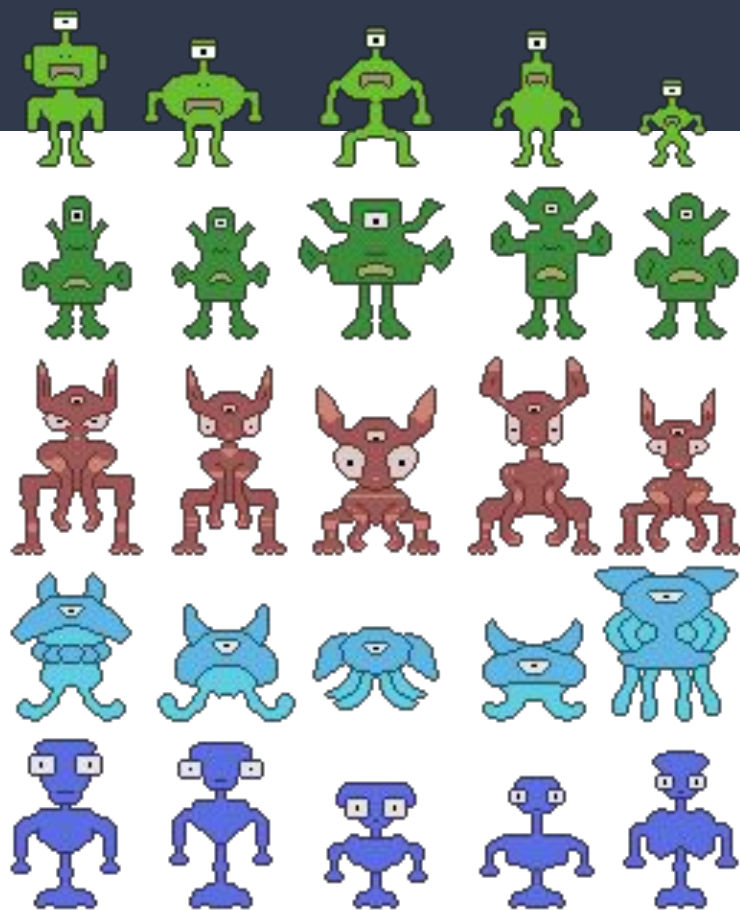


Trainvasion Character Mechanics

By Asia Rollins

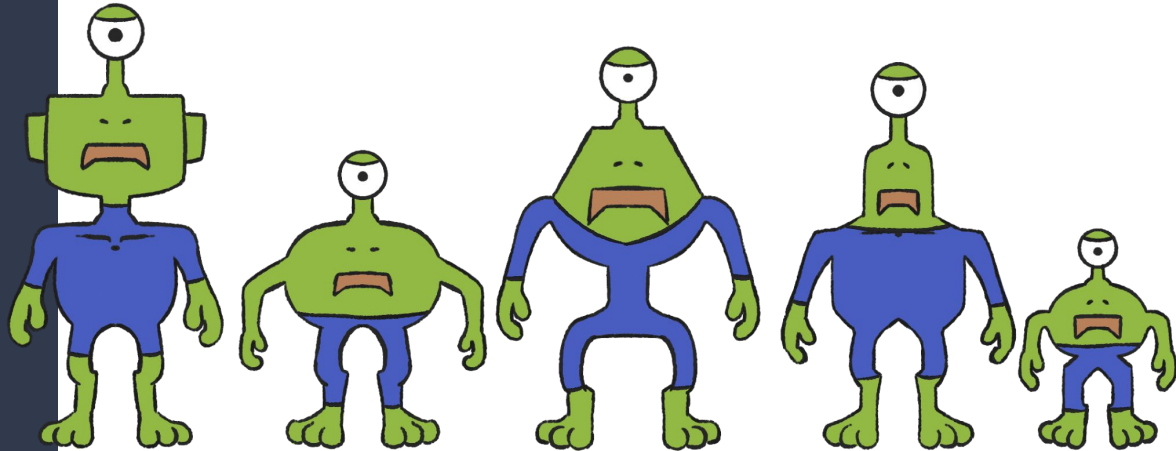
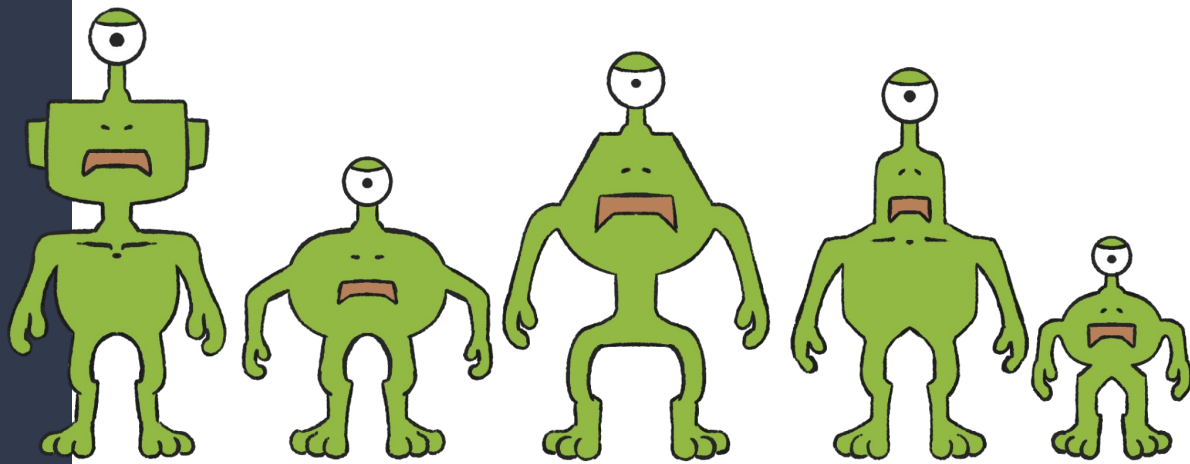
A dark blue diagonal gradient bar that starts from the bottom left and extends towards the top right, covering the lower half of the page.

