

<b>Object Name:</b>	<b>Mutated Frog Beetle</b>
<b>Purpose:</b>	Easy introductory enemy that teaches basics of combat and the difference between the stab and swing attacks.
<b>Visual Description:</b>	<p>Oversized, alien beetle mixed with frog features.</p> <p>Has an expanding frog vocal sack and frog hind legs for jumping, while it also has six beetle legs and the body of a <b>trilobite beetle</b> (see pics below).</p> <p>Hard shell on top/it's back, and rippled leg armor on its belly/underside.</p>
<b>Animation:</b>	<p>The MFB critters along the ground erratically while undisturbed.</p> <p>If it encounters a threat, it will either bite or jump at the threat.</p> <p>If it plans to bite, it scurries towards the threat and, when in range, stands up on its hind legs and falls forward, biting the threat.</p> <p>If it plans a jump attack, it will position itself about 3 meters away from the threat, bow its head down and put its behind up (like a cat about to pounce), wiggle it behind briefly and then jump up and towards the threat, belly and legs first, planning to grab onto it.</p>
<b>Sound:</b>	Makes demonically sounding ribbits and creepy clicking and screeching when it attacks the player.
<b>Behavior:</b>	<p>Randomly does a jump into your face attack or crawls up to the player and bites at their legs.</p> <p>The belly of it is vulnerable to a stab attack while smashing it from above is also lethal.</p>
<b>First Encounter:</b>	First enemy encounter. Immediately after the basic movement tutorial.

