

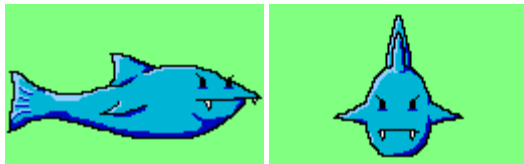
Enemy Information Documentation

Eel



- Only travels left and right
- Reverses direction when hit with ink
- Harms player on collision

Shark



- Travels left, right, up, and down
- Reverses direction when hit with ink
- Harms player on collision

Orange Fish



- Travels left, right, up, and down
- When hit with ink, changes direction to the direction the ink was traveling
- Harms player on collision

Puffer Fish



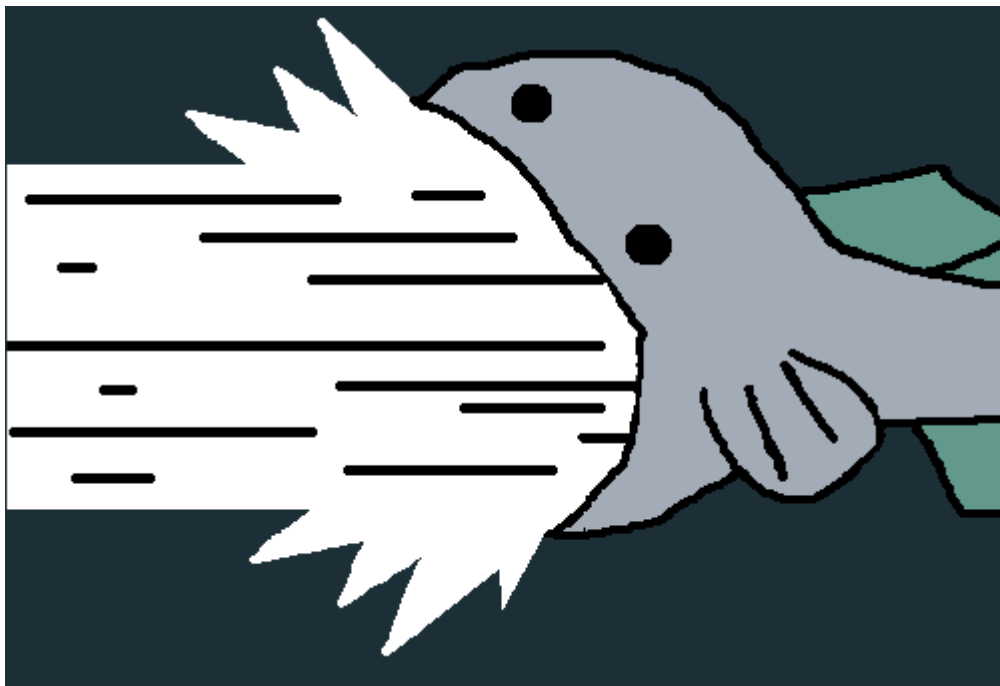
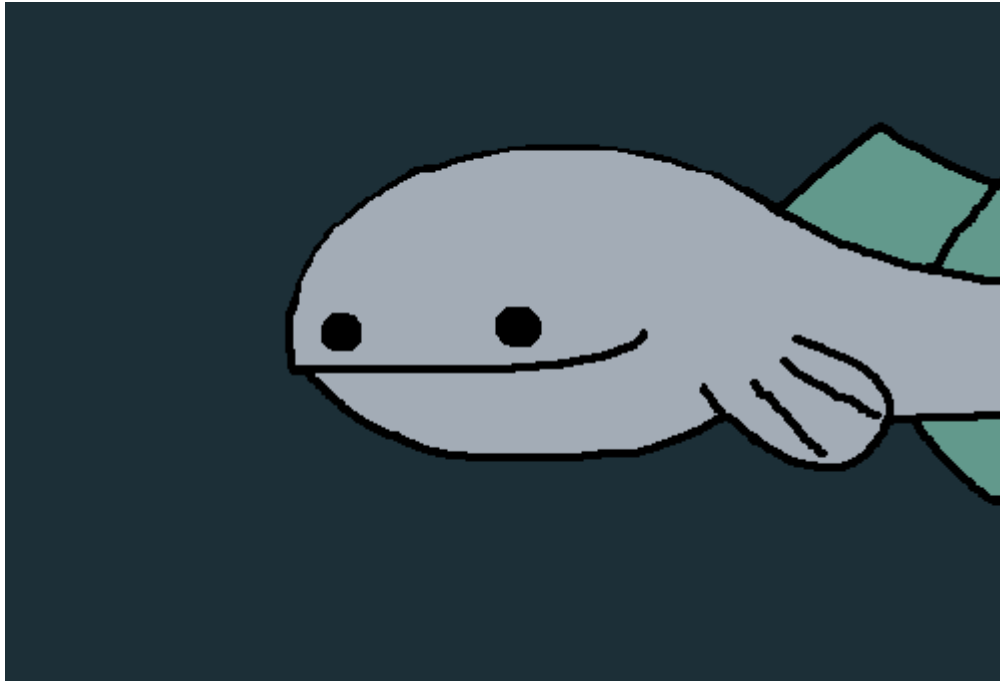
- Travels in all directions
- Hunts down Elroy
- When hit with ink, grows in size twice and then disappears on the third hit
- Harms player on collision

