



**DR X BOSS FIGHT DESIGN  
DOCUMENTATION  
FOR ACTION MAN (2024) GAME**

**Boss name: Dorian Exler AKA Dr X**

**boss image:**



**Description:** Dr X is a mad scientist that believes humankind is weak and flawed and believes the world should be genetically improved to perfection, with everything and everyone being ruled under him. He intends to take over the world and will not let anything get in his way...especially not Action Man.

**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 well as rotate and move left and right.

**Attack Descriptions:** (add as many as necessary)

- Attack 1: is a projectile attack where Dr X fires slow moving guided missiles from his shoulder cannon that slow track and fly towards the player
- Attack 2: is a projectile attack where Dr X pulls out a Laser Rifle and fires a few shots at the Player
- Attack 3: is a melee attack where Dr X pulls out an Energy Sword and takes a few swings at the Player if he is close enough.
- Attack 4: is a throw able attack where Dr X throws out grenades that expel an electrical pulse that can damage the Player if they are caught in the radius.

**Boss is defeated by:** The Player can defeat Dr X by utilizing the games numerous projectile weapons the player can acquire throughout the game. Hand to Hand combat cannot be utilized against Dr X due to his enhanced durability and strength as well as the likelihood that he would pull out and use his energy sword if he got close enough. Explosives barrels can be utilized to damage Dr X if he stands close enough to them. However, all attacks become useless against Dr X when he activates his Energy Shield which renders him invulnerable for a several seconds unless the player utilises EMP grenades or electrical traps to disable it faster.

**Damage description:** Damage will be communicated visually through red sections that eat away at the Boss 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. Dr X will take significant more damage if any hits are aimed at his head or the power pack on his back but will be temporarily invulnerable if his energy shield is active. Upon death, it will fall to one knee and a cutscene will play out.

**Particle effects:** Dr X will have a Blue hive patterned Aura/Material that will act as a visual representation of the Energy Dr X utilises as well as a smoke trail effect that will spawn with a launched missile and an emissive material that will be utilised for the blade section of Dr X's Energy sword.

**Projectiles:** Dr X will utilize a missile projectile that will be fired from a cannon mounted on his shoulder as well as a laser bolt that will be fired from a Laser Rifle. The missile will be programmed to have tracking properties that will track and follow the Player once launched from the launcher. Dr X will also throw grenades that will electrically damage the Player if he/she is caught in the blast radius.

**HUD elements:** There will be a large Boss Health Meter at the bottom of the screen that will display Dr X's health. If Dr X's health is reduced to certain points, Dr X will fall on one knee and a Special attack prompt button will appear, allowing the Player to initiate a Special attack/animation that will severely damage Dr X if done correctly.

**Sound effects list:**

- laser blast
- electrical surge from grenades
- missile launch from the shoulder cannon
- energy sizzling from the Energy Sword
- Humming from Energy Shield

**Voice effects:** Dr X will have several voice lines where he would

- taunt the Player during the battle.
- state his evil plan and how Action Man would not stop him

**Special requirements for player:** If the Player tries to use Hand to Hand combat on Dr X, he will initiate one of a few animations that will cause severe damage to the Player. The Player can also be knockdown by Dr X and he can be hit by a laser of electricity that can hurt and damage the Player.

**Player reward:** If the player defeats Dr X, it will unlock the next set of cutscenes as well as a special Dr X outfit for future play through.

**BOSS FIGHT ARENA**

**Arena image:** \_\_\_\_\_

**Arena description:** It is a laboratory with a built in testing ground for test subjects to be experimented on with Dr X's tech/army

**Level elements:** There will be explosive barrels that will spread around the arena as well as electrical junctions that can be utilised as traps. There will as be First-aid Kits that can replenish the Player's Health as well as Energy Clips that can replenish The Player's ammunition.

**Boss fight music tracks:** (list music tracks here, including any notes on contextual music)