Enemy Archetypes

This is going off the idea that enemies are essentially shells possessed by nanobots, like a suit of armor being moved by a ghost.

**Enemy 1: The Rickety One.**

The shell the nanobots have possessed is damaged.

The enemy moves with a “Limp”

May be due to the legs being somewhat damaged.

Its attacks are clumsy.

They are slow and moderately easy to dodge/parry.

It does not care to block or retreat. It is here to fight or die. For that reason, it is relentless and therefore has a low attack cool down.

It does not have any movement ability.

Essentially it wouldn’t be able to dash.

It has low stress levels, as a result any successful parry will put it in a staggered state.

**Enemy 2: This one is functioning as intended.**

It is faster than the first one.

It can engage and disengage the player based on the situation.

It may be able to use magic like the player.

Attacks fast (or at a pace like that of the player).

It has higher stress levels.

This means 3 enemy swings, 3 parries from the player (akin to Jedi Fallen Order)

**Enemy 3: It’s brand new.**

This enemy is the Tank.

It moves slowly and carefully.

It may be able to dash to cover ground or have an attack where it essentially charges at you.

It is slower than enemy 1.

Thematically this is due to the increased armor

Its attacks are mostly heavy.

They have long windup and recovery times.

They deal a lot of damage on contact.

They should be dodged not parried/blocked.

**The Boss: It is like the enemies but also like the player.**

It is faster, stronger, better. - Kanye

It can be as careless as enemy 1, as careful as enemy 2 and as brutal as enemy 3.

It can utilize both quick and heavy attacks and maybe uses magic like the player.

(Can use mobility options if they are added.)