

Twilight Princess Enemy Design

Combat Workshop
Noah COUPEY – 2BGD

Basic Enemy 1

Mind Armos

*Intention : Make a puzzle item (Dominion Rod)
useful in a combat situation*



Overview: An (almost) invulnerable enemy who can control statues from a distance and use them against the player.



Check Annex 1 for more info.

Visual



Controlled By Player



Controlled By Enemy

A small, spherical statue made of the same gold as objects that can only be broken with extreme force. It has pink lines glowing on its body.



In the base game, when a player controls a statue, it glows green. So when the Mind Armos controls a statue, it glows the same pink as their body.



Sounds

When Aggroed

An electric “Whoom” which accompanies the pink glow.



When Moving

Large, deep thuds which each bounce of the statue. More metallic thuds for the Mind Armos.



When Charging Attack

Stone rubble as the statue lifts their hammer.

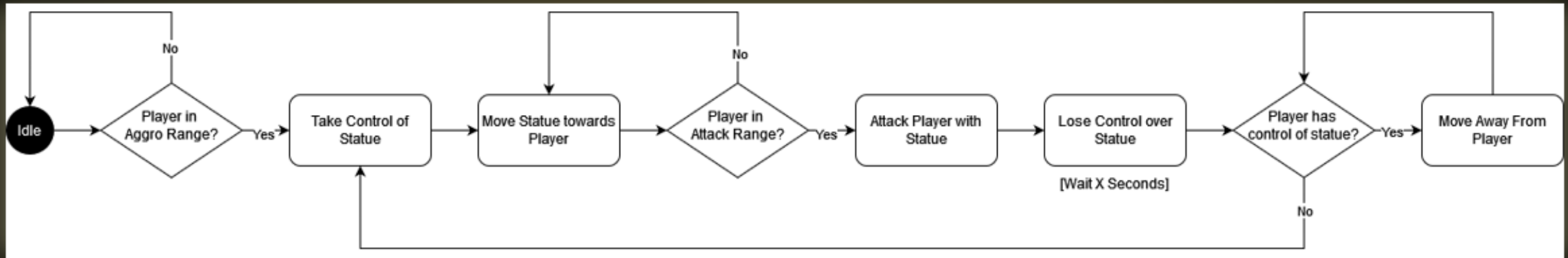


When Attacking

A loud stone crackle with each slam of its hammer.



Behavior



The Mind Armos never attacks the player directly; instead using a nearby statue as a proxy.

The player can also break the Mind Armos' link with the statue by stunning it with the Gale Boomerang (which immediately brings it to "Lose Control of the Statue").

Movement

Idle

The Mind Armos does not move an inch, staying “dormant” .



Aggroed

The Mind Armos does not move; it instead makes the statue it is controlling move towards the player.



Fleeing

Once the player takes control of a statue, it will hop away in a straight line away from the player (slow).



Player Leaves Aggro

The Mind Armos hops back with the statue to its original position (slower than when aggroed) and returns to Idle.



Health

The enemy, just like the gold it is made of, is invincible by normal means. It can only be harmed using the statue's hammer (one hit KO). Due to its small size, it can also be carried by the player.



Dexterity

The player can bait the Mind Armos into attacking itself by being near it when it attacks.

