Interactions and Scripted Enemies

Iterative Improvement Worksheet

## Modifications to the Given Enemy

1. Write one or more player stories to describe the experience of fighting your improved enemy. Describe what happens action-by-action, paying special attention to what choices or skill challenges the player has that impact winning or losing.
2. Detail the new actions involved (if any). Give enough detail to capture what is mechanically different about each action (e.g. targeting, windup, hit mechanics, telegraph, cooldown).
3. Detail the new systems (if any) needed to implement those actions (e.g. building up combo points and then using them, putting a trap on the ground that blows up later).
4. Detail the new behaviors involved, and how they work together. Be sure to be specific about the conditions that trigger transitions between behaviors.
5. Implement and test (you can iterate here as much as needed).
6. Reflect and report briefly on how your implementation did or did not achieve the player experience you were going for.

## New Second Enemy

1. Write one or more player stories to describe the experience of fighting your improved enemy. Describe what happens action-by-action, paying special attention to what choices or skill challenges the player has that impact winning or losing.
2. Detail the new actions involved. Give enough detail to capture what is mechanically different about each action (e.g. targeting, windup, hit mechanics, telegraph, cooldown).
3. Detail the new systems needed to implement those actions (e.g. building up combo points and then using them, putting a trap on the ground that blows up later).
4. Detail the new behaviors involved, and how they work together. Be sure to be specific about the conditions that trigger transitions between behaviors.
5. Implement and test (you can iterate here as much as needed).
6. Reflect and report briefly on how your implementation did or did not achieve the player experience you were going for.