Enemy design document

Contents

[Attack types 2](#_Toc147752226)

[Basic attack 2](#_Toc147752227)

[Area of Effect (AoE) 2](#_Toc147752228)

[Buff 2](#_Toc147752229)

[Enemy types 3](#_Toc147752230)

[Basic enemy 3](#_Toc147752231)

[Caster enemy 4](#_Toc147752232)

[Speed shaman 5](#_Toc147752233)

# Attack types

## Basic attack

All enemies have a basic attack. When they get within melee range of the player, they will fire off a basic attack in their direction after a windup time of 0.2s. If this hits the player, they take damage equal to the enemy tier.

## Area of Effect (AoE)

Some enemies have an attack that does damage in an area. These attacks are never instant but display a clear area where the damage is going to be dealt.

## Buff

Some enemies can buff other enemies.

# Enemy types

## Basic enemy



Movement speed: 2-4

Attack: none/basic

Attack CD: none

Damage: n/a

Health: 12

**Description**

The basic enemy tries to get close to the player and use the standard attack to damage them.

## Caster enemy

[sprite]

Movement: 1-3

Attack: Slow laser AoE

Attack CD: 5s

Damage: 3

## Speed shaman

[sprite]

Movement: 1-3

Attack: buffs other enemy speed +2 for 5s

Attack CD: 5s

Damage: n/a

More interesting enemy ideas

Arcane mage: when come close do arcane bomba

Reksai enemy: will burrow to you and do aoe

Fire mage: will put smol flame wall

Lancer enemy: will do melee full frontal stab