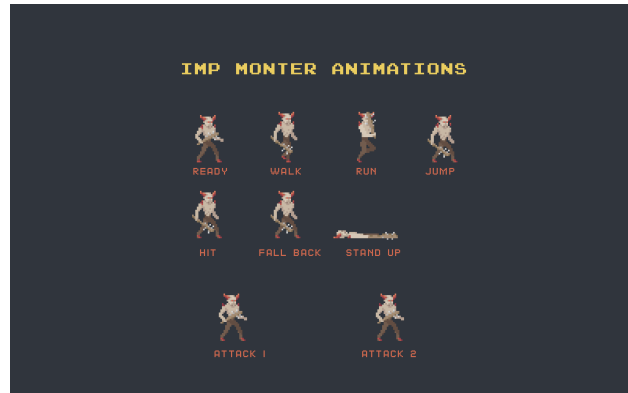


Goomba/Imp: Basic low level enemy

Movement: Walks forward, hits a wall, turns around, repeat

Attack: Swings when coming into contact with player, **instant kill**

Killed by: falling boxes, lasers, Fire balls all in one shot



Magic Turret: Magically enhanced turret

Attack: Periodically shoots fireball in one direction only (straight vertically or horizontally)

- One it kill
- Fireballs can travel through portals and kill other enemies

Movement: Attached to wall and does not move

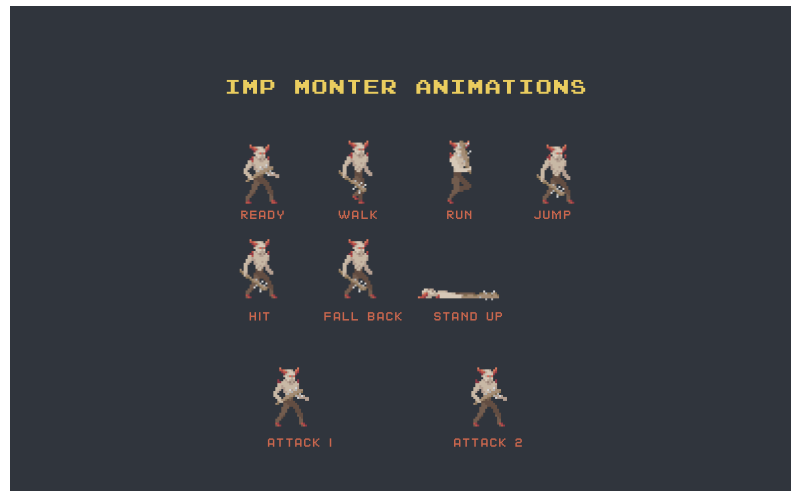
Killed By: Nothing

Charger/Axedemon: Stronger, more advanced Unit

Movement: Walks forward, hits a wall, turns around, repeat

Attack: If it spots you (you stand in front of him) he will charge at you until he hits you or a wall

Killed By: falling boxes, lasers, Fire balls all in one shot



WeakEnemy Pseudo Code:

```
Void boolean ifHitWall() {
    Create Ray in direction of movement starting from middle of enemy;
    Get closest RayHit;
    If (closest RayHit is less the thickness of enemy){
        Return True;
    }
}

Operator function{
    If (ifHitWall){
        Speed *= -1;
    }
    Enemy speed = speed;
}
```