Flammable Fish



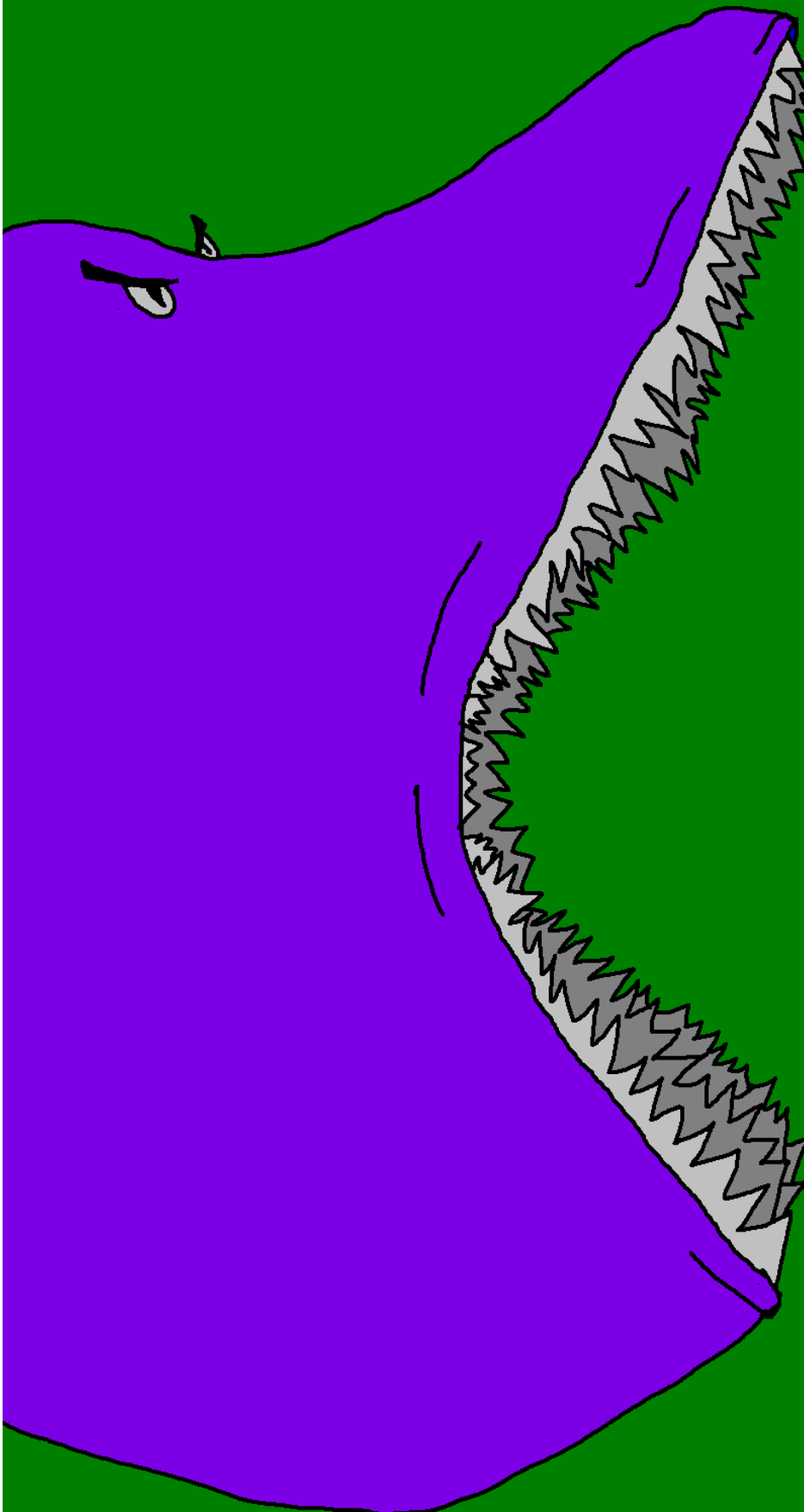
- Travels left, right, up, and down
- When hit with ink, nothing happens
- When hit with ink that has been lit on fire, catches on fire
- When on fire, burns anything wooden, kills any fish that it comes in contact with
- Nothing happens when the player collides with the fish if it's not on fire
- Harms player on collision if on fire

