**Enemy Design and Interactions**

The enemies we have designed- at least one per member of the team- are diverse in their behaviours and attributes. This is to encourage the player to prioritise enemies from most immediate threat to least immediate threat, and to make tactical and meaningful choices in the combat sections of the game.

A few of the more numeric differences between each enemy are displayed in the table below. This is the initial values decided upon by the team for the strength, speed and hit points each enemy has.

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| --- | --- | --- | --- |
| Enemy Type | Speed - m/s | Damage - % | Health |
| Catapult | 0 | 35 | 150 |
| Boomerang - Brown | 10 | 15 | 40 |
| Boomerang - Blue | 10 | 25 | 40 |
| Domino | 5 | 0 | 250 |
| Lobuzz - Yellow | 0 | 10 | 1 |
| Lobuzz - Blue | 3 | 10 | 1 |
| Lobuzz - Green | 5 | 15 | 1 |
| Lobuzz - Red | 5 | 50 | 1 |
| Dizzy Charger - Blue and Silver | 12 | 15 | 20 |
| Dizzy Charger - Red and Gold | 14 | 25 | 20 |
| Shrew Caravan | 6 | 15 | 10 |