MP2 Design Document

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Goal: Collect all 10 collectibles scattered around the island

Enemies:

Making contact with an enemy's body will damage the player, interrupt them and knock them back a significant amount. Making contact with their head will destroy the enemy.

Pursuer
- Have a looping patrol path that it follows
- Run at the player when they get within a moderate distance of each other, and they have line of sight with each other
- Within reason, return to its patrol path if the player gets too far away
- Takes 1.5 seconds to lost interest

Mortar
- Shoots projectiles in random directions in a cone above its head when the player is in range, the projectiles travel in an arc
- On collision with projectile, it will damage the player, interrupt them and knock them back a small amount

Poison Aura
- Has a spherical area around them that will damage the player and interrupt them
- Has a roaming patrol path, does not chase the player
- This is to discourage the player from lingering too long in certain areas

Notes on the map:
- Added segments tall walls to discourage flying over everything
- The walls form small spaces that limit movement
- The roaming enemies, pursuers and poison auras, roam small 'hallways' formed by these walls so players need to be fast to get around them.
- They are also placed close to each other for more difficulty

- Position of mortars behind walls may block some projectiles, but make it more difficult to predict when they come near you