Enemies that throw hooks at the player, reel them in and shoot them at close range (player has to react and put up their shield in time)

Enemies that buff/heal their allies (add more damage to their bullets, give them shields)

Enemies that deflect bullets occasionally

Enemies that have crowd control (constrict or restrict player movement, block off certain areas of the rooms)

Traps (exploding containers, pits, etc.)

Enemies with certain weak points

Basic enemies

Tanks

Enemies that throw explosives at the player that can or can’t be deflected

Turrets that shoot but cannot be killed, that deactivate once all other enemies are killed (ones that move around in a certain pattern or ones that sit still)

Enemies that spawn smaller enemies

Enemies that explode when they get near to the player (they stop moving when they get near enough to the player and charge the explosion for 2 seconds so that the player has time to move away)

Enemies that explode upon death

Ideas for types of shots

Ricocheting shots

Homing shots

Unblockable lazers that have a short charge-up time so that the player can move away

Explosives