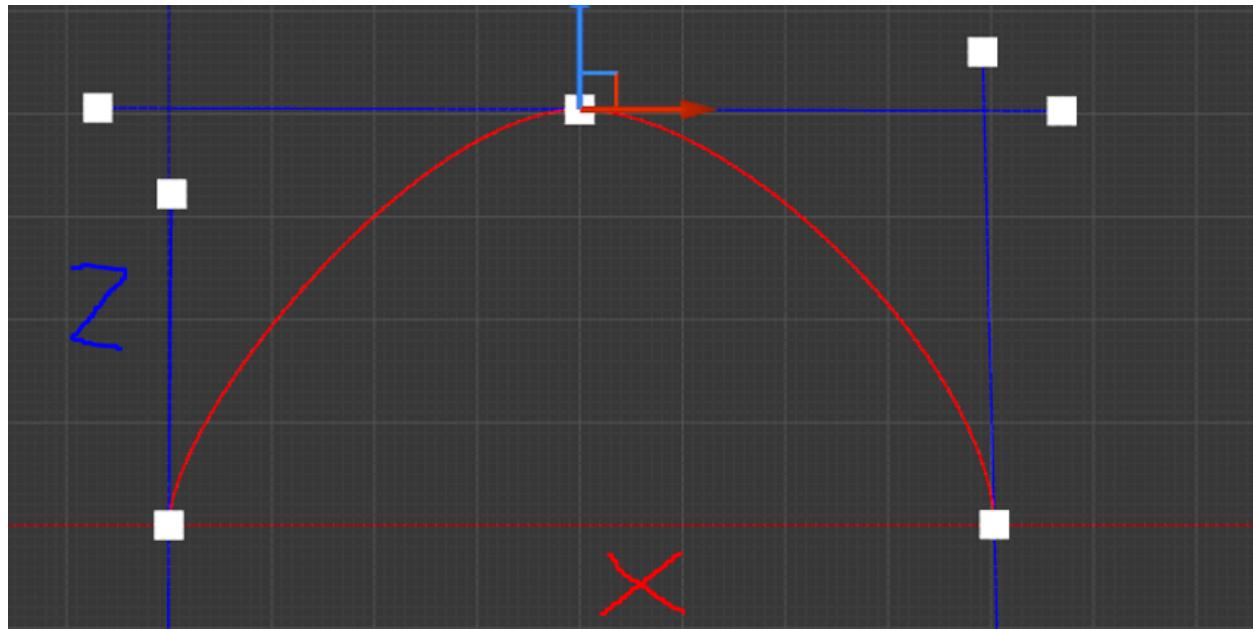


Attack Patterns

- **Charge Attack:** Charges up for a few seconds (faces player when doing this), then runs forward at a fast speed dealing contact damage to player. Players avoid this by either jumping above the charge, or dodge rolling to the left or right. **Running perpendicular to the beetle's charge can also work, but only if players are a significant distance away from the beetle when it charges.** Gets stunned for a few seconds when the attack misses and it hits a wall
- Have bullets spawn to the left and right of it while charging at the player? Gives players a way to 'punish' beetle for doing charge attack

- **Ranged Attack:** Does this less often than the charge attack. Shoots 3 bullets in a row that arc up and down

Note: This arc pattern will repeat itself when the bullet completes the path



Animation List

- Charge attack
- Stunned
- Death
- Idle