

# SPECIAL ENEMIES

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## Guide

- Health - Amount of hit points an enemy has.
  - Speed - How fast the enemy moves relative to the player's base speed.
  - Melee Attack - What kind of melee attack does the enemy have.
    - Most common type is Touch, meaning the enemy deals damage to the player when the player comes in contact with the enemy itself.
  - Melee Damage - How much damage the enemy's melee attack deals to the player.
  - Range Attack - What kind of ranged attack does the enemy have.
  - Range Damage - How much damage the enemy's ranged attack deals to the player.
  - Extra Abilities - Abilities the enemy possesses that other enemy types do not.
  - Behavior - How the enemy acts in combat.
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## Sniper

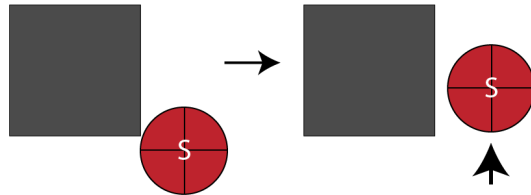
- Health: 5
- Speed: Slow
- Melee Attack: Touch
  - Damage: 1
- Range Attack: Single shot, high speed bullet with slow rate of fire.
  - Damage: 2
- Extra Abilities:
  - None
- Behavior:
  - Shoots towards the player, taking cover between shots.

A ranged attack unit that keeps their distance from the player, relying on their long range sniper attack to damage the player. Their ranged attack fires a single, high speed projectile that deals two points of damage to the player. However, the rate of fire is extremely slow, as the sniper needs to "reload" between shots. As the sniper reloads, they duck behind cover, getting out of the player's line of sight. The sniper sticks to the cover they first come across until the player moves over to the side of the cover where the sniper is. When this happens, the sniper will fire first, and then move to seek a different place for cover before reloading.

# SNIPER

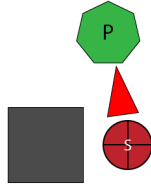


The Sniper is a ranged enemy that fires a high speed projectile that does double the normal damage of other enemies' ranged attacks.



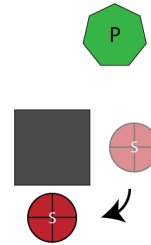
Between shots, the sniper moves behind cover in order to reload their weapon. This takes a short period of time.

If the player moves around the Sniper's cover so that the Sniper is exposed to the player...



...the Sniper will first shoot at the player.

After the Sniper shoots, they then move to a different position that allows them to take cover from the player.



After taking new cover, the Sniper begins to reload their weapon.

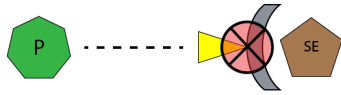
## Shield

- Health: 10
- Speed: Slow
- Melee Attack: Touch
  - Damage: 1
- Range Attack: N/A
- Extra Abilities:
  - Shield that protects the enemy from all attacks on one side. (E.g. if the shield is on the unit's left, any damage coming from that direction will not hurt the enemy.)
  - Enemy can be damaged from any other direction the shield is not facing.
  - Can turn with the shield, however turning speed is significantly slower compared to other units.
- Behavior: Moves slowly towards the player, never taking cover.

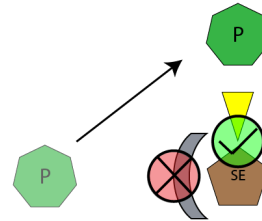
A heavily armored enemy that possesses a shield protecting them from damage coming from the direction they are facing. The enemy is fully confident in the strength of their armor and shield, so they do not take advantage of cover at all, choosing to slowly move towards the player and attack via touch. However, the extra armor greatly encumbers

them, so they cannot turn as fast as other enemies. This allows the player to move around them, circumventing the enemy's shield and attacking their back directly.

### SHIELD ENEMY

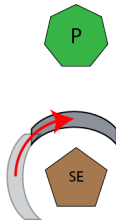


The shield enemy is a special enemy unit that possesses a shield that blocks all attacks from one direction.



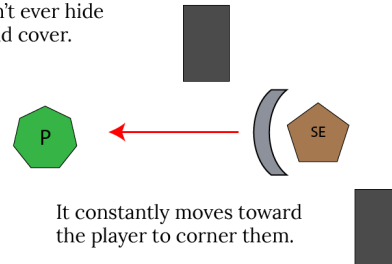
The player can circumvent this shield by moving around the shield enemy to a direction where the shield enemy does not have their shield protecting them.

The shield enemy CAN rotate their shield to whatever direction the player is, however the rotation speed is very slow, giving the player a window to attack.



The rotation speed should let the shield enemy rotate their shield 90 degrees in about 1 or 2 seconds.

The shield enemy doesn't ever hide behind cover.



It constantly moves toward the player to corner them.

## Bomb Thrower

- Health: 5
- Speed: Medium
- Melee Attack: Touch
  - Damage: 1
- Range Attack: Thrown grenades that deal AoE damage.
  - Damage: 1
- Extra Abilities:
  - Can throw explosives that deal damage in an area of effect.
- Behavior: Similar to the Pistol Grunt enemy, but throws explosives when behind cover.

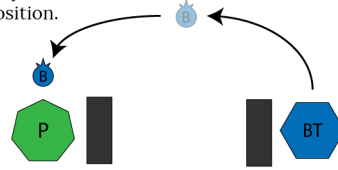
A more cautious variant of the Pistol Grunt, the Bomb Thrower throws explosives when behind cover in an attempt to pressure the player to move out of cover and into the open, where the Bomb Thrower will then lean out from behind cover and shoot at the player.

## BOMB THROWER



The Bomb Thrower is a Pistol Grunt with the additional ability to throw explosives toward the player to get them to move out of cover.

