**Enemy Game Stat**

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| --- | --- | --- | --- | --- | --- |
| **Name** | **Max Health** | **Strength** | **Accuracy** | **Walk Speed** | **Loot** |
| Snapping Turtle | 10 | 2 | 50% | 5 | 2-8 grains |
| Eagle | 25 | 5 | 25% | 25 | 8-16 grains  Omega 3 Fish Oil (10%) |
| Fox | 20 | 4 | 60% | 20 | 6-16 grains  Omega 3 Fish Oil (10%) |
| Crocodile | 40 | 6 | 60% | 10 | 8-20 grains  Healing Berry (20%) |

**Player Stats**

**Max Health:** 10 (+5 from each duck nip)

**Speed:** 15 (+5 per Omega 3 Fish Oil - max 3 at any given time)

**Strength:** 2 (+1 from each duck nip)

**Accuracy:** 80% \*perhaps different accuracy for different moves?

**Movements**

* Snapping Turtle - always walks in a random direction for a random time period between 1-10 seconds, doesn’t stop very often
* Eagle - flies quickly back and forth above the player, drops bird poop, and swoops down to peck
* Fox - sprints after player if nearby, stops often
* Crocodile - always follows the player