Enemy Characters



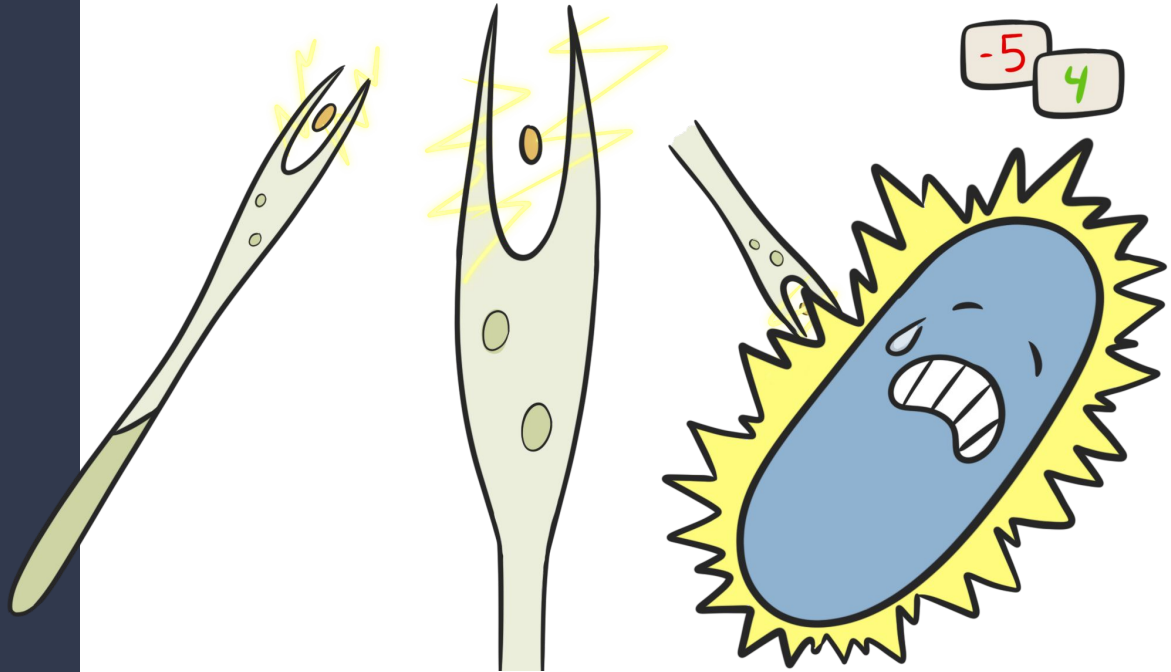
Enemy Character

- This alien species has green skin, two legs and arms, a mouth, nose, ears and one eye.



