Enemies

Enemy 1.

Uses one physical attack. Its size is small.

Enemy 2.

It is much bigger and is versatile in its attacks.

* Attack quickly every few seconds.
* Deals hard, slow movement hits with the full force of its body.

Enemy 3.

Human size and uses distant attacks. It will attack far away from the player's reach.

* Attacks can temporarily decrease the player's dexterity.
* Attacks can cause the player to temporarily drain more mana than usual.

Enemy 4.

This is the first boss/ higher enemy the player has to face. It is the biggest in size and can cause a lot of damage to the player in one attack. It has an abnormally high amount of health. Uses a wide range of attacks and can heal itself.

* Attack the ground to deal an area of damage.
* Uses attacks that deal consecutive damage after they have been hit.
* Can spawn weaker enemies from the first room.

Enemy 5.

This enemy is focused on giving the players consecutive damage.

This enemy is unique as it will try to run away when it hits the player. This is its defence strategy.

* The attack dealt by this enemy gives player damage every few seconds.

Enemy 6.

This enemy is the second boss/ higher enemy. This enemy will circle around the player trying to get behind them to attack. Its attack consists purely of long range distance shots. But, there is a small chance when a player gets close to the enemy it will deal short range damage.

* Can freeze the movement of the player for a period of time.

Enemy 7.

This enemy hides from the player until it is time to come out. If the player has high enough perception the enemy will be visible. If not the enemy will not be seen until the player is in close proximity. After that the enemy deals a lot of damage to the player.

* The first attack deals 3x more damage.

Enemy 8.

This enemy is troublesome as it deals damage in percentage. After the player is in a state with low amount of vitality the enemy will use a onetime finishing attack dealing normal damage.

* The finishing attack will also kill the enemy and everything in a set radius.

Enemy 9.

This is the 3rd boss/ higher enemy. This enemy is actually a group of enemies with exactly the same appearance. They are a total of 4 all with different attacks. To kill the enemy all 4 of them have to be killed in a set period of time, after the first one has been killed.

* 1st Attacks close range.
* 2nd Attacks from a distance with negative status effects.
* 3rd Uses slow high damage attacks
* 4th Grants healing effects to the rest of the enemies

Note. The enemies have 3 states, which represent its AI. The stats are like the finite state machine where when one condition is met it changes the enemy state. The states are idle/ wondering around, follow player and attack player.