The Catapult

Brief Synposis:

The Catapult is a static enemy that fires rocks from a distance. These will display a crosshair on the floor 3 seconds before the rock lands. These enemies will essentially act as mortor fire and give the player motivation to move around the area. As they are static (can't move) they are lower priority, but the rocks that they fire are the more immediate threat if not taken care of.

AI

The AI will simply try to find the player's position and fire a rock that is in that vicinity. These attacks can also damage the enemies so a tactic the player could use is to bait the catapult and the enemies at the same time and deal damage to a group of enemies without damaging themselves.

Animations

The catapult has three states, idle, death and attacking.

Idle:

Just stands there with no movement

Attacking

* Band gets pulled downwards with a rock loaded and then gets fired up into the air

Death:

Using Apex Destruction, it will self destruct into chunks that will disappear.