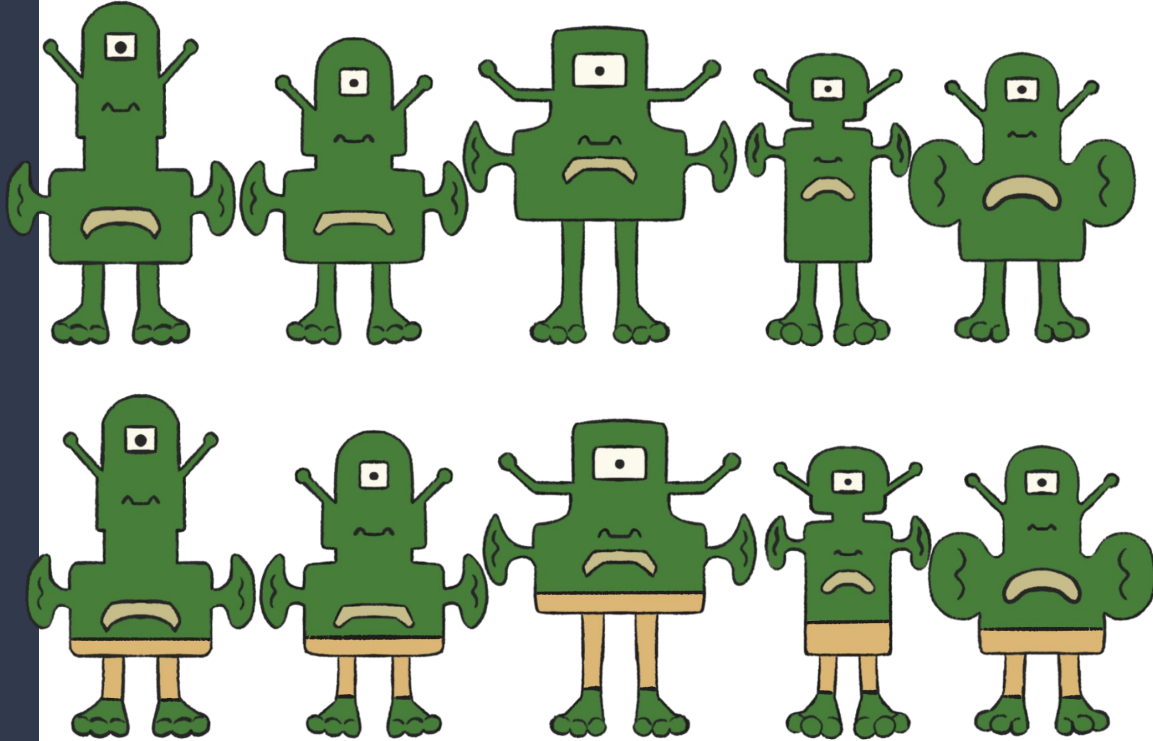
Weapon

- This alien species use an electric staff to cause damage to the player or NPC.
- When player or NPC is hit with electric staff the life level bubble will change over the player or NPC.



