

Lobuzz

it's a blob of play doh with googly eyes and wings attatched

could even have it on a string going up to the sky for extra "this is a kid imagining this and playing with toys"

The hookshot is good for tethering to it and getting good height- will usually die in one hit and plummet to the floor

AI:

AI is based on the colour of the play doh (they don't change colour, but their behavior depends on the colour we give them in the level design)

Yellow- hovering- literally just hovers in one place for easy hookshot kills

Blue- Patrol- moves back and forth in a set area

Green- Generic- idles until player is within X range, then just flies towards them and crashes into them, doing damage

Red- Explosive- Effectively just green but falls to the ground and EXPLODES when it dies, doing damage to the player.

Animations:

Literally all we need is the wings flapping and that could just be an effect, we just have to model the blob of play doh and eyes. This may be the only character that doesn't even need rigging to work :D

The googly eyes could be a child entity with the pupils tracking the player (shouldn't be too hard, just move the object locally)

Really, this is a fairly simple enemy with various types that could be found commonly in any level (think koopas in mario)



roughly the size of the player's torso, fairly easy to hit, not too fast.