**Waveracer**

* Spawns on the edge of the map boundaries
* Moves from one wall to another in a straight line (vertically or horizontally, depending on where it spawned)
* Slowly fires bullets out of either side of it as it moves

**Interceptor**

* Spawn anywhere
* Fire bullets sporadically at Dex
* Won’t get too close to Dex, staying out of a certain radius of him

**Pinwheel**

* Spawns anywhere
* Stays stationary
* Fires from all sides at 90 degrees, then diagonally, repeating the pattern