Enemy Type

- How to distinguish Enemy:
 - o By seeing the color of Enemy Name:
 - Green title: Can be killed by skills
 - Red: Can be killed by certain element that player can collect, otherwise, avoid
 - Blue: Boss
- Levels of Enemies:
 - o Collison with the player:
 - Beginner Level: One Collison → 1% player hp damage
 - Mid-Level: One Collison → 3% player hp damage
 - Boss: Can do basic attack and follow player's position → Can summon lower level enemy, One Collison → 5% player hp damage
 - o Collison with another enemy:
 - Taking Adnan's idea: creature will collide and consume each other and become stronger
 - it might get too hard for the player if enemy kept consuming each other and get stronger. Maybe we can set a limited lifetime for enemies that are combined
- Enemy types:
 - o Fantasy (angels, devils, ancient creatures etc.)
 - o Aliens (Robots, Zergs lol, poison rain drops, mechanic spiders etc.)
 - o Human (policeman, thief's, teachers etc.)
 - o Book characters (antagonist can be final boss)
 - Others: Enemy does not have to be a character, it can be environmental elements
- How to attack:
 - o Option1: can attack and need to avoid enemy
 - o Option2: players need to collect item to assist to kill enemy