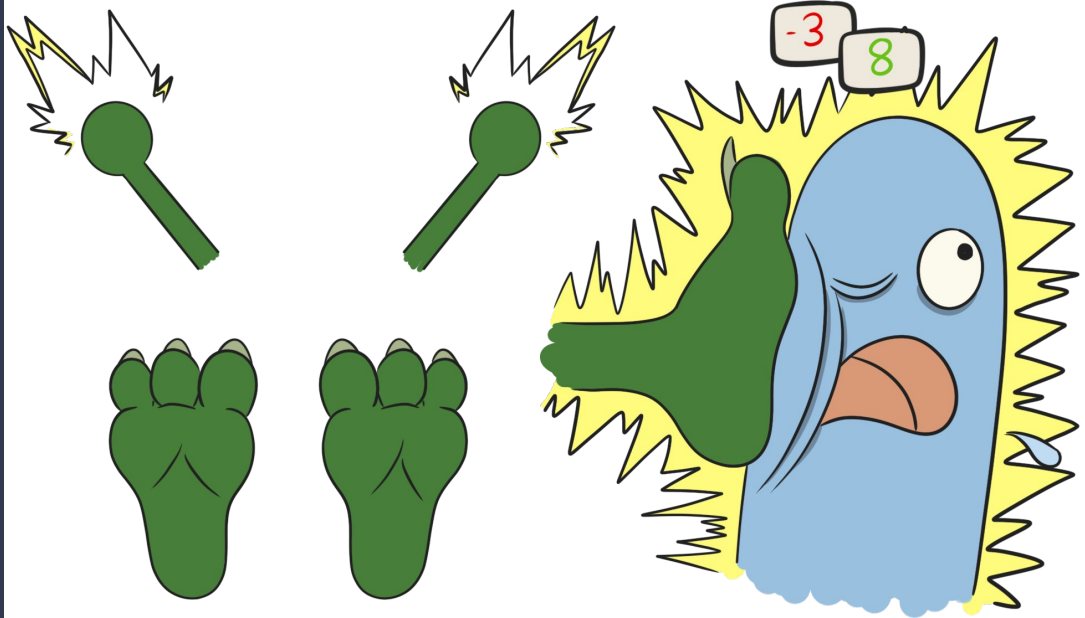
Enemy Mechanics

This alien species has dark green skin, two legs and no arms, a mouth, nose, ears, one eye, and two antennas.



Weapon

- This species use their antennae to conduct an electrical current.
- Once charged, the electrical current is sent down to their feet, creating the Footshock ability.



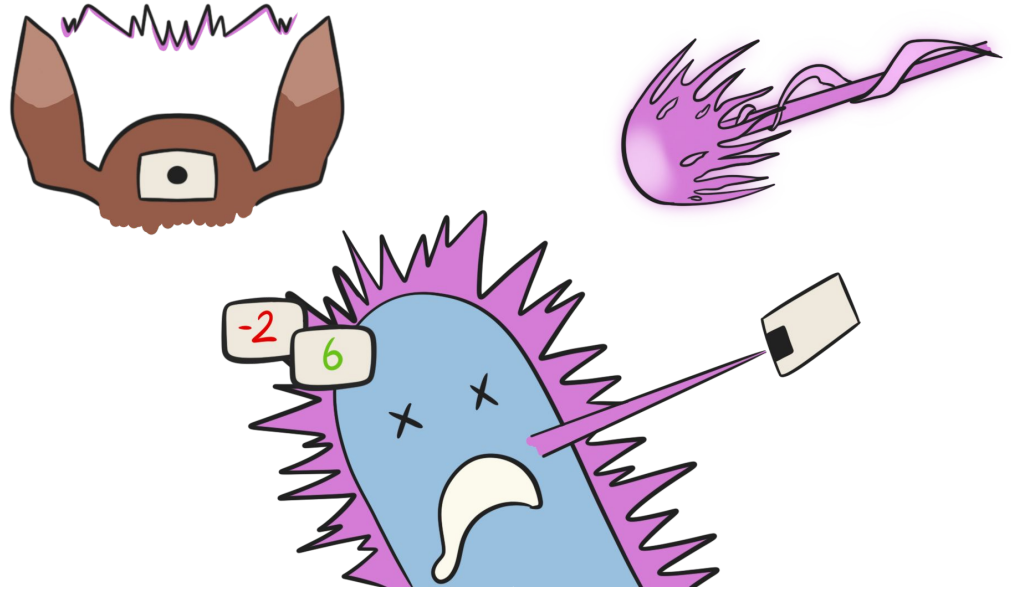
Enemy Mechanics

This alien species has red dry skin, two legs and arms, a mouth, ears and three eyes.



Weapon

- This species use their ears to draw in electricity and expel the electricity with the 3rd eye.
- This species has different colored electric laser beams.