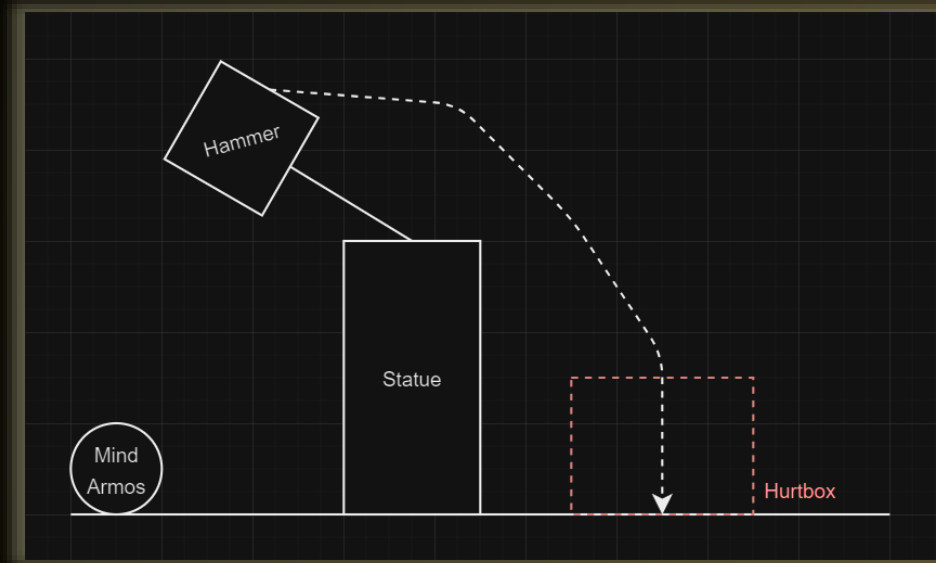
Observation

The player can throw it in a pit (only if there is one nearby).

Memory / Reflex

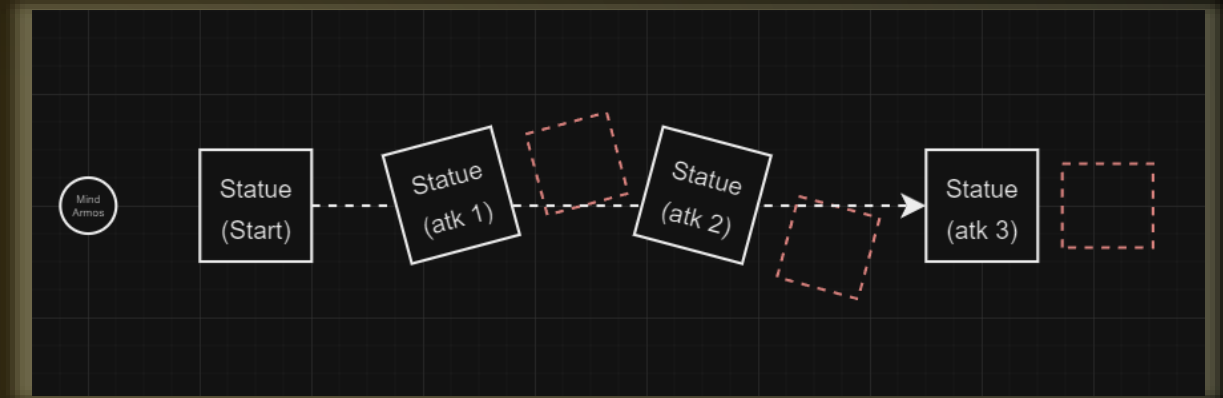
The player can take control of the statue right after it attacks and hit the enemy with its hammer.

Attacks



Side view of attack

Attack 1 (Average Speed):
After lifting the hammer over its head, the statue slams it on the ground in front of it.



Top view of attack

Attack 2 (Less Frequent, More Powerful):
A three-hit attack of fast swings while hopping towards the player. Longer wind up before attack, longer opening after attack.



Basic Enemy 2

Spinfos

Intention : Give a new use to an underused item (Spinner)



Overview: An overworld enemy which constantly spins around in its shell. When attacked, it hides in the shell, waiting a while to come back out.



Check Annex 1 for more info.

Visual



(Side Note: Needs rework from a Concept Artist)

An enemy the same size as the player, having two distinct parts: the shell (bottom half) and a green upper body like other basic enemies (upper half).



Before Latching On



While Latched On

The shell has indents, similar to the ones the spinner can latch onto. The enemy can pop in and out of the shell.



Sounds

Idle / Moving

A constant “whoosh” sound from its shell spinning on the ground.



Before Attacking

A screech to signal the player of its incoming attack.



Attacked by Player

A scared screech while it hides back in its shell.

