*Character Information*

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| Character | Abilities | How to defeat |
| Bird | * Egg begins hatching process when triggered (either by the player being in range or at specified points in the level) * When hatched it becomes a bird which does not move * Shoots projectiles from its mouth * Deals damage over time | * Egg acts as a shield – so the bird will have two health bars which need to be defeated * Egg shell has very high health * Once the egg shell is defeated it shows cracks * When the birds shield is damaged the bird has low health and can easily be defeated * Can be damaged through all attack types |
| Bun | * Bun is sleeping until triggered (either by the player being in range or at specified points in the level) * Deals very large damage if player caught in blast radius * Bun walks up to player * Once bun has stopped walking fire is lit and it explodes * Can only walk vertically | * Biggest weakness is fire – fire deals large damage * Few seconds until it explodes when triggered |
| Carrot | * Only the leaves show until the carrot is triggered (either by the player being in range or at specified points in the level) * Raises out of the ground * Does not move horizontally but is able to move in and out of the ground * Shoots projectiles out its mouth * Immune to water attacks | * Falls horizontal when defeated * Weak to all attacks apart from water * Not able to be attacked when in the ground |
| Ghost | * Can disappear and teleport to another position on the screen * Slowly goes transparent before teleporting to another position * Moves in all directions * Deals damage on touch | * When defeated fades away until transparent * Can be defeated through melee and ranged weapons * Immune to fire/water attacks |
| Mini General | * Boss * Has less health than General * Shoots 3 bullet projectiles from pistol which deal a lot of damage * Unable to see so shoots in same direction | * Can defeat through powerups and normal attacks * Being jumped on deals no damage to Mini General * Hat comes off when defeated the first time * When first ‘defeated’ its health goes back up and player must defeat again |
| General | * Mini General’s sibling * Boss * Has more health than the mini General * Deals damage by punching the player * Punching the player deals a lot of damage | * Can be defeated through powerups and normal attacks * Jumping on the general deals no damage |