

Boss Phase Concept

"As a player, I want to fight a cohesive and engaging boss, so that I experience a memorable end to the level."

Constraints

Based on research:

- split into **2 phases**
- using **4 attacks** (circle, pillars, beam, scatter)
- **varying** hittable areas (small/moving vs large)

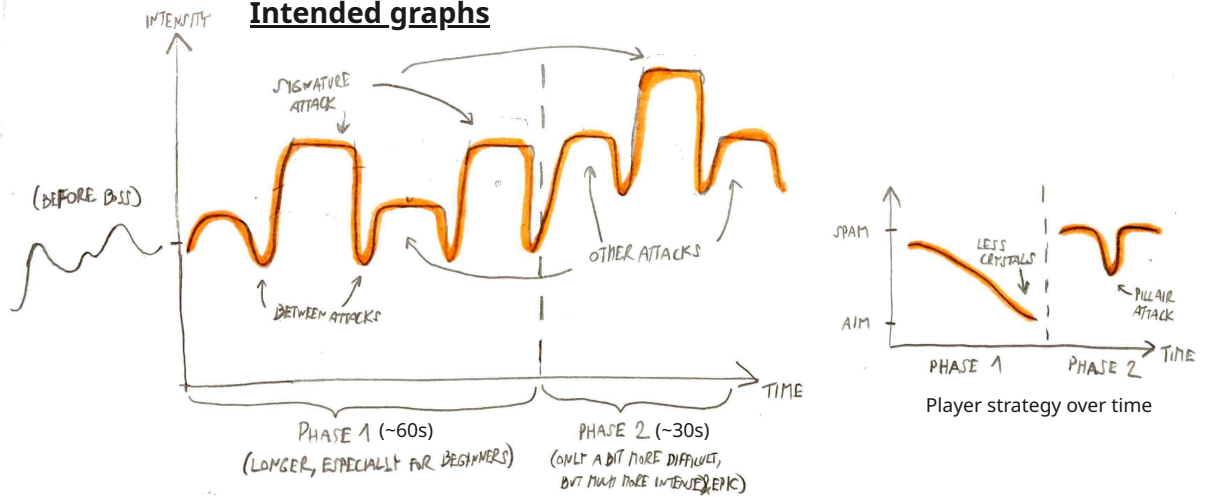
Based on previous conceiving:

- uses a **circular shield** made up of rocks

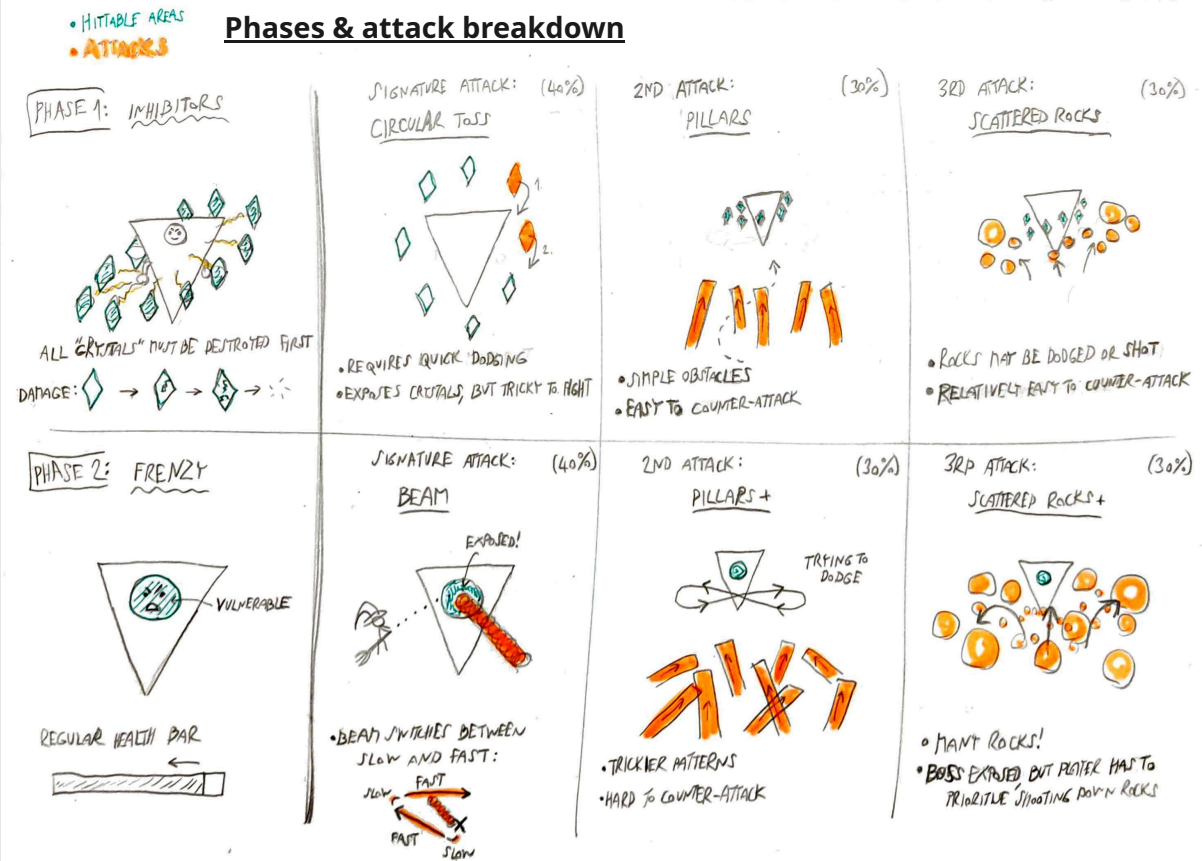
Intentionality

- the boss is the **most difficult** and **intense** part of the level
- intensity **fluctuates** and **increases** over time
- the **2nd phase** is not too frustrating (it is kept relatively **short** and only a little more **difficult**)
- to vary the need to **carefully aim** vs. **spam shooting**, hittable areas vary between phases (we also force the player to "collect all crystals")
- varying attacks encourage both **defensive** and **aggressive** playstyles

Intended graphs



Phases & attack breakdown



Considerations for Visual Art

- 1st phase has "crystals" (any kind of significant rocks)
 - it should be clear they are protecting the enemy (maybe VFX lines connected to the core?)
 - they need to show damage progress (maybe by swapping materials with cracks?)
 - they are tossed at the player during the "circular toss" attack (they should signal their temporary disconnection from the boss)
- 2nd phase has a large vulnerable core
 - it should be particularly exposed during the beam attack
 - the beam attack should signal when the beam is slashing (is fast)
 - the beam should not block the camera view

