

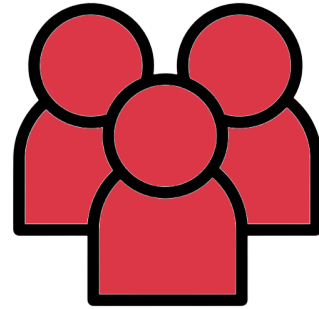
Time Executioner Boss Design

Pillars



Time Irrelavent (Not stopped by time)

- Twist on the time stop mechanic
- Walks in normal time / Sprints in Stop time



Summoner

- Summons Soldiers when the last enemy is close to 20% HP

Combat

- Blocks your every attack with the axe
- Takes Damage when the axe is not in hand (During Axe throw or Axe bury attack)
 - Kicks you when close, if no axe in hand.

Phase 1

- Primary attack - Melee Axe vertical slash in the ground (Knocks back the player)
- Secondary attack - Spinning axe throw that returns to the executioner.
 - Damages in the path it is traveling and returning
 - Executed when time is not switched for a certain time (10s). Reset the timer when the time is switched.

Phase 2 (Lower than 50% HP)

- Does a tertiary attack - Burries Axe into the ground making it do damage over time. (Stops other enemies into an animation)
- Increase Walk Speed and sprint speed
- Summons More enemies