# Enemy Design Concepts Master List

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| **Placeholder Name** | **Movement Style** | **Attack Style** | **Other Special Attributes** | **Estimated Difficulty** | **Purpose of Enemy** |
| *Melee Grunts* | Medium Speed, ‘home’ into player character | Melee Attack, Medium Damage, Medium Attack Speed | N/A | Easy | Used primarily in early stages of dungeons to teach players the core movement mechanics |
| *Explosive Grunts* | Slow Speed, ‘home’ into player character | Short-Ranged AOE Explosion, High Damage, Delay on Detonation | N/A | Easy | Used primarily as a curveball to throw at the player – player must temporarily focus on removal of this relatively easy enemy while other enemies are attacking |
| *Large Slime* | Starts with slow speed, gradually increases as it takes damage and is split off, ‘home’ into player character | Melee Attack, Starting at Hight Damage, gradually reducing as it takes damage and is split off | As previously alluded to, on taking damage splits into numerous smaller enemies | Medium/High  (Largely Dependant upon no of splitting phases) | A unique enemy forcing the player to spontaneously ‘think on their feet’, analyse their surroundings and react accordingly. The splitting mechanic forces players to make further considerations on when/where to attack. |
| *Snipers* | Stationary | Ranged Attack, Traces Player Character and snipes from range – is very heavily telegraphed with a large delay between shots | N/A | Medium | One of a very few select ranged enemies – precise linear movement is much harder with the reworked core mechanic, therefore any ranged attacks need to be heavily telegraphed and delayed |
| *Berserker* | Slow Speed, Medium when hit, ‘home’ into player character | Melee Attack, Medium Damage, High Damage when hit | As previously alluded to, on taking damage speeds up and deals more damage | Medium | A heavy class of enemy used frequently after the early stages of the game |
| *Ritualist* | Slow Speed, sticks behind other enemy classes | N/A | Deals no direct damage to the player and instead increases the attack and movement speed of other enemies | Easy | Used in mid/late stages to buff other enemies |
| *Rocket Launcher* | Slow Speed, sticks behind other enemies | Ranged Projectile – shoots rocket from range which slowly tracks the player character – projectile must be shot before impact, else it deals a large amount of damage | N/A | Medium | Used to force player to track missiles and distract them from other melee based enemies |