Iteration 1 19.09.2017

Enemy Mechanics:

Enemy 1

* Patrols
  + If player is in range = follows player

If enemy catches player = dead

Enemy 2

* Patrols
* Fly’s
  + If player in range = follow player

If enemy catches player = sticks to players head // forces player to move (option)

Disorientates player (invert movement) for set amount of time

Player can kill enemy by walking under something, where he barely fits through

Enemy 3

* Patrols
* Fly’s
  + If player in range = follow player
  + If enemy catches player = fly’s over the players head and alerts other enemy
  + Other enemy’s in a set range come to player

Enemy 4

* Patrols
  + If player in range = jumps to player
  + If enemy catches player = sticks to players head
  + Player gets slower over time when player completely stops walking = dead
  + Player can kill enemy by walking under something, where he barely fits through

Enemy 5

* Doesn’t move
  + Sticks to ceiling, if player is underneath = let’s himself fall on players head
  + Then behaves like Enemy 4