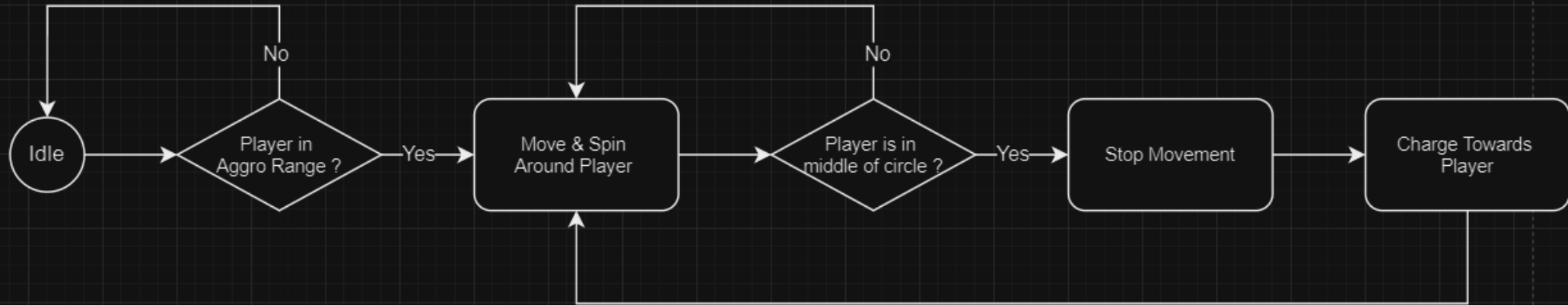


Player Latches on w/ Spinner

The same sound than when the player latches onto a wall with the spinner.



Behavior



The enemy moves around the player in a circular motion. They only stop a second before charging towards the player.



At any time, the enemy may be attacked; if it is, it immediately stops movement and stays in its shell for several seconds.



Movement

Idle

The Spinfos do not move much when not aggroed, almost spinning in place.



Aggroed

The Spinfos moves in a circular motion around the player, then stops before charging in a straight line, and stopping again as if “breaking” from their speed.



Attacked by Player

It stops its movement, hiding the upper body in the shell. The shell keeps spinning (animation).



Player Leaves Aggro

It spins in a straight line towards its point of origin.



Health

The enemy does not have actual health; it hides in its shell after being hit once.



Observation/Memory

Attack with the spinner, if the player presses the assigned button next to the enemy.

Observation

Attack with the sword, while the enemy breaks after charging.

