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This year as a VGP2 student I focused on creating the enemy portion of the game. I coded the base abstract enemy class, which all enemies inherit, containing code for its sight mechanics, investigation mechanics (when it hears a sound in a certain range), attacking mechanics, and more. Using the base class, I implemented 5 distinct enemies. I coded the Patroller, an enemy that patrols around a developer-set spline path through the junkyard area, unsheathing a sword and attacking when the player is spotted. I additionally coded the searchlight mechanics through the junkyard, to allow all Patroller enemies in a large radius to investigate the location of where the spotlight is pointing if a player is caught. Furthermore, I created the entirety of the Twins boss fight, consisting of 4 unique entities. Firstly, I created the 2 large firestorms, which act as invisible, intangible, and immortal enemies patrolling the area, damaging the player if their hitboxes collide. I additionally created the melee twin, with unique mechanics to strafe around the player when in range, and at a random interval to launch a random melee attack at the player. The ranged magic twin, which I also created, is a unique enemy that deviates and makes use of the UE5 EQS system to decide its movement and position. This enemy follows a ranged behavior, by choosing to teleport around the player in positions that are behind the player's field of vision, but in a spot where the enemy still has a line of sight with the player. The ranged twin additionally utilizes a multitude of unique projectiles which I coded, including a homing one. This entity also has a random chance to do a "summon" attack, where they play a unique summoning animation and spawn in mage enemies, which follow similar behavior to the ranged twin but without teleportation and different magic attacks/projectiles. Towards the end of the year, once I finished the Twins boss fight, I began helping our team to merge our individual projects together into the main file for the game and integrated my enemies with the environments my fellow peers created.