**Brief Synopsis**

This enemy will be just a living boomerang that throws itself. The boomerang can move in wide arcs around and try to angle itself towards the player. if the boomerang collides with anything it should take damage/die and if it hits something with health it deals damage to it. This means if the player were to redirect the boomerang with the staff into another enemy, they could kill both enemies at once. This would be somewhat difficult to do so provides a reward for high skill players but also doesn’t punish weaker players heavily as they can still kill the boomerang normally with well-timed attacks

**AI**

the boomerang will always return to the position at which it threw itself but should be able to warp its arc somewhat in order to aim at the player. The arc should also change each time it throws itself such that the base arc will hit where the player is. This enemy shouldn’t lead its shots.

**Variants**

There could be variants on the boomerang that follow differently shaped paths based on their colour such as a blue boomerang following a wavy arc rather than a fully circular one

**Animations**

**Idle:**

* The boomerang should stand on its point upright maybe have movement like jumping on the spot slightly

**Self-Throw**

* The boomerang could jump up to horizontal then start spinning

**Death**

* If the boomerang hits something it should bounce off land on the ground and either evaporate into particles, disappear into a white cloud, or use some other death animation similar to all the other enemies