

Enemy Design Philosophy

(W. I. P.)

LEGEND:

- Red = Question

MVP-Alpha

At Least 3 Unique Enemies

- **Do we want a melee only enemy, a ranged only enemy, and a ranged & melee enemy?**
 - Ground-charge enemy, higher-priority ground enemy (more complex strategy to beat), flying highest-priority (grapple-hook Phoenix?)
- **How do our enemies move?**
 - Minotaur base charge; Satyr/Dryad semi-predictable (unpredictability of teleporters/jumps is their main trait)
- **How do they attack?**
 - Minotaur charges until hits something* (jump over it/play chicken with it; don't want bait charge as only way to beat it); Satyr (normal boring does damage)/Dryad (sleep darts, TBD for how sleep status effect builds up) projectile attacks; Phoenix shoots stream of fire or a fireball (or both?)
- **What do they look like?**
 - Minotaur looks like a Minotaur (has pants on); Satyr looks like a Satyr (goat bottom); Dryad looks like a Dryad (plant person, typically female); Phoenix (just a bird, could be on fire; has to have something on it that looks like level design cues for platforming abilities; looking at Phoenix tells you only way to beat it is by platforming)
- **How do they force the player to utilize their skillset (their combat mechanics and platforming abilities)?**
 - Minotaur makes player rely on movement/double jump; Satyr would presumably be jumping from platforms/locations on map, similar for Dryad (variation of jump patterns); Phoenix makes player rely on grapple, overall platforming game mechanics, and timing
 - Should be noted that: Satyr tests ability to track multiple enemies to prioritize targets
 - Enemies also move quickly (important for challenge)
- **What can we do to make our enemies simple but nevertheless unique?**
 - Simplistic movement patterns (and AI patterns) way they interact with players is interesting
 - Proven by what we have
- **What steps can we take to increase our chances of developing more than 3 enemies? Should we make enemy variants?**
 - *(If a lot of enemy behaviors are generalized in code using a State design pattern, designing more enemies can become more realistic)*
 - Simple enemies and variants like we have
 - With current ideas, limited by Art
 - E.g., could be Super Satyr instead of Dryad
 - Griffon could be like Minotaur
 - If limited, maintain theme elements of enemies while keeping mechanics intact
 - Satyrs can teleport, shoot spitballs (like spitballs in Mr. Incredible)
- **What gives our enemies character? Should we focus on tying them into the narrative?**
 - Fact that they're popular, Greek, and mythological monsters, easily fit into narrative and did we mention super popular?
 - Like in Hades, enemies based on well-known ideas
 - Satyrs are based off of satyrs; gorgons are based off of gorgons (associate with Medusa, so renowned)
- **Will our enemies act differently in "rooms" vs. "objective rooms"?**
 - Scoping limited by Art and AI
 - Not for optional content
 - Platforming room where primary challenge is platforming room
 - Could have differences
 - Satyrs following you
 - Or could have multiple satyrs
 - Largely no
 - Rooms where enemies have to keep up with you
 - Extended platforming challenges
 - If anyone has any questions, ask Rob

Boss

- **Is having a boss in-scope? Is there a way we can prepare for a potential boss, and still be okay if we can't manage to make one?**
 - Yes, if it's in-scope:
 - Will require a lot of thought to be in scope
 - Phoenix or Chimera or Hydra could be boss
 - Different head different platforming mechanic
 - Making the most of a player's toolkit
 - Boss must be designed around the platforming mechanics, taking advantage of everything player knows
 - Multiple different platforming mechanics, different (variant) phoenixes use different platforming mechanics
 - Hook on to grapple to make it fall on ground
 - Target on belly, dash into it to make it fall on ground
 - Not in-scope:
 - Make a platforming puzzle
 - Objective could be to get to the other side of tough terrain and lots of enemies
 - Requires player to make use of all major platforming mechanics (jump, grapple, dash, etc.)
 - Creative multi-grapple?
 - Grapple from one phoenix to another to another over a chasm with several platforms with varying depths/heights