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| Object Name: | Mutated Carnivorous Snail |
| Purpose: | <p>Slow moving, hard hitting, zombie like enemy.</p> <p>Easy to kite and has an above average amount of health.</p> <p>Teaches more about physical interaction attacks and exposing weak points of enemies.</p> |
| Visual Description: | <p>An about player sized snail in a shell that is overgrown, mossy, and has very obvious protruding spikes.</p> <p>The flesh of the snail is greyish and rotting.</p> <p>It has a gross mouth on the underside of its head.</p> |
| Animation: | <p>Slowly slimes toward the player, bobbing its head up and down as it inches forward.</p> <p>When attacking, it leans back and pushes itself forward, trying to bite the player.</p> |
| Sound: | <p>Makes a gross sloshing sound as it moves, a deep groaning as it attacks and a quick slurp sound as it retreats into its shell.</p> |
| Behavior: | <p>Slowly slimes towards the player, trying to bite him or headbutt or something like toxic spit.</p> <p>If the player attacks the head of the creature, it quickly retreats into its shell for a decent amount of time. Eventually it will come back out of its shell and try attacking the player again.</p> <p>The shell of the enemy has toxic spikes on it, that will hurt the player if he gets to close or if he melee attacks it.</p> <p>By attacking or throwing an object at the shell, pieces of it will break off and expose the fleshy inside of the snail.</p> <p>The player can then attack the fleshy part of the snail and deal a high amount of damage.</p> <p>Attacking the enemy's shell will not damage it, the player has to attack the meaty part of it.</p> |
| First Encounter: | Second enemy type. |