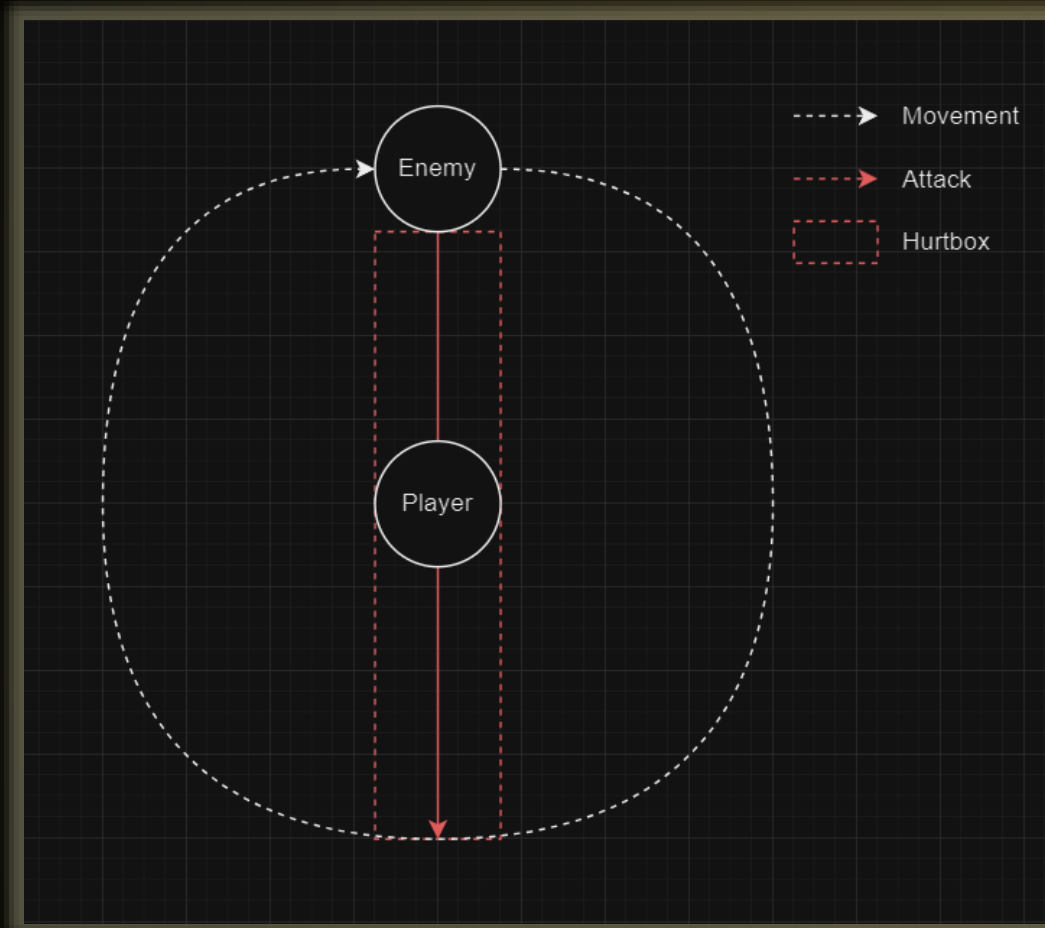
Precision

Attack with the bow and arrow, while it spins around the player.

Timing

Attack with the shield attack (hidden skill), when the enemy is charging towards the player.

Attacks



Top view of attack

Since it is a simple enemy, it only has one attack: charging towards the player.

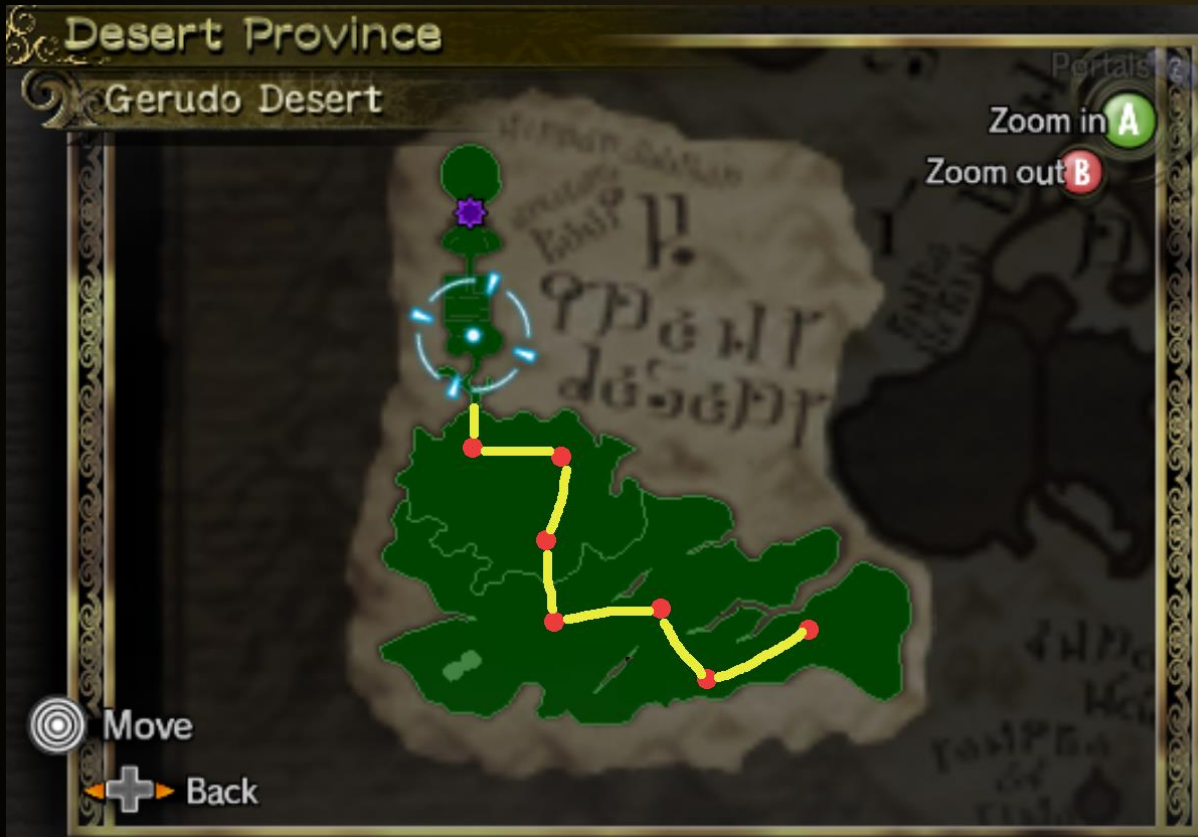


It is divided into three phases :

- Stopping the circular motion
- Charging towards the player
- Breaking the charge, which leaves an opening for the player.



