

# ENEMY AI

## Skeletons:

These enemies are either stationary or roaming by default. Once the player breaches their "visual cone", they will begin to pursue. Skeletons deal damage in "lunge" attacks, meaning they will first attempt to square up to the player before moving forward very quickly to attack.

## Turrets:

These enemies are completely stationary at all times. Turrets will begin to "track" the player as he enters a large trigger zone. They will then track the player's position and velocity to lead their shots. Projectiles travel at a constant rate and explode on impact.

## Bats:

These enemies will roam the sky until the player enters their triggerzone. Once pursuing a player, the enemy will stay in the sky to perform swooping attacks at the player. Timing your swings will be key to defeating this foe.

# RYFT

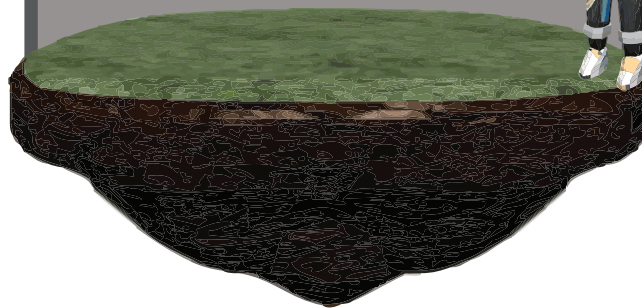
## TECHNICAL

### Sword:

- Melee assessed within trigger zone
- Ranged assessed on impact
- Holding throw throws farther

### Gravity:

- Hold to attract
- Release to repulse
- Has an effect on player (when not holding), enemies, and some environment



## PUZZLES

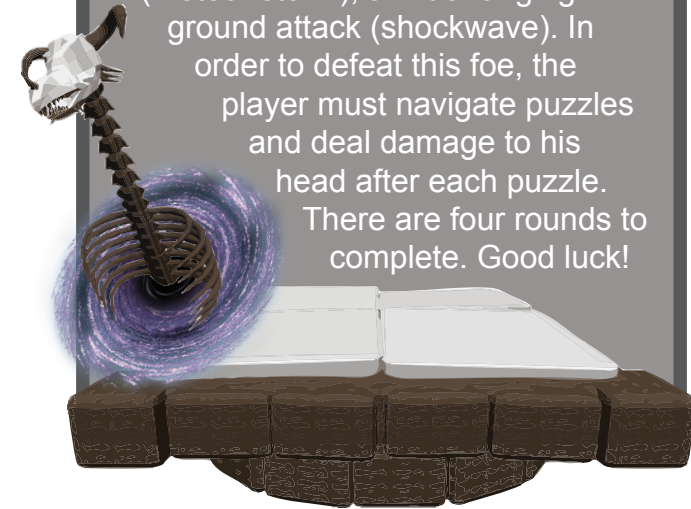
Throughout the game, players will encounter puzzles:

- Light patterns
- Teleporter sequences
- Mazes
- Timing
- Jumping/Platforming

# FINAL BOSS

## Final Boss:

The final boss has a myriad of attacks to throw at the player. The main attacks being a mass ranged attack (meteor storm), a wide ranging ground attack (shockwave). In order to defeat this foe, the player must navigate puzzles and deal damage to his head after each puzzle. There are four rounds to complete. Good luck!



## LEVEL DESIGN

Every level was made from scratch by the team. Our setting gave us freedom to play with orientation and round platforms. You can walk around any round surface!

