Possible enemy mechanics.

Types of Projectile

* Basic Projectile: Rebounds against shield then deals damage to an enemy it hits and disappears. (Blue?)
* Rebound Projectile: Rebounds against all physics objects twice. If redirected toward an enemy, it will deal damage then bounce off them again. Can possibly be used to rebound off walls and hit hard to reach enemies or press buttons to solve puzzles. (Orange?)
* Volatile Projectile/Molotov: A projectile that cannot be redirected. It will explode with a radius of damage when it hits any surface including the player and their shield. If the player is in the damage radius they will be damaged even if they blocked it. This will teach the player to keep moving and not simply reflect all incoming projectiles. (red?)
* Drone projectile: The shield can block this projectile but whether it hits the player, misses or is redirected it will transform into a drone and hover at a certain height on the screen firing its own projectiles at the player. (Purple?)
* Zag Projectile: This projectile will get within a short range of the player, stop in mid-air, circle them for 90 degrees then continue to fly at them at the original speed. If it is redirected at an enemy it will exhibit the same behaviour. (Yellow?)
* Gravity Grenade: A projectile that will act initially like the drones except once they have stopped to hover at a certain height it will affect the trajectory of any projectile passing through its minor gravitational pull, sending projectiles off at extreme speeds and in an erratic (but not unpredictable) direction. (Black?)
* Sniper Projectile: Used by one class of enemy. The projectile is never seen but deals immense damage and travels at great speed making it nearly impossible to dodge once fired. The player can see the path the projectile will take and should they block it with their shield they will see the path the projectile will be reflected toward. (Semi-transparent red line?)

Types of Enemy

* Turrets (basic): Small enemies that pop out from walls or ceilings and fire basic projectiles initially and perhaps other types further into the game.
* Drone: Described earlier but there may be some that don’t come from projectiles but simply exist in the level. These will fire a projectile from a gun below and possibly have propellers above which the player can use their shield to jump on and increase mobility.
* Guards (basic): Some guards will be static, but others will move on a set path. They will always fire directly at the player. Initially they will fire basic projectiles, but they may fire others later. If this is the case, they should have a differently coloured outline or a bright obvious hat or some such to alert the player to the fact that they fire a certain kind of projectile. They should be clearly distinct whilst also being easy to track with the eye and not blend in with their own bullets ideally.
* Mechanics: Mechanics are non-hostile but will attempt to reach and repair broken mechanical enemies such as turrets or drones. If other enemies end up being mechanical later this can be reassessed.
* Wardens: Wardens should be a boss style enemy that will differ for each area. On will be a brute that can take a large amount of damage but put out no projectiles themselves, so the player will have to source projectiles from other enemies while dodging their attacks. Another could be in some sort of mech or shield suit that needs to be hit in a very specific awkward spot to allow them to become vulnerable to damage for some time.