Special Feature



Possible placement of Spinfos in the Gerudo Desert: Instead of treading by foot, the player could quickly traverse it by chaining Spinfos on the spinner.

The Spinfos is more of a “useful” enemy than a combat enemy. If the player latches onto it with the spinner, it will propel them across the overworld at a high speed.



This gives more use to the spinner item, making it viable as a method of transportation in the overworld.



The Spinfos could also be set up in a chain across the overworld, enabling the player to “combo” hit them to get across quicker.



Mini-Boss

Twilit Giant: Shadow Guardian

Intention : Have a boss where the player must utilize both human and wolf form.



Overview: A giant boss of the Twilight Realm, which requires both Wolf Link's agility and Link's arsenal.



Context



Palace of Twilight



Sol



Zant Hand



Battle Platform

This mini-boss would appear in the middle of the Twilight Palace (8th dungeon), when the player has secured two Sols to power up the Master Sword.



Check Annex 2 for more info.

Two Zant hands will grab the Sols before the upgrade is complete and hold them up high above the arena, while the Shadow Guardian appears from under the platform.



Context



Double Clawshot



Black Fog



Before Cure



After Cure

The player received the “Double Clawshot” in the previous dungeon and just discovered the Black Fog mechanic right before the mini-boss, which will serve as a test.

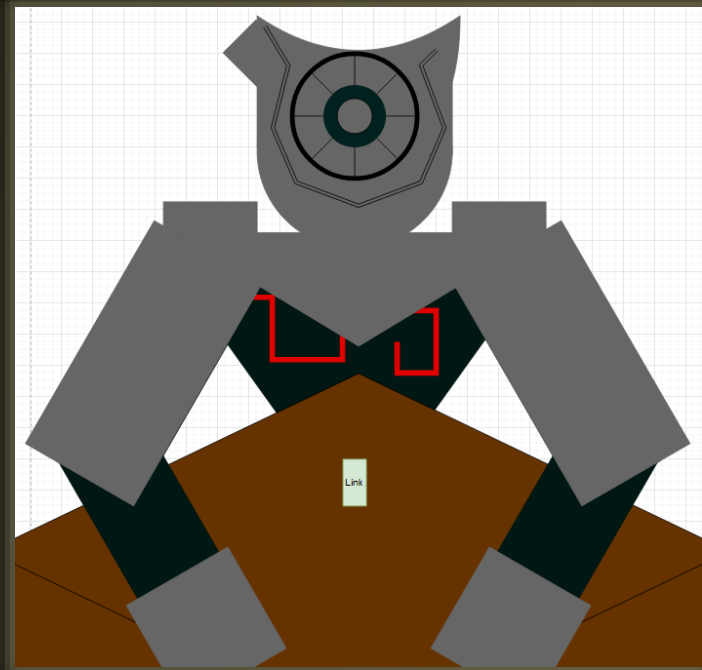


Check Annex 2 for more info.

With a Sol in hand, the player has also just discovered that they can cure the “corrupted” Twili, removing their mask and returning them to their original form.



Visual



The enemy is huge compared to the player. We only ever see his upper body, since his other half is below the stage.