Boss 1



- Travels up and down (following Elroy's movement)
- When hit with ink, health goes down by 5
- Starting health is based off of difficulty (ranges from 150-300)
- Harms player on collision
- Stops for a moment every few seconds and then fires a giant laser

Boss 2



- Travels right
- Player cannot let it touch a boat that is traveling to the left as well (he/she must unlock gates to clear the path for the boat)
- When hit with ink, slows down for a second
- Harms player on collision
- Destroys everything on collision

Boss 3

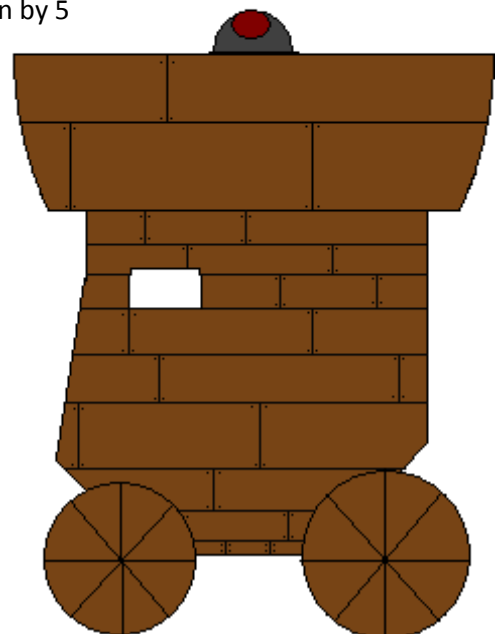
Phase 1:



- Stationary at first, then shot at player every 10 seconds after enough damage is dealt
- When hit with flaming ink, health goes down by 5
- Shoots out puffer fish from the mouth every few seconds
- Harms player on collision

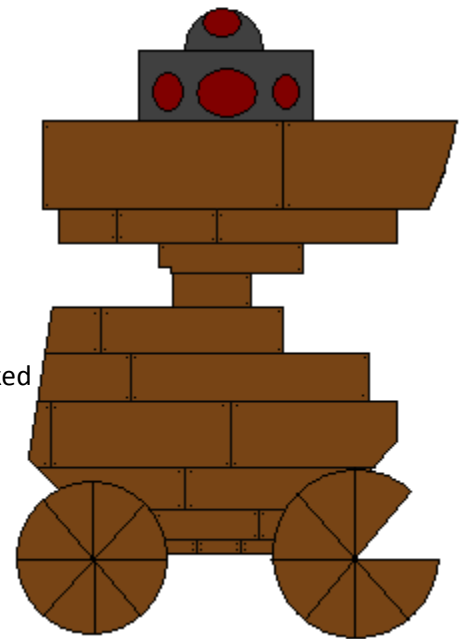
Phase 2:

- Stationary
- When hit with flaming ink, health goes down by 5
- Shoots out balls of fire at Elroy
- Doesn't harm player on collision



Phase 3:

- Stationary
- When hit with flaming ink, health goes down by 5
- Shoots out balls of fire at Elroy,
 - when they are within range, they transform into a fire cage that traps Elroy for 10 seconds while spiked balls are fired at him
- Doesn't harm player on collision



Phase 4:

- Goes in a straight path towards Elroy every 5 seconds
- When hit with ink, nothing happens
- Health goes down by 5 when he colliding with spikes
- After enough damage is dealt, shots out fireballs every few seconds that create a new maze
- Harms player on collision

