Types of enemies

Melee grunts:

They are the most basic types of enemies and they will only engage in melee combat and only spawn in groups and come from different directions. They will be very aggressive and try to overwhelm the player. They have normal speed

Explosive grunts:

They are similar to the melee grunts in the fact that they need to get up and close to harm the player but they don’t spawn in groups and when they are in close range to the player they will explode. They are faster then the melee grunts.

Pistol wielders:

The pistol wielders are ranged type enemies with a slow fire rate and a lower range. They spawn in groups and try to overwhelm the player. They have a normal speed and a normal rate of fire.

Nests:

The nests are there only to spawn more enemies then usual and unless destroyed they will continue to spawn more enemies. They don’t move and are fixed in place.

Rats:

They spawn in big groups are smaller then other enemies and they have a fast moving speed.

Rollers:

The rollers can only be hit from the opposite side they are coming from. They are fast and can knock the player in a random direction.

Assassins:

The assassins are melee based enemies but they are invisible to the player and only reveal themselves after they attack. They have a fast moving speed but can be avoided by listening to the special sound they make.

The snipers:

The snipers have the longest range out of all the ranged enemies they have a slow moving speed but have a special roll move that quickly moves them away from harm. They also have a slower rate of fire.

The rhinos:

They are a fast moving melee enemy that upon first impact can stun the player.

The bandits:

The bandits spawn in groups and have a rifle with a fast rate of fire and a normal movement speed.

The heavy:

The heavies spawn only one at the time and they sit in in one place wiling a mini gun they have the fastest rate of fire.

The berserkers:

They have a normal movement speed a normal firing rate but they have the most spread because they wield a shotgun. They also spawn in groups.

The shield master:

The shield masters can only be damaged from behind they have a slow movement speed and can’t shoot but they are bigger then the rest of the enemies and will always try to defend other enemies.

The singer:

The singers have a fast movement speed and as long as they are spawned they will increase the firing rate of the other enemies. They can’t shoot.