Shadow Beast

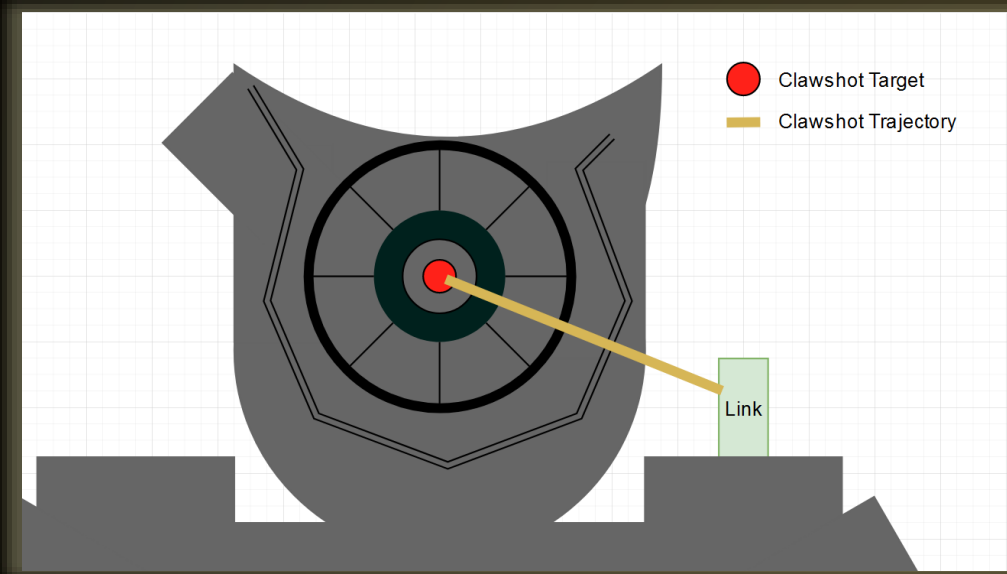


Armor Type

He wears a mask like other shadow beasts. His arms and chest are covered by armor with indents which Wolf Link can jump across with Midna.



Visual (Weak Point)



On the “eye” of the mask is a clawshot target which the player can only access when they have climbed on the enemy shoulder.



The first time his weak spot is hit, his mask starts to shatter with visible cracks. The second time, the mask breaks and the enemy returns to his original form (fight end).



Sounds

First Appearance

Grunting, like if fighting internally against himself followed by a deep, aggressive screech (boss name appears).



Before Attacking

A deep groan as the giant lifts its arm up in the air.



Attacking

A deep thud as his fist hits the ground, followed by Midna's notification sound, signaling the player that they can jump on his arm.

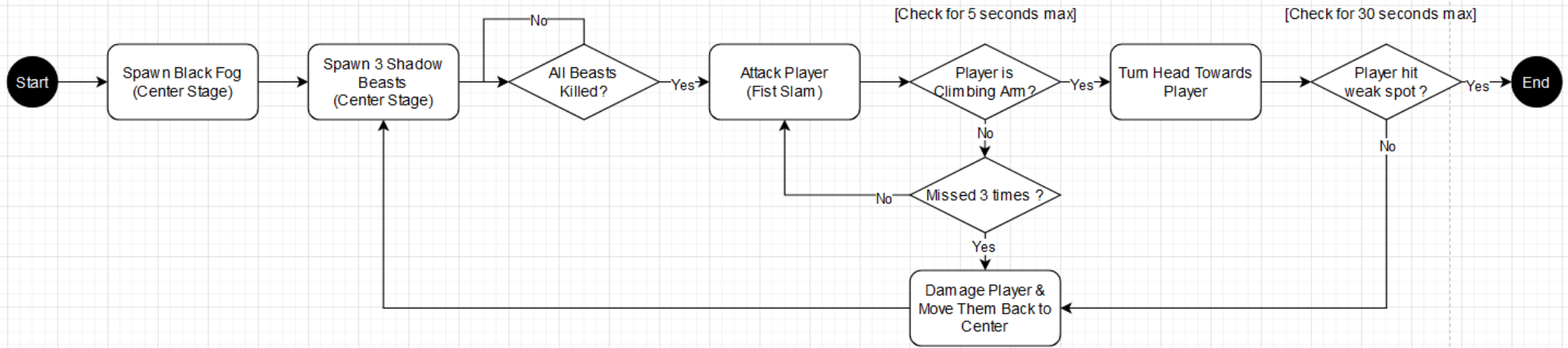


Weak Point Hit

A pained, echoed screech with the crackling of his mask.



Behavior



Since the player will have to hit the boss' weakpoint twice, this behavior tree will be used twice.

This induces two player states; oppression (against beasts and fist) then opportunity (jumping along arm and hitting weak spot).

Movement (Anim)

Overview

Since the enemy never actually moves, his movements are more animations rather than patterns.



Player Against Beasts

The boss' open hands surround the arena while he overlooks the fight.



While Attacking

The Shadow Guardian lifts its fist up in the air; before he slams it, a shadow is seen on the ground of where it will land.



Player Takes Too Long

If the player stays on the shoulder/weak spot for too long, the boss slaps him off with his other hand (telegraphed).



Health

The boss does not have health; instead, the player will have to hit its weakpoint twice with the following actions (this and next slide).



Dexterity/Memory

The player must fight off 3 Shadow Beasts with the wolf spin while being in Black Fog.



Reflex/Observation

The player must then dodge the incoming fist slam(s) from the Shadow Guardian.

