

Planetguard

Enemy Reference

Table of Contents

Introduction.....	3
Info Table.....	3
Air Enemies.....	4
Drone.....	4
Shielded Drone.....	4
Armored Drone.....	4
Alpha Drone.....	5
Hunter.....	5
Alpha Hunter.....	5
Ground Enemies.....	6
Crawler.....	6

Introduction

This document details all of the types of enemies that will be in Planetguard.

Specific values for stats will not be given. Instead more general values will be given as follows:

<i>None</i>
<i>Very Low</i>
<i>Low</i>
<i>Medium-Low</i>
<i>Medium</i>
<i>Medium-High</i>
<i>High</i>
<i>Very High</i>

Stats will likely be subject to change as needed for balancing.

Info Table

Each enemy will have a table with relevant information.

<i>Description</i>	A text description of the enemy for display in-game.
<i>Type</i>	Whether the enemy is an Air or Ground unit.
<i>Health</i>	How much health the enemy has.
<i>Shield</i>	The amount of Shields the enemy has.
<i>Armor</i>	The amount of Armor the enemy has.
<i>Damage</i>	How much damage the enemy generally deals.
<i>Speed</i>	How fast the enemy moves.
<i>Behavior</i>	How the enemy behaves (attack patterns, other AI quirks, etc.)
<i>Design Notes</i>	Any additional notes.

Air Enemies

Drone

<i>Description</i>	
<i>Type</i>	Air
<i>Health</i>	Medium-Low
<i>Damage</i>	Medium-Low
<i>Speed</i>	Medium-Low
<i>Behavior</i>	Mainly attacks structures and non-player units.

Shielded Drone

<i>Description</i>	
<i>Type</i>	Air
<i>Health</i>	Medium-Low
<i>Shields</i>	Medium-Low
<i>Damage</i>	Medium-Low
<i>Speed</i>	Medium-Low
<i>Behavior</i>	Mainly attacks structures and non-player units.

Armored Drone

<i>Description</i>	
<i>Type</i>	Air
<i>Health</i>	Medium-Low
<i>Armor</i>	Medium-Low
<i>Damage</i>	Medium-Low
<i>Speed</i>	Medium-Low
<i>Behavior</i>	Mainly attacks structures and non-player units.

Alpha Drone

<i>Description</i>	
<i>Type</i>	Air
<i>Health</i>	Medium-Low
<i>Shields</i>	Medium-Low
<i>Armor</i>	Medium-Low
<i>Damage</i>	Medium-Low
<i>Speed</i>	Medium-Low
<i>Behavior</i>	Mainly attacks structures and non-player units.

Hunter

<i>Description</i>	
<i>Type</i>	Air
<i>Health</i>	Medium
<i>Damage</i>	Medium
<i>Speed</i>	Medium-High
<i>Behavior</i>	Will actively pursue the player once aggro'd. Has high maneuverability.

Alpha Hunter

<i>Description</i>	
<i>Type</i>	Air
<i>Health</i>	Medium
<i>Shields</i>	Medium-Low
<i>Armor</i>	Medium-Low
<i>Damage</i>	Medium
<i>Speed</i>	Medium-High
<i>Behavior</i>	Will actively pursue the player once aggro'd. Has high maneuverability.

Ground Enemies

Crawler

<i>Description</i>	
<i>Type</i>	Ground
<i>Health</i>	High
<i>Armor</i>	High
<i>Damage</i>	High
<i>Speed</i>	Low
<i>Behavior</i>	Slowly moves across terrain, and can climb steep cliffs. Has highly damaging artillery-like weaponry.