

List of possible enemy types and environmental feature to add

### Threat System

- Normal Enemies: Prioritize players closest to enemy
- Boss Enemy:
  - Ideas:
    - Prioritize player that does most damage with degenerating threat level as time goes
    - Randomly target player
    - Give player moves threat properties

## Boss Ideas

Boss	Description	Implementation Status
Steampunk Snake	<p><b>Character/fight Design:</b></p> <ul style="list-style-type: none"><li>- Giant metal snake with various burns on its body to show how old it is</li><li>- Glowing red eyes (particle effects Carl?)</li></ul> <p><b>Fight Arena:</b></p> <ul style="list-style-type: none"><li>- Players fight on the snake's body as a ground which is gently moving up and down</li><li>- Platforms are in the air to allow players to get up to hit the snake's head</li><li>- Snake's upper body/head are on the side of the screen sending attacks to the player</li></ul> <p><b>Attacks:</b></p> <ul style="list-style-type: none"><li>- Venom spray occasionally that will melt platforms, making them unusable until they respawn</li><li>- Possible machine gun that retracts from its body</li><li>- Slam / Lunge attack</li><li>- Eye lasers?</li></ul>	Incomplete
Wizard	<p><b>Character/fight Design:</b></p> <ul style="list-style-type: none"><li>-Not much bigger than players</li><li>-Very dark-themed (dark colors, low light, black shroud, etc)</li><li>-Big hat</li><li>-Occasionally forcibly changes target (doesn't just attack the closest person every time)</li></ul>	

	<p><b>Fight Arena:</b></p> <ul style="list-style-type: none"> <li>-Relatively flat</li> <li>-More focus on the fight than platforming</li> <li>-Either completely flat (like most megaman boss stages) or few platforms (not sure what the point would be)</li> </ul> <p><b>Attacks:</b></p> <p>Lightning attack:</p> <ul style="list-style-type: none"> <li>-Summons a cloud above a player or at a location, which calls down lightning shortly after (~1s)</li> <li>-Makes players need to move around more</li> <li>-Heavy damage if it lands</li> <li>-Like pikachu in smash</li> <li>-Does more of this below 50(?)% hp</li> </ul> <p>Needs some sort of basic attack</p> <ul style="list-style-type: none"> <li>-Relatively low damage</li> <li>-Relatively low range</li> <li>-Fairly hard to dodge</li> <li>-Possibly fireballs, but that's really boring</li> </ul> <p>Summon minions:</p> <ul style="list-style-type: none"> <li>-Occasionally summons a couple minions at different places on the stage</li> <li>-</li> </ul> <p>Forcibly teleport a player</p> <ul style="list-style-type: none"> <li>-Rips open a dark portal at the position of the player furthest from the wizard and teleports them to the wizard</li> </ul>	

## Hub Activities

Activity	Description	Implementation Status
Shop	Place for players to buy various equipment that may	Incomplete

	affect stats and moveset	
Player Join	Players can join during exploration of hub map (possibly during side-scroll mode as well)	Incomplete
Follow the Leader	Joined player either has a character follow or "join with" leader/Player 1 character during hub exploration	Incomplete
Control Character	Each player controls their own hub character	Complete

## Enemy Movesets and Behaviors

- Movement based moves
- Attack moves

Move	Description	Implementation Status
Teleporting	Teleport to points in the viewable map or within a certain range around the enemy	Incomplete
Charge	Charge towards target	Incomplete
Fly	Fly across screen above ground level	Incomplete
Phase through wall	Unaffected by wall colliders	Incomplete
Shoot	Shoot ranged projectile towards player	Complete
Spike from ground	Spike appears from ground below player's feet. Player may move at last second to avoid. Make shadow/disturbed ground effect to indicate where the spike will appear	Incomplete
Target Reticle magic	Target will appear on screen and follow player until x amount of time when enemy attacks or when enemy	Incomplete

	is hit	
Meteor/Raining spikes	Attack which is telegraphed by having hovering effect in air that comes down to the ground	Incomplete
Explode	Enemy explodes itself, dealing major damage to players surrounding it and killing itself	Incomplete
Stun Player	Cause player to enter stunned state	Incomplete
Slow Player Down		Incomplete
Poison		Incomplete

Behavior	Description	Implementation Status
Run/Teleport Away	Runs away from players to a certain x distance. When to do: <ul style="list-style-type: none"> <li>• When enemy health is low</li> <li>• If enemy is ranged</li> <li>• If enemy is evasive type that hits and runs</li> </ul>	Incomplete
Temporary Ignore Stun	Enemy that was previously stunnable becomes un-stunnable for a x duration amount of time	Complete
Pursue	Pursues player once alerted of player presence	Complete
Wall bounce	Bounces to and off wall	Incomplete
Stuck to on something	It's like a piranha plant but deadlier	Incomplete
Bullet Deflector	It deflects bullets boi	Incomplete
Bumpers	They push you around like a bunch of bullies	Incomplete
Stick to walls	It's like a white blob on a wall	Incomplete
Breaks apart into smaller units	Large unit spawns little units upon death	Incomplete

Grower	It grows like that thing	Incomplete
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Properties	Description
Health	Amount of damage enemy can take before death
Stun resistance	Ability to resist stun effects. Ability to be stunned can be toggled on and off

Enemy	Description	Implementation Status
Basic Melee	Runs towards player and attacks at close range	Partial
Basic Range	Runs to shooting range and shoots player	Partial
Basic Melee Flying	Flies above players and comes down	Partial
Swarmers	It's like ants but many (Imma post a link hold the phone)	Partial
You are the enemy	Little do you know	
Tank	Un-stunnable while in siege mode. Shoots projectiles in an arc. Will un-siege if out of range to move closer and attack	Incomplete

## Environmental Features

Feature	Description	Implementation Status
Moving squish blocks	Groups of blocks that move from origin to destination that may squish players passing by. May eventually add screen shake	Partial
Rigged Statue	Statue with weapon that appears as a part of the	Incomplete

	background, telegraphs move before dropping down weapon to attack passing players	
Rotating Platforms	It's like a ferris wheel but glowing	Incomplete
Exploding Platforms	After jumping onto them, countdown to explode	Incomplete
Floating Platforms	Some type of balloon like flatform when you jump onto them they're velocity upward slow down	Incomplete
Destructible blocks	Blocks that can be destroyed by players	Partial