SpriteBatch, Texture, position, speed, origin,

Enemy Generator

1. Level
2. Random Y

Enemy

1. Type
2. Health
3. State
   1. Idle
   2. Move
   3. Attack
   4. Hurt
   5. Die
4. Speed
5. Size
6. Position
   1. X
   2. Y = LayerDepth

https://docs.godotengine.org/en/stable/tutorials/2d/2d\_movement.html

Enemy List

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Cute Wolf | Red Bat | Bold Samurai + Sword | HeroGuy | EnemyGuy | Soldier + Sword |
| Idle  Run  Attack  Hurt  Die | Logo  Description automatically generated  Idle  Walk  Attack  Hurt  Die | A person holding a knife  Description automatically generated with medium confidence  Idle  Run  Attack  Hurt  Die | Logo  Description automatically generated  Idle  Run  Slash  Hurt  Die | A picture containing logo  Description automatically generated  Idle  Walk  Attack  Hurt  Die | A picture containing text, helmet  Description automatically generated  Idle  Run  Attack  Hurt  Die |
| Cute Zombie1 | Cute Zombie | Powerful Knight 1 | Powerful Knight 2 | Powerful Knight 3 | Orcs 1 |
| Shape  Description automatically generated  Idle  Walk  Attack  Hurt  Die | A picture containing vector graphics  Description automatically generated  Idle  Walk  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | A picture containing toy  Description automatically generated  Idle  Walk  Run  Attack  Hurt  Die |
| Orcs 2 | Orcs 3 | Troll 1 | Troll 2 | Troll 3 |  |
| Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die | Idle  Walk  Run  Attack  Hurt  Die |  |