Enemy Behaviors

# Wolf:

-closes to just outside melee range and circles the player.

-lunges in at random intervals.

-retreats when hit or after attacking.

-attack is aborted if the wolf is hit.

# Walker:

-closes to melee range and attacks.

-keeps attacking until death.

-attack is aborted if hit by heavy attack (combo 3 or 4 or heavy pistol hit).

# Suicider:

-Moves towards player in individual steps with small pauses between each step.

-Stops momentarily at player and then detonates.

-Detonation is only interrupted by death, not being hit.

# Boar:

-If at range, charges the player.

-If at melee, attacks.

-Cool down shared between both attacks.

-Will not move to melee without charging, but will allow player to close the distance.

# Bear:

-Will move towards the player and randomly use swipes and bites.

-Attacks are not interruptible.

-Will occasionally stop to roar, giving the player a chance to use ranged attacks.