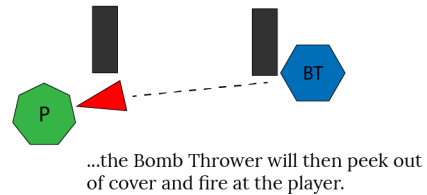
When the Bomb Thrower is behind cover, they will occasionally throw bombs that land near the player's position.



These bombs detonate roughly a second after touching the ground, causing a small AoE explosion that damages the player.



If the player moves out of cover in order to get away from the bomb, and if they're in the Bomb Thrower's line of sight...

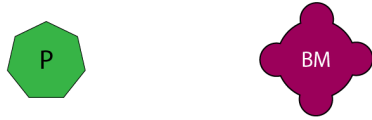


...the Bomb Thrower will then peek out of cover and fire at the player.

## Brood Mother

- Health: 7
- Speed: Slow
- Melee Attack: Touch
  - Damage: 1
- Range Attack: N/A
- Extra Abilities:
  - Spawns 3 melee units upon death, melee units only have 1 health each.
- Behavior: Slowly moves toward the player, not taking cover at all, pressuring the player to kill them and unleash the melee units, who will rush towards the player in an attempt to swarm them.

## BROOD MOTHER

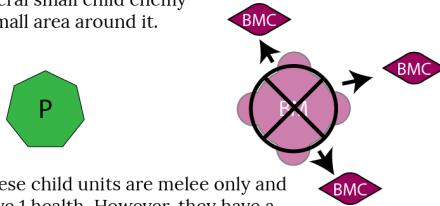


The Brood Mother is an enemy unit that spawns smaller enemy units upon death.

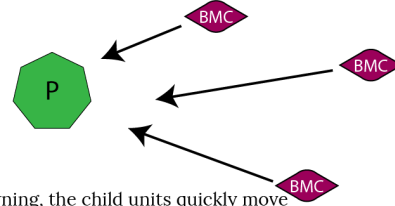


The Brood Mother constantly moves slowly towards the player, forcing the player to focus on killing them.

Upon death, the Brood Mother spawns several small child enemy units in a small area around it.



These child units are melee only and have 1 health. However, they have a fast movement speed.



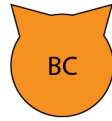
After spawning, the child units quickly move toward the player to swarm them.

## Bull Charger

- Health: 5
- Speed: Medium
- Melee Attack: Touch
  - Damage: 2
- Range Attack: N/A
- Extra Abilities:
  - Charges towards the player upon getting in line of sight.
- Behavior: Slowly moves out of cover until the Bull Charger gets in line of sight of the player, stops for a short period of time, then charges toward the player at a very fast speed.

A variant of the charger enemy, the Bull Charger is surprisingly the more intelligent of the two, deciding to reserve their energy until they have a direct line of sight of the player. Once they have a direct line of sight, they take a moment to ready themselves, and then they charge toward the player with reckless abandon, hoping to corner the player and bash into them.

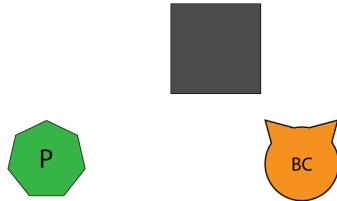
## BULL CHARGER



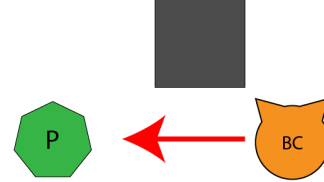
The Bull Charger enemy is a variant of the Charger enemy.



The Bull Charger enemy actively moves out of cover, trying to get a line of sight of the player.



Once the Bull Charger gets a line of sight, it pauses for a brief moment.



Then, the Bull Charger rushes forward towards the player at a very fast speed.

## Flanker

- Health: 3
- Speed: Slow
- Melee Attack: Touch
  - Damage: 1
- Range Attack: Single shot, Medium Speed, Medium Rate of Fire bullet.
  - Damage: 1
- Extra Abilities:
  - Teleports to random locations in the level.
- Behavior: Teleports to a position with a clear line of sight to the player. Once it teleports, it fires a projectile at the player. After firing, the enemy waits a short period of time before teleporting away from the player so it can take cover. After a short duration, the enemy then teleports again to a position with line of sight to the player and fires a projectile. The enemy repeats this cycle until defeated.

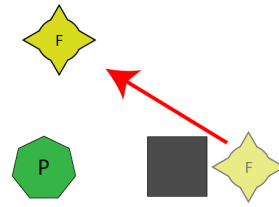
The Flanker is an enemy that makes as much use of their environment as possible. Instead of approaching the player, the Flanker tries to reposition themselves via teleporting around the level so they get a clear view of the player when they're behind cover. This teleporting ability comes at a cost, however, as the Flanker has significantly less health than the other units. This setback has them wholly dependent on their teleporting ability,

meaning they teleport back to a safe position after firing a shot at the player to protect themselves before firing off another shot.

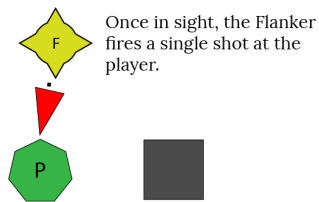
## FLANKER



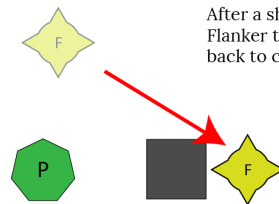
The Flanker enemy is a special enemy that can teleport anywhere in the level.



While in cover, the Flanker will quickly teleport to a position where it has direct line of sight of the player.



Once in sight, the Flanker fires a single shot at the player.



After a short pause, the Flanker then teleports back to cover.