Enemy Design Reference

VOCABULARY LEGEND:

- Red = Enemy Type Name
- Green = Dungeon Name
- Blue = Enemy Action
- Orange = Item/Mechanic Name
- Purple = Section Title

[If you have any ideas to add, add them to Section IX]

MVP-Alpha

I. Amount of Enemy Types:

- 3 Types
    - Basic
    - Medium
    - Difficult

II. Specific Enemy Types:

- Minotaur
    - 1st-level enemy (easiest)
- Satyr
    - 2nd-level enemy (easier)
- Phoenix
    - 3rd-level enemy (tough)

III. Unique Enemy Type Mechanics:

- Minotaur
    - Grounded enemy with basic charging movement that follows the player
- Satyr
    - Fast-paced semi-grounded enemy that shoots darts, moves fast, and occasionally teleports/sidesteps quickly
- Phoenix
    - Flying enemy set to a nonrandom patrol flying path within range of the player's grapple mechanic

IV. Enemy Movement:

- Minotaur
    - Charges at player and follows player until impact with an object or taking significant (50%+) damage
        - If impact/damage threshold triggers, then the Minotaur slumps down on the ground, being dazed for a few (2-5, depends on difficulty) seconds
    - Platforming mechanic makes spaces not too open
    - If Double Jump: Trick it into chasing you, jump over it, then shoot it in midair (slo-mo?)
        - Slo-mo no longer cool after a while, keep in mind
        - Good example: Red Dead Redemption (1st game); made up for bad/semi-good shooting mechanic
- Satyr
    - Jumps around the map and shoots the player with blow-darts.
        - Rewards the player for paying attention to where the Satyr jumps, for closing distance quickly, and again for keeping moving.
    - Variant:
        - Dryad / Super Satyr
            - Teleports around the map with the same behavior (but a different animation) as Satyr's jump. Fires a different projectile that can ensnare the player.
            - Larger threat, but also rewards same skillset/deployment of mechanics by the gamer as the Satyr to a greater degree.
- Phoenix
    - Patrol/Hostile behavior TBD, but should probably remain simple for the sake of scope.
    - If player fails to accomplish mechanic task required to take down the Phoenix, then the Phoenix enters Hostile mode until the player's death is ensued.
        - Hostile Mode is when the
    - When killed with the player's ranged weapon, Phoenix quickly rises from the ashes
        - Can only be killed using one of the player's main platforming mechanics. Rewards mastery of the mechanic.

V. Enemy Challenge Objectives (Philosophy/Goals)

- Make sure the player can do what they need to to beat the game.
- Enemies are foils for the player's abilities/mechanics, further develops the use for the player's mechanics.
- Player must know how to use skills to beat enemies
- Enemy variants
    - Per Dungeon
        - If enemy type is in multiple dungeons, the 1st Dungeon is easiest iteration, then the 2nd Dungeon is less easy iteration, Final Dungeon is toughest iteration
    - In General
        - Color palette change (e.g., Satyr vs. Super-Satyr)

VI. Enemy Strategies:

- Minotaur
  - Utilizes ground-combat skills, slightly variant/adds complexity in each subsequent dungeon
- Satyr
  - Utilizes ground-combat skills, slightly variant/adds complexity in each subsequent dungeon
- Phoenix
  - Utilizes ground-combat skills, slightly variant/adds complexity in each subsequent dungeon

VIII. Amount of Enemies and Characteristics Per Level:

- Ultimately determined by level-design team, these are rough numbers to show generally preferred concentration ratios
- 1st Dungeon:
  - Minotaurs: 60% (Most of enemy types)
    - Mechanics to Beat:
    - Become more difficult as level progresses (higher stats, etc.)
  - Satyrs: 40% (Some of enemy types)
    - Mechanics to Beat:
    - Become more difficult as level progresses (higher stats, etc.)
  - Phoenices: 0% (Not in this level)
    - N/A
- 2nd Dungeon:
  - Minotaurs: 40% (Some of enemy types)
    - Mechanics to Beat:
    - Become more difficult as level progresses (higher stats, etc.)
    - Overall tougher than 1st Dungeon iterations
  - Satyrs: 40% (Some of enemy types)
    - Mechanics to Beat:
    - Become more difficult as level progresses (higher stats, etc.)
    - Overall tougher than 1st Dungeon iterations
  - Phoenices: 20% (Few enemy types)
    - Mechanics to Beat:
    - Same difficulty as level progresses (higher stats, etc.)
- Final Dungeon:
  - Minotaurs: 30% (Some of enemy types)
    - Mechanics to Beat:
    - Become more difficult as level progresses (higher stats, etc.)
    - Overall tougher than 2nd Dungeon iterations
  - Satyrs: 34% (Some of enemy types)
    - Mechanics to Beat:
    - Become more difficult as level progresses (higher stats, etc.)
    - Overall tougher than 2nd Dungeon iterations
  - Phoenices: 34% (Some of enemy types)
    - Mechanics to Beat:
    - Become more difficult as level progresses (higher stats, etc.)
    - Overall tougher than 2nd Dungeon iterations
  - Final 2% is the potential boss

VII. Enemy Scrap Ideas:

- Enemy types that have been thought of but probably won't be implemented in game (could be used as variants maybe?)
  - Siren? (like from Odyssey–the book)
    - Really tough to implement song mechanic
    - Force player to prioritize the Siren
      - Gradually particles fill up screen (music notes, like Apollo style?)
    - Super frustrating possibly
      - Too much work possibly
    - Avoiding sight?
  - Medusa?
    - Spend too much time in range of it, gradually turn to stone
      - Stone-gaze slows player down (almost to full stop)
      - As soon as take damage, get freed
    - Avoiding sight?
      - Moreso than Siren
  - Hydra/Chimera?
    - Too difficult?
      - Spriting heads is difficult
        - Heads regrow?

VIII. Miscellaneous:

- Grappling Hook
  - Wind Waker/Metroid Prime Like (Lost Planet 2?)
    - Grapple enemies to hurt them
    - Or grapple goes through them
- Want player moving, know there's a range attack
  - Enemy moves
    - Some mechanic to hurt player if near enemy too much too often
    - If player isn't using platforming skills, WILL take you down

- High ground so it can't follow you?
- Take shorter routes than it can to get to you?
- However player uses ability, must apply pressure to player's movement/ranged weapon to defeat it

IX. Add Ideas about Enemy Design Here

- A
- B
- C