The enemies we have designed 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.

We took inspiration from games such as DOOM to provide designs that are instantly recognisable from the visuals and unique from one another in their behaviours. We can display these differences in the graphs below. We got the data for these graphs from the initial attributes we gave the enemies.