

## Projectile Types

The various projectiles fired by enemies and the player. In general we would want the option to have the projectiles act differently depending on the enemy. For instance, explosions in proximity to players or hazards.



### **Bullets (!)**

The standard projectile type. Normal straight line and fast. Destroyed on collision. On rare occasions it will cause status effects like curse, fire or poisons.

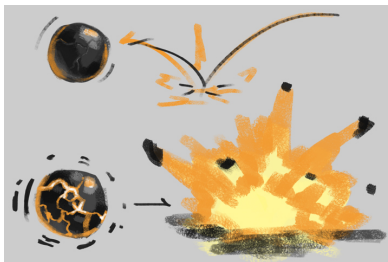


### **Tank Shells (!)**

Larger bullets which can be either impact or high explosive. Will need to have a visual difference between the two, impact and high explosive. Rare occasion to leave behind gases or residual magic.

### **Pressure wave shots (!)**

Higher velocity shells that have tails that can push players away.



### **Cannon Balls (!)**

These are more physics based where they would drop and bounce. Often can bounce off walls. Speed at which the cannonball is fired is determined by the stage designer's discretion. These projectiles could be more fun to mess with in platform situations. These balls should shake and explode when at the end of their lifetime. Aesthetically should be fired by in world older turrets and battletreads. Flintlock tank could potentially use this projectile type



### **Arcing (!)**

These would be your grenades for example and slower tossed items. This can include smaller arcing mortars as well.

### **Artillery (!?)**

Much like arcing but these arcs are so extreme in height they fly from the sky.

Initial firing I imagine is a gust of smoke from the mortar, rocket pod or cannon and then with time would fall from top of screen.

Depending on the "payload" these artillery attacks are explosive, poison, curse, etc. Possibly multiple at once. Same for normal arcing projectiles.



### **Laser beams/ rays of magic (!)**

Single strands of light casted from cannons or orbs, etc. These can come in a variety of short distance dissipating particles of light or a constant stream. These can be set in pattern or slowly aim toward the player for suppression and force them to run.

### ***Flood Laser / Giant Geyser of laser / Geyser Beam? (!?)***

The Niagara Falls of lasers. A gigantic stream of light meant to keep the player on the move. I imagine this one fired by a particular battletread with a slow turning turret and lots of magical based attacks.

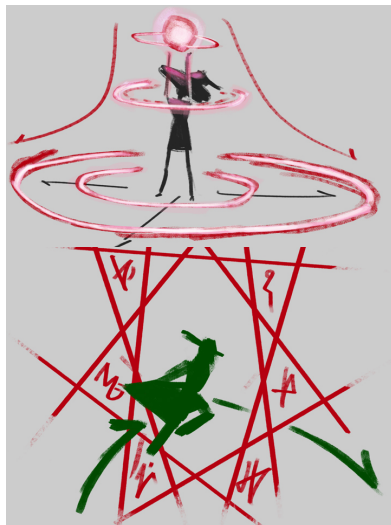


### **Magical Orbs (!)**

Best compared to bullet hell orbs. These flying projectiles can fly at any speed with any amount of patterns developed for corresponding enemies. These are meant for later in game enemies with more intense attacks and wild bullet patterns. These can fly in swirling motion, minor homing, splitting to more, starting slow and accelerates, the list can go on. It's Magical! Combine this with orbs exploding into lasers, we have ourselves an outrageous magical light show.

### ***Snake (!?)***

A type of magical projectile that has a tail. Can be multiple orbs in a conga line for example. Have the possibility of minor homing onto the player.

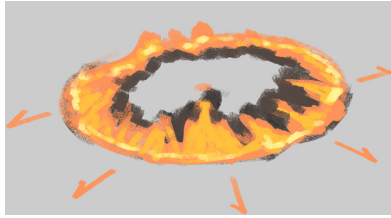


### **Rings (!)**

These magical and high forms of laser form rings which enlarge in diameter, best developed for jumping and dodging different heights.

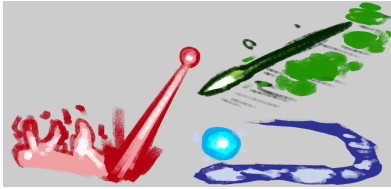
### ***Rings / hoops (!)***

Type of projectile that are literal hoops to jump through. Vertical rings with obstacles on its sides is one example.



### ***Fiery Rings (!?)***

More of a visual effects difference. Expanding rings of fire. These can be casted from powerful mages or erupt from incendiary explosives.



### **Trailing Hazards (!?)**

Take note we would like the option of projectiles leaving behind hazardous fire & poisons on occasion. These could be formed by lasers that shoot the floor for example.

### **Giant Orb**

A giant sphere of energy that is either used as a slow moving projectile, or pulsing expanding and contracting hazard.

### **Wide**

It's a wider projectile, like rings jump over if they're close to the ground. Possible option to make them tall, so players have to sidestep these... walls flying at them.