Health

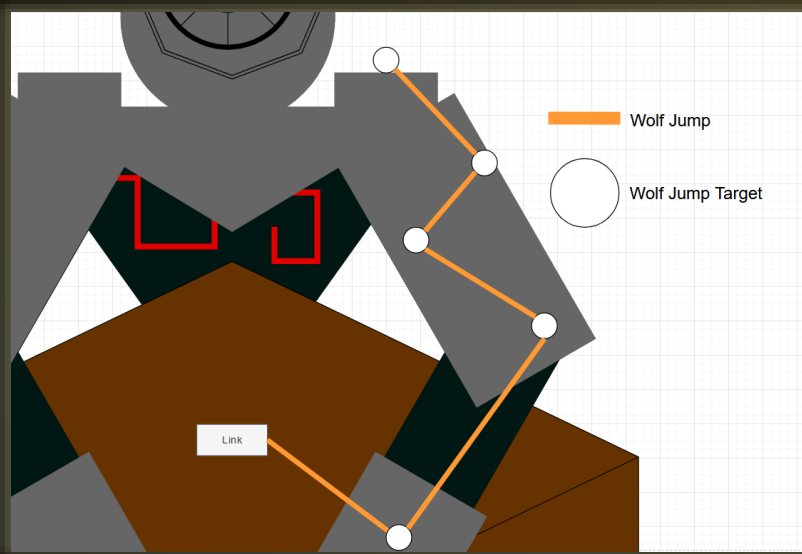
Timing/Observation

When the boss' fist is still on the ground, the player must use the Wolf Jump to jump from his fist up to his shoulder.

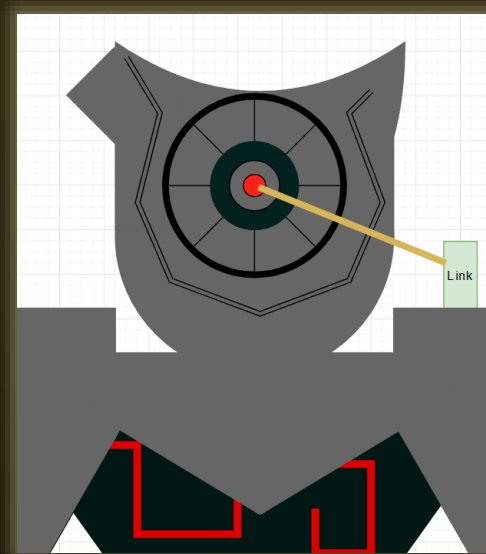


Precision/Observation

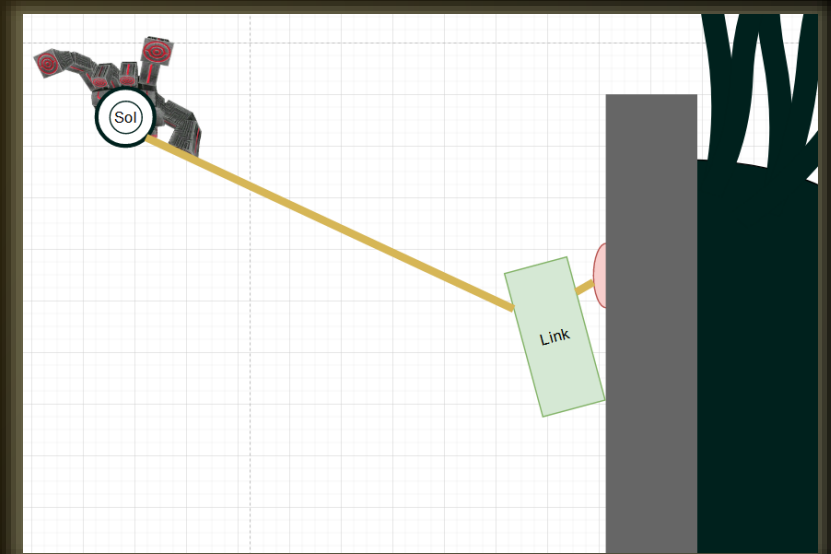
The player must transform into a human to grapple onto its weak point, then grapple again onto a Sol to bring it to the Boss' mask to damage him.



