Enemy Type

- How to distinguish Enemy:
  - By seeing the color of Enemy Name:
    - Green: Similar Level Enemy （Friendly）
    - Yellow: Enemy Few Levels Ahead Player (Hard)
    - Red: Enemy Level Way Ahead Player (Impossible)
    - Blue: Final Boss (Difficulty Would be Similar to the Player if he/she can make it)
- Levels of Enemies:
  - Beginner Level: Basic attacks → simplest hit, slow move, does not attack player unless player attacks
  - Mid Level: Basic attacks with few skills → hit, some special skills (such as stun, chaining etc) and simple particle effects, fast move, attack players
  - Boss: High Level Attacks → Can summon lower level enemies, has defense skill, amazing skills, attack players
- Enemy types:
  - Aliens (Robots, Zergs lol, poison rain drops, mechanic spiders etc.)
  - Fantasy (angels, devils, ancient creatures etc.)
  - Human (policeman, thief's, teachers etc.)
  - Book characters (antagonist can be final boss)
  - Others: Enemy does not have to be a character, it can be environmental elements
- How to attack:
  - At some level's players cannot attack and needs to avoid enemy
  - At some level, players can attack enemy using its skills to kill enemy
  - At boss level, players need to collect certain elements to assist to kill the boss

Above ideas are inspired by StarCraft, Tales of Wind, and Maple Stories.