Enemy List

# Goomba

* 1 HP / no immunities
* moves towards player on initialization
* moves in opposite direction upon wall collision
* can stack on other enemies
* can carry other enemies
* can be reverse gravity
* will fly up for a short time on a constant interval
* **day** - moves in direction of player upon hitting ground
* **night** -continues to move in same direction upon hitting the ground, but has a slightly longer fly time

# Para Goomba

* 1 HP / no immunities
* moves towards player on initialization
* moves in opposite direction upon wall collision
* can stack on other enemies
* can carry other enemies
* **day** - moves in direction of player upon hitting ground
* **night** - continue to march in same direction upon hittin the ground

# Green Koopa Troopa

* 2HP / no immunities
* moves towards player on initialization
* moves in opposite direction upon wall collision
* can stack on other enemies
* can carry other enemies
* goes into shell when hopped on
* shell can break bricks, activate item blocks

# Red Koopa Troopa

* 2HP / no immunities
* moves towards player on initialization
* moves in opposite direction upon wall collision
* moves in opposite direction when reaching the edge of a platform
* can stack on other enemies
* can carry other enemies
* goes into shell when hopped on
* shell can break bricks, activate item blocks

# Green Koopa Para Troopa

* 2HP / no immunities
* moves towards player on initialization
* moves in opposite direction upon wall collision
* bounces in the air when hitting the ground
* **night** - will flutter for a short time at the top of it's ascent from bouncing
* can stack on other enemies
* can carry other enemies
* turns into **Green Koopa Troopa** when stomped on

# Red Koopa Para Troopa

* 2HP / no immunities
* moves in one of 6 preset patterns
  + horizontal 8 blocks, starting right, going left
  + vertical 8 blocks, starting at the top, going down
  + diagonal 8 blocks, starting at the top+right and going left + down
  + diagonal 8 blocks, starting at the bottom+right and going left + up
  + in a counter clockwise circle, 4 blocks from center as radius
  + in a clockwise circle, 4 blocks from center as radius
  + chases player around the stage
* only despawns when it returns back to original position, except when chasing
* moves against wall upon wall collissions
* can stack on other enemies
* can carry other enemies
* turns into **Red Koopa Troopa** when stomped on