Example:

Name: Monster's name

Type: Monster/EliteMonster/StageBoss

Location: Appear location

Description:

Behavior:

Phase1:

Melee: description

[trigger if any, priority from low to high]

(implementation)

way to dodge

Range:

Phase2:

Melee:

Range:

Phase3:

Melee:

Range:

Respawnable: True/False

Drop: Dropping Items

**Name:** Captus

**Type:** StageBoss

**Location:** Stage1

**Size:** large (screen height, on the left/right most side of the screen)

**Description:** An angry cactus monster wearing a cap/cowboy hat. The first stage boss. Use its arms and thorns to attack any offending enemies.

**Behavior:**

Phase 1:

Melee: smash in front of it after a brief pose.

[player is in melee range, brief break after each smash]

(damage collider swipe in the front)

walk away the area

Range: poke with spike quickly, following and show a fix straight line from it.

[player is not in melee range, brief break between each shot]

(create straight line from itself to player, damage collider travel by the line)

jump to dodge or attack to break the spike

Phase 2: when health below 40%

Melee: smash in front of it after a brief pose and create a travelling wave frontward.

[player is in melee range; once after every 3 range, brief break after each smash]

(damage collider swipe in the front, damage collider travels frontward)

walk away the area and jump to dodge

Range 1: poke with 3 spikes quickly, following and show a fix straight line starting from itself.

[player is not in melee range, brief break between each shot, randomly do range 1 or 2]

(create straight line from itself to player, damage collider travel by the line)

jump to dodge or attack to break the spike

Range 2: poke with 3 spikes quickly, but 3 separate straight ways created randomly aiming the player.

[player is not in melee range, brief break between each shot, randomly do range 1 or 2]

(create 3 straight line from itself to player, damage collider travel by the line)

jump to dodge or attack to break the spike

**Respawnable:** False

**Drop:** ammo seeds, pistol seeds (unique)

**Reference:** Cactuar from Final Fantasy

2.

**Name:** Ancient Golem

**Type:** EliteMonster

**Location:** End of tutorial

**Description:** simple classic golem holding a stone shield toward player. Prevent damage on shield(so shield have collider with no damage trigger) no damage on body collusion.

**Behavior:**

Phase1:

Melee: smash in the front.

[player in front]

(damage collider in close front)

Walk away

Range: shield dash-holding shield and run to player in one parallel direction.

[player in distance]

(damage collider on the shield and move the monster)

Double jump to dodge

Phase2: when health below 60%; change direction more frequently

Melee: angrily smash the close area after a brief pose

[player in close range]

(damage collider in close range, both front and back)

Walk away

**Respawnable:** False

**Drop:** health potion seeds