

Mini boss #1 behavior

Should be pretty easy to beat, classic 8 hit points are enough (even tho this isn't normal boss, but mini boss, which have 3 hit points).

Boss should be quite quick. Boss has only 1 phase, no more, but variety of attacks.

Boss will be able to fly, because of plot reasons; (Agate Heights are riddled with magnetite), but his movement patterns won't be just simply going around. He will stay for second in middle, because all "magnetical" forces pulls him that way, but thanks to his magnets he is able to manipulate it bit, so he should be able go to borders of the level, where he should be "safe" for second, when he will perform his primary attack, but after he perform it, he goes to his original position.

(So technically 2 waypoints you would needed to create)



its primary attack would be manipulation from vanilla game spikes with its magnets, in some sort of way. It would made celling spikes to jump into ground level to hit player, with safe place in middle



If player or players manage to stay under boss for longer than few tics, he will perform quickly same attack as you may see in Spring Yard Zone's boss does. But he gets stuck in *ground* for limited time being. This is time where players can strike, but if boss goes to water around boss arena, boss gets damage and returns into original position. To not make it just as simple, he would shoot from his cannon spikes or if you feel like to you can even buzzes, because why not :D But he wouldn't have any stunt or by doom referred to as pain frames, so his logic would go non-stop. Invulnerability frames shouldn't last long, so you would be able to give him around 2 hits.



Boss would end with end sign drop and small earth quake.

If you get some kind of idea how to make it better or more fitting to whole design sure you can edit out this document or if you needed you can even change up boss arena if you desire.

Anyway I don't want pushover like emerald hill boss lol, neither I want time sink as egg Excalibur from Castle Eggman Zone.