Wolf Link Jump Path

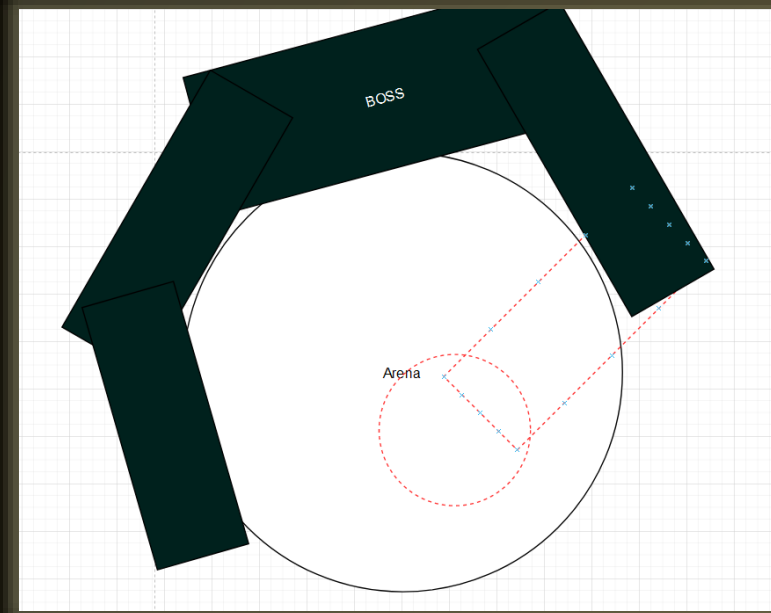


First Grapple



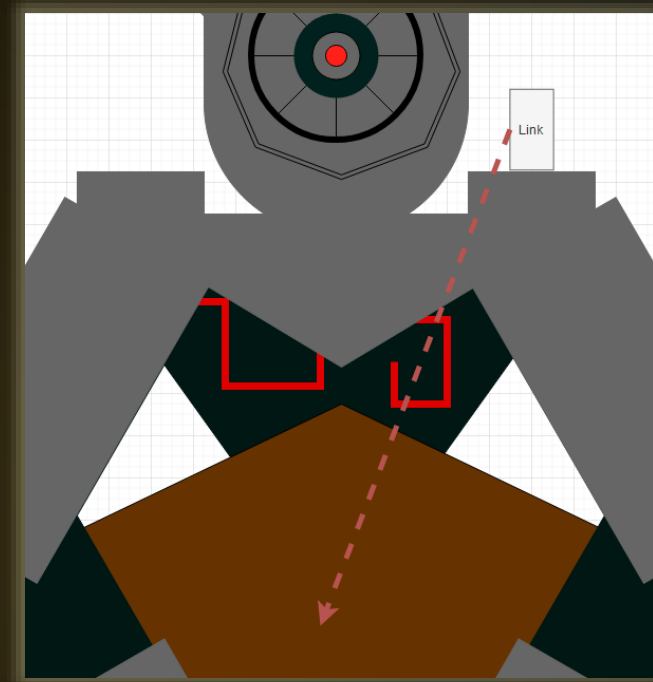
Second Grapple (Side View)

Attacks



Top view of attack

Fist Slam (Slow Speed, High Damage):
The boss lifts its fist into the air and slams it onto the arena. A shadow telegraphs where it will land.



Front view of attack

Swat (When player takes too long on shoulder/mask, Guaranteed Hit):
The boss slaps the player back into the center of the Arena.



Annex 1 (Enemies)

Dominion Rod Gameplay

https://youtu.be/JOgMragAesk?si=IE_g7YHoDZHdGfuf&t=912

Spinner Gameplay

<https://youtu.be/zK8SRt1YTig?si=QouEOpoEwH5A63WS&t=2012>

Shield Attack Showcase

<https://youtu.be/ZNIaIKukRZQ?si=DAiZ7g7pyl4fkvme&t=84>

Annex 2 (Mini-Boss)

Battle Area for Mini-Boss

https://youtu.be/EI-GUPkZOqU?si=C_MGIDsKT2vnG5xU&t=1089

Shadow Beasts & Wolf Charged Spin

<https://youtu.be/Bt0r45XZ3nc?si=z4n0XyNZG1SV3ezB&t=77>

Wolf Jump Showcase

<https://youtu.be/JfDg4GLI3eQ?si=JiZq5Q83GSM0Im9Q&t=52>

Black Fog

<https://youtu.be/EI-GUPkZOqU?si=26NuVLV06UJbB2eu&t=150>