Boss Design Document

# Nirunas (Green)

Trait: Swiftness

**Starbeam:** Nirunas shoots beams in six directions that will damage player if touched.

**Spin:** Fast spin and spawning severall adds.

**Nirlings:** Addi

**Charge:** Nirunas charges at player and if hit deals damage.

# Aranul (Blue Boss)

Trait: Avoidance

**Teleport:** Aranul will teleport around.

# Zeruldar (Red Boss)

Trait: Leeching

**Brooding**: Any damage dealt to Zeruldar will increase size and damage dealt. Player should avoid shooting while active.

**Leechlings:** Small creature that will attach itself to player and cripple movement while draining energy.