

Enemy Type:

### The Lurker

**Description:** The Lurker is a humanoid figure, thin and elongated, that thrives in the darkness, almost invisible in shadows. It has heightened sensitivity to light and sound, which it uses to hunt the player.

#### Light Sensitivity:

- The Lurker hides in shadows and only moves through dark areas.
- It avoids brightly lit areas but will rush the player if they are in a dimly lit or flickering light zone.

#### Sound Detection:

- The Lurker reacts to player-generated sounds (e.g., footsteps, gunshots, or interacting with the environment).
- If the player fires a shot or makes noise, the Lurker locks onto their last known location and quickly investigates, breaking its stealth for speed.
- In complete silence, the Lurker pauses, listening for movement.

#### Weakness and Killing Mechanism:

The Lurker is stunned if the player throws a light source (such as a flare) into its path. It flinches and stops moving momentarily, giving the player time to line up a shot. It cannot be killed while hidden in the dark, forcing the player to use light sources to reveal it.

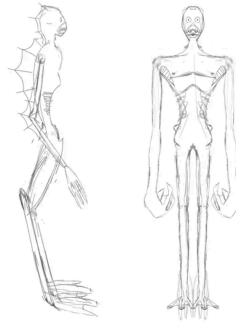
#### Tactical Consideration:

- The player must manage the environment's light sources carefully, using them to control where the Lurker can move.
- The player can lure the Lurker into specific areas with sound, then use light to force it out of hiding and take the shot.
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#### Surrounding Level Design (Semi-Labyrinth map with lots of flickering corners)

- The level could be a series of interconnected rooms and corridors with flickering or malfunctioning lights.
- Dark corners and shadowy passages are scattered throughout, providing hiding spots for the Lurker.
- There could be light switches or portable light sources that the player can use strategically to draw the Lurker out.

Inspirations / character design:



## The Echo

**Description:** The Echo is a creature that mimics the sounds around it, creating confusion for the player. It has no visual form until it gets close, appearing as a blurry, indistinct figure that constantly shifts and distorts. It uses sound to lure, confuse, and mislead the player.

### Sound Mimicry:

- The Echo can mimic any sound it has heard, including the player's footsteps, gunshots, or environmental sounds like doors opening. It uses this ability to throw the player off by making it sound like the enemy is coming from different directions.
- If the player shoots, the Echo may imitate the sound from a different direction, creating a false sense of threat.

Distorted figure, appearing to “ripple” as if made of sound waves.

The Echo only becomes aggressive when it is near the player. The ripples move quicker and character looks more distorted as player is nearby

### Disruption Vulnerability:

- The Echo is vulnerable to loud, continuous noise. If the player creates a sustained noise (e.g., by activating a machinery or an alarm), the Echo's form becomes visible and disoriented, giving the player time to kill it.
- The player can also use environmental sounds, such as loud crashes or breaking objects, to momentarily force the Echo to reveal itself.

### Surrounding Level Design:

Rooms with reverberating acoustics and small, tight corridors that amplify sound create opportunities for the Echo to play with auditory perception.

The player can find and activate sound-based environmental elements (alarms, loudspeakers) to temporarily expose or distract the Echo.

This enemy type plays heavily on sound, creating a psychological battle where the player has to outthink and outmaneuver the Echo by listening carefully and managing the sound environment.

Inspirations / character design Takes up a more physical form when near the player (doesn't have to be a human physical form can be more creature-like).



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