

CRICKET

Overview-

An easy-to-hit and low-health enemy that rushes players and hits them with a melee attack that deals small amounts of damage. More dangerous in groups and gets the player moving.

Experiential Goals-

- Meant to move in groups to pressure the player to move around, almost harmless when alone but can be dangerous when in groups
- Are very easy to kill and gives something for the player to engage with between more dangerous enemies

Actions-

- **Melee Attack:** A short-range attack (lunge) with a short windup and distinct sound that deals small amounts of damage
- **Rush:** Movement that is faster than other enemies but slower than the player
- **Leap:** A small, vertical jump that allows the Cricket to get to higher ledges and platforms as well as clear small divides in the level to chase the player more effectively. this keeps the player from camping higher ground.

Behaviors-

- When it detects the player, rush in their direction and when in range, **Melee Attack**
- Has limited chase ability, is mainly tied to the ground plane with the ability to Leap over small divides or short ridges in the level to better get to the player
- After a melee attack, enemy movement speed is reduced to allow the player to regain some distance, can melee attack again after a short pause
- If there is enough distance from the player and has no line of sight, wander around until it finds the player
- DOES NOT WALLRUN

Design References:

[Ultra Kill](#)

[Gears of War 3](#)

Visual References:

Overall Shape:

- Clear headshot/weak point
- Slightly shorter than player
- Clearly uses Melee or CQC abilities (Maybe slightly lanky limbs)



