Eileen

Once I fully figure out what I want my veggie enemies to look/act like, I’ll make better concept drawings. What you see now are just some little ideas.

Explanation of enemy characteristics:

Aggro: Yes means enemy will attack Meatball on sight;   
Nomeans enemy will not attack Meatball until hit by him first

Idle xx: description of enemy in its idle state, before noticing Meatball

Function xx: description of enemy while it’s attacking Meatball

*Broccoli* isa fighter. Looks angry.

Aggro: Yes

Idle 01:

Function 01: 3 [branches], throw at Meatball

Function 02: 0 [branches], follow and try to punch Meatball

*Mushroom* is a daydreamer. Looks like it’s in a trance.

Aggro: No

Idle 01:

Function 01: 1 [cap], throw at Meatball

Function 02: 0 [cap], resume daydreaming