Enemy design document

# 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.

# 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