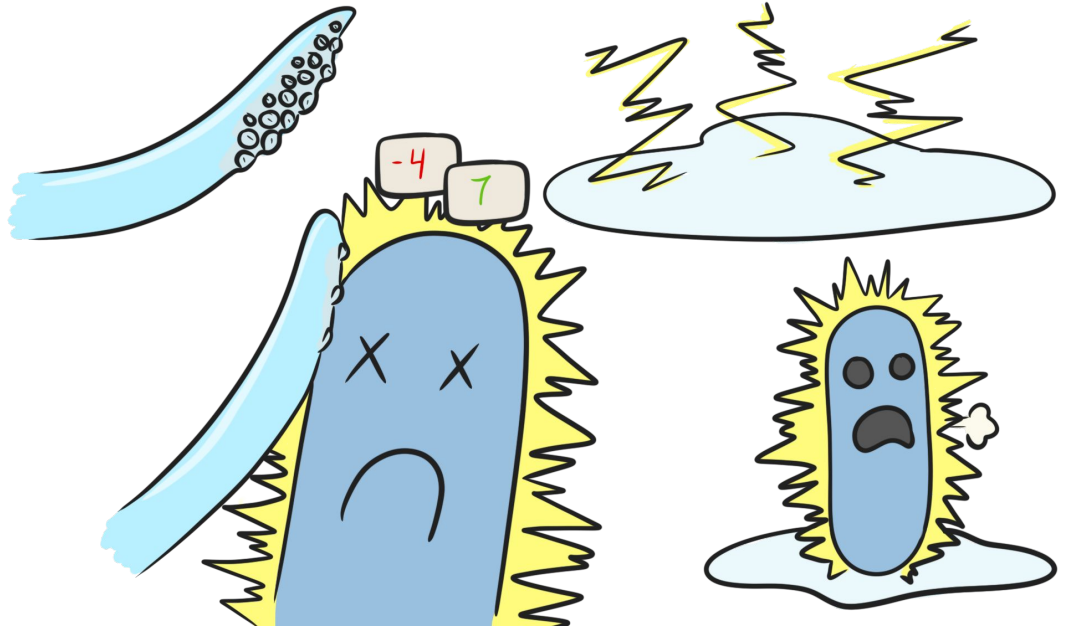
Enemy Mechanics

This alien species has wet blue skin, no legs and multiply tentacles, a mouth, ears and one eye.



Weapon

- This alien species use their tentacles to flick an electrical hit.
- This alien species also produce a puddle that contains electricity.



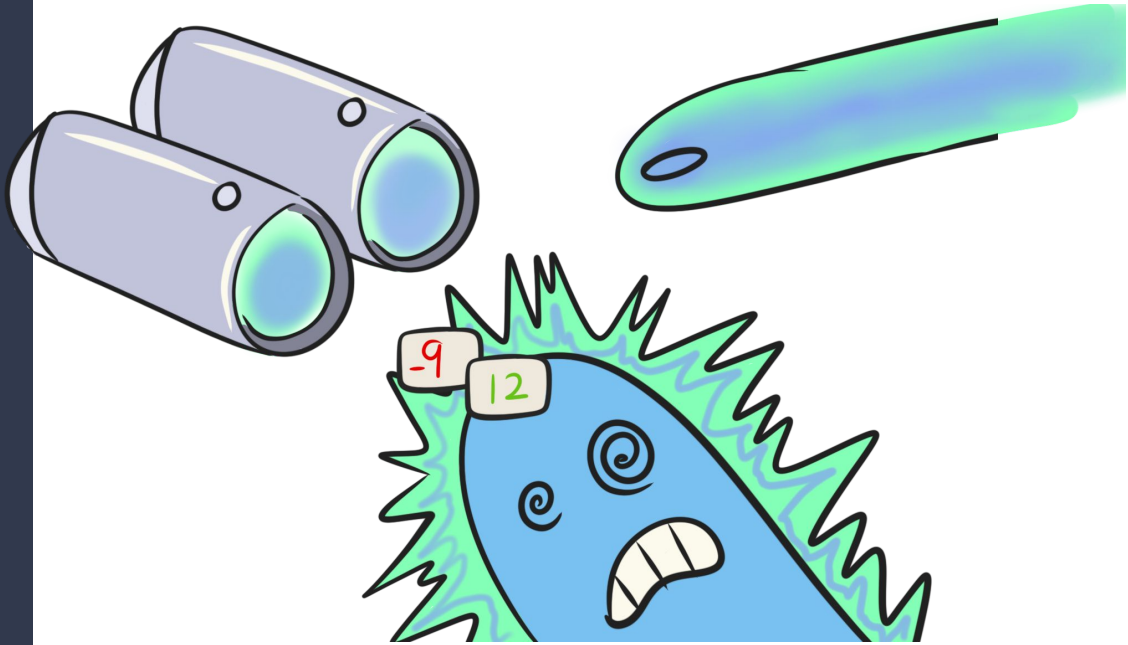
Enemy Mechanics

- This alien species has dark blue skin, one legs and two arms, a mouth, ears and two eyes.



