Enemy Stats

Tier 1 Enemies – Easy

Each enemy has a different attack style so there are a variety of enemies. This is so that the player will have to learn the attack styles of enemies as they go through the game.

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| Enemy Shooter Subtypes | Attack | Day | Night |
| Enemy with a gun | Bullet attack with a gun | During the day time there should be less enemies around the map. So, the level generator will have to choose which enemies to pair together during the day. | At night, enemies increase as player character is now on survival mode. |
| Axe thrower | Boomerang axes |
| Missile shooter | Targets player at a distance with crosshair |
| Swordsman | Throws mini swords at player |
| Rookie Wizards | Throws particle effect bullets |

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| --- | --- | --- | --- |
| Enemy Melee Subtypes | Attack | Day | Night |
| Puncher | Punches player |  |  |
| Kicker | Kicks player |
| Long swordsman/ machete dude | Swipes player |
| Axeman | Has 2 axes – can either spin for 2-3 secs and player character can only kill them when |
| Chainsaw dude | Swipes the player in front of them slower than the swordsman |

* We must think about how we introduce our enemies. Whether or not they will have to be introduced the way Mario levels do them or where they are chucked into the level where enemy waves get larger but in no order e.g. Crypt of the Necro dancer
* Some enemies in future levels should be introduced at a safe distance as this enemy has a die attack meaning that they will attack the player as normal but when killed, they will strike the player character one more time before they perish.

Both things will have further discussion in our meetings as play testing and more progression in the game is needed.

Boss fights

There will be a variety of boss fights throughout the game. This is still under discussion as to our first boss and how we will go about it.

Examples of games we are drawing from:

Cuphead

* The boss fight can have timed layer attacks along with the fight itself, keeping the player character on their feet and concentrated
* Boss fights that have sub-bosses which are easier to defeat but must be defeated before defeating the real boss.

Binding of Isaac

* Boxed in boss fights
* Turns a little bit bullet hell-ish
* Bosses with different characteristics e.g. killing a boss may mean it splits in two or more, or enemies that can only be killed by countering one of their attacks

Nuclear Throne and Crypt of the Necro dancer

* In level sub bosses which aren’t as difficult as the actual boss fights.