



**X-BOT BASIC ENEMY DESIGN  
DOCUMENTATION  
FOR ACTION MAN (2024) GAME**

**Enemy name:** X-Bot Basic soldier

**Enemy image:**



**Description:** A X-Bot Basic Enemy is a robot type built to operate within Dr X's robot army. Armed with a simple laser rifle, it is the weakest and most basic of Dr X's army with no other motives other than to serve its twisted master no matter the cost.

**List of required animations including**

- stand
- idle
- taunts
- attacks (melee)
- attacks (projectile)
- hit reactions
- death animations
- victory animations

**Movement patterns:** (add as many as necessary)

- Move 1 will be a strafing movement that will allow Dr X to move within 8 axis particularly for when he is utilising his Laser Rifle weapon.
- Move 2 will be a one track run/walk that will allow x to move forward and backwards as will as rotate and move left and right.

**Attack Descriptions:**

- Attack 1: will be a projectile based attack where the X-Bot will aim its weapon and fire several shots at the player.
- Attack 2: will be a melee based attack where if up close the X-Bot will hit the player with the butt of its weapon.

**Enemy is defeated by:** The X-Bot can easily be defeated with any acquired ranged weapon, even the starter Blaster Pistol. Shots to the head will do the most damage with head shots being instant kills with this enemy. The enemy can also be defeated by a barrage of hand to hand combos.

**Damage description:** Damage will be communicated visually through red sections that eat away at the Health bar until it disappears, signifying death. Sparks will appear on the enemy's body depending on which parts are hit by player attacks to visually show that the enemy is taking damage. Upon death, it will fall over and explode in an electrically charged explosion.

**Particle effects:** The X-Bot will require a red pulsating orb effect for the weapon charging feature the enemy's weapon will have.

**Projectiles:** The X-Bot's weapon will fire lasers which will require a cylindrical shape resembling a laser bolt covered in a red emissive material. It will also require a red pulsating orb effect for the weapon charging feature the enemy will have.

**HUD elements:** The X-Bot's health bar will be a red stylised bar that will show the enemy health that will visually appear above the enemy's head in the game space. The enemy will also display a STEALTH TAKE DOWN Icon that will appear behind the player if they are successful in getting behind the enemy without it noticing.

**Sound effects list:**

- laser blast
- explosion from self destruction

**Voice effects:** The X-Bot will have several voice lines where he would

- taunt the Player during the battle.
- state their allegiance to Dr X and how they serve him
- state how Action Man would fail in various ways stop Dr X

**Special requirements for player:** The Player can also be knockdown by the X-Bot if it melees him and he can be hit by a laser fire can hurt and damage the Player.

**Player reward:** If the enemy is defeated, it will drop a few Energy Clips that act as ammunition for most of the game's usable weaponry similar to bullet filled magazines.