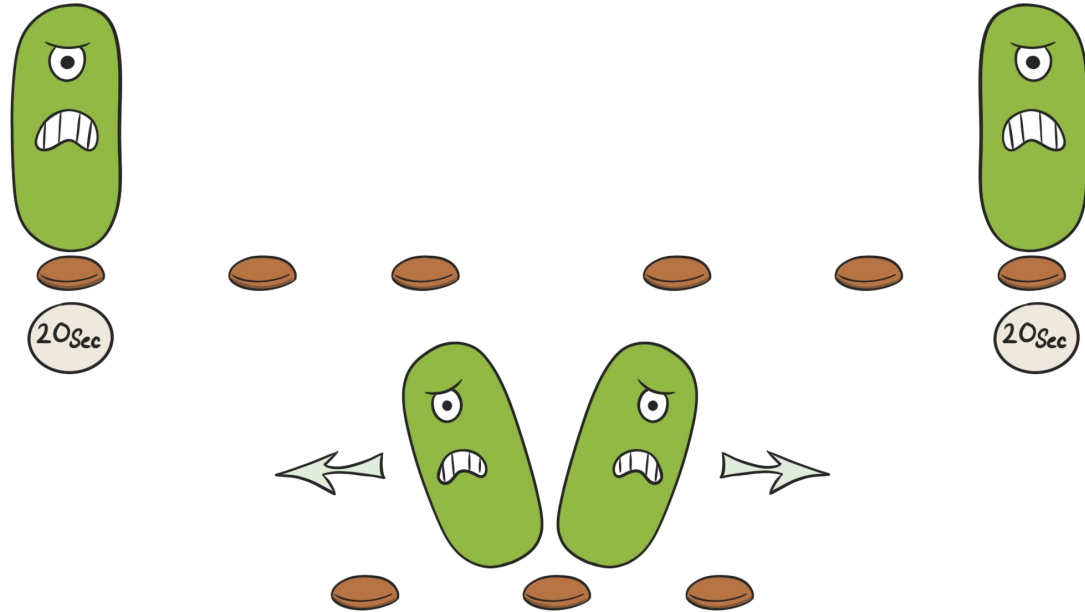
Weapon

- This alien species use two plasma hand cannons.



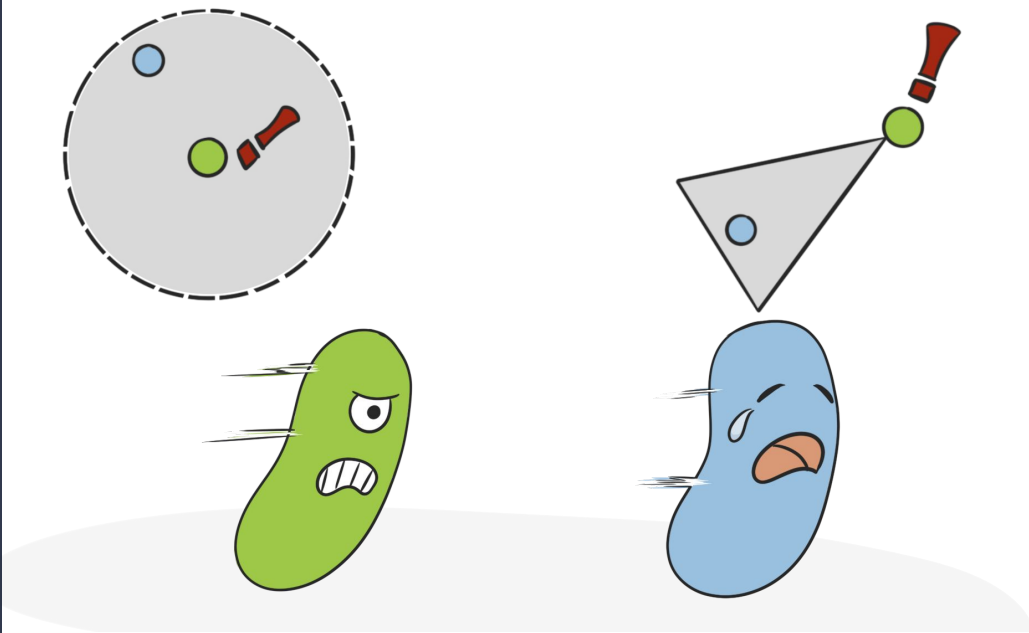
Enemy Idle Animation

- The enemy will have a movement action allowing them to move an assign location.
- The wait time will be from 20 sec to a minute and then move to the next location.



Enemy Radius

- The enemy will have a circular radius attached, giving the enemy a full 360 view point.
- The enemy will have a cone radius attached, giving the enemy a fixed view point.



Enemy Movement

- The enemy will take turns with the player or NPCs moving closer to each other.

