

Movement:

Enemies remain stationary until the player enters within the specified radius. Once the player enters this radius, the enemy will follow the player until they reach their stopping distance. For melee enemies, this is 0, and they continuously follow and attack the player. For ranged enemies, they reach their stopping distance and then start shooting at the player. All ranged enemies have homing missiles.

Attack:

Melee enemies attack by colliding with the player. They stay in that collision until the player escapes, and do damage every few seconds.

Ranged enemies attack by shooting at the player. Bullets are spawned approximately facing the player, and then follow the player until they either collide with the player, or with another object, or fly for a few seconds, at which point they disappear. Collisions with other enemies are ignored, and colliding with the player causes them to lose health.

Health:

Basic enemies recover health at a rate of 5 HP every 2 seconds. The boss does not recover HP, as it is rather difficult to beat already. Once a basic enemy dies, it drops a coin. When the boss dies, it ends the game.

Enemies:

Slime: A basic melee enemy with a detection radius of 16



HP: 20

Attack: 10

Movement Speed: 2

Score: 10

Little Wizard: A basic ranged enemy with a detection radius of 20 and a stopping distance of 8



HP: 10

Attack: 10

Movement Speed: 5

Score: 20

Fire Cooldown: 1

Boss: A ranged enemy with a detection radius of 20 and a stopping distance of 10



HP: 100

Attack: 20

Movement Speed: 4

Score: 500

Fire Cooldown: 0.5