

Esperé's Emotional Abilities

-Esperé will use **4 different types of abilities** that revolve around the usage of words/emotions to help resolve/defeat infected enemies in a non-lethal way. Each ability will have high effectiveness to the enemy type counterpart. Below are the different emotion abilities and what they are effective against:

1) *Calm* > *Angered* Enemies -

- The *Calm* ability is a mid-range attack that is *effective* against ***Angered*** enemies.
- ***Angered*** enemies are in a constant aggressive state that involves constant chasing of the player and utilize charged dash attacks to incapacitate and inflict high damage to the player.
- The player must use the *Calm* ability to defeat the ***Angered*** enemies from a distance.

Example below:



2) *Compliment* > *Insecure* Enemies -

- The *Compliment* ability is a long range attack that is effective against ***Insecure*** enemies.
- ***Insecure*** enemies tend to run away from the player and hurl tears towards the player as long-range projectiles.
- The player must use the *Compliment* ability to defeat ***Insecure*** enemies from a distance.

Pose concepts: thumbs up

Example below:



3) *Reassure* > *Hopeless* Enemies -

- The *Reassure* ability is a short cone-shaped attack that requires the player to get close to the enemy to be utilized.
- ***Hopeless*** enemies are found in fixed positions and are unable to move around. Instead of using melee or ranged attacks, this enemy creates a growing/pulsing orb that hurts the player if they are caught in it.

- The player must use the Reassure ability to hit back the growing/pulsing orb and ultimately reach the epicenter to defeat the enemy.

Example below:



4) Silence > Frustrated Enemies -

- The Silence ability is a fairly large circle area that surrounds the player.
- **Frustrated** enemies are opponents that have slightly irregular or somewhat random behaviors. These enemies are not fixated on the player, but rather roam around the area and cause 'random' smash attacks that have a large area of effect (aoe).
- When confronting **Frustrated** enemies, the player must use the Silence ability and stay in the vicinity of the enemy. Keeping the enemy within the circle area will weaken/damage the enemy over time.

Example below:

