

NPC Name: Man in Black

Designer: Ed Byrne

VISUAL DESCRIPTION

Description of Character: The Man in Black is the governments most secret, and most deadly, means of control. MiBs are 'converted' through a process that renders them almost invisible to the naked eye, and mind-controlled to perform their duty to their masters

Character's purpose: The MiB represents a boss-style character that will challenge the player in every encounter

Special animations needed: Taking shades on and off, turning invisibility on and off

DESIGNER VARIABLES

Relation to player: Hostile

Head Health/Armour threshold: 150/25

Torso Health/Armour threshold: 300/120

Legs Health/Armour threshold: 300/100

Shooting Accuracy: 90

Highest Tactical Level: 3

Weapons used: RayGun

Starting ammunition (rounds): 100

Items carried: Superior Health Item

Primary goal: Disable

Goal factor: Player

Special features: Invisibility, Reinforcements

LOCATION INFORMATION

Applicable Levels: 1, 3, 4 & 7 **Suitable environments:** All

Placement considerations: The MiBs will need to be placed in areas with ample opportunity for cover and stealth. Battles with MiBs will last longer, and should provide a much more intense experience than any other character.