Enemy AI Behaviour

Obstacles spawn every 5 seconds, at random choose one of the three available obstacles if there isn’t 5 already active obstacles in the arena.

Spear

* Starts following Belp before locking on after 1.5 seconds. Then shooting forward in a straight line to the location it locked on at.
* Hitbox is situated at the tip and blades of the spear, but the back handle is non-hostile.
* If avoided, will just continue on and disappear into the opposite side of the arena.
* Fastest enemy

Sword

* Spins rapidly on a fulcrum (the centre of the sword)
* Follows Belp immediately but will switch to Plebs if they get too close
* Has momentum so will take time to arc back into trajectory if avoided
* Spins off into side of the arena after 3.5 seconds of following Belp or Plebs
* Hitboxes is a circle around the base of the sword, the diameter of the circle being the length of the sword
* Second slowest enemy

Spike Wall

* Moves in a straight line either vertically or horizontally
* May spawn as clumps (Side by side while cascading with a short delay in between them)
* Does not follow any of the characters
* Hitboxes are on the spikes only, sides are non-